

Horde Game

~~Fantasy~~ Meatball

Top-down shooter

Dodge Roll (Player will be invincible while rolling)

You play as Gordon Ramsey carrying a sentient, angry, pot full of meatballs.

- Has a limited number of lives; loses lives by colliding with enemies.
 - Will be invincible for three seconds after being hit.
- You fight off enemies by shooting meatballs.
 - Meatballs will move towards the mouse position upon firing.

Your enemies are horribly disfigured angry carrots.

- One hit from a meatball will tickle the enemy to a violent, bloody death.
- Will leave "death" sprites that will disappear.
- Spawns off screen.

One boss enemy: the Soul of Meat.

We will design a point and shoot system.

Create a dead sprite for when enemies die that will clear after a certain amount of time.

We will design a way for enemies to follow the player.

Design a system for players to lose lives.

Design sprites for games.

Design a Spawn enemies off screen system.