**Game Idea**

* My game is a top-down shooter game where survival and strategy are key to achieving a high score.
* The user can design their character with various cosmetics at the start of the game.
* When the game starts, the character is transported to an unfamiliar place with only a pistol to defend themselves, with only one objective: survive.
* The player has to navigate the map and kill any enemies that spawn near them.
* Ammo will be sparse around the map and so the player is forced to play strategically to get a high score in the game.
* A score will be calculated when the player dies in the game, encouraging the player to replay the game to obtain a higher score.
* There will be a maximum of 2 levels/maps.
* Controls: - Arrow keys to move the player.

- Spacebar to shoot the pistol.