Gun Ball core Features List –

This Is another sort of listing of the core features like that seen in the previous documentation, however this is more of a to the point on that item

# Main Features –

## General –

**Shooting - basic shooting for characters and enemies**

**Animations – Basic animation implementation**

**Title screen – a basic title screen with also a small set of options found as well**

**3 levels – 3 short levels of play**

## 1 Player Character able to do the follow

* Move Up and Down
* Move Left After A level Is beaten
* Be able to shoot and aim with a mouse
* Be able to take dmg from bullets
* Can use 5 items, and can hold 2 of these at a time

## Player Character Ball –

* Able to move in all directions
* Not directly controlled but will always move
* Can be redirected by shooting
* Can take dmg by hitting certain objects
* Be able to shoot and aim with a mouse, using 1 button, shooting alters your direction and speed.

## Items –

* Boxes that can broke and spawn 1 of 5 items with the following effects
  + Heart- Restores 50% hp
  + Skull – Spawns a big and powerful bullet
  + Bullet – reloads ammo
  + Shield – Brief invulnerability
  + Orb – Random Effect

## Enemy –

* Three Types of enemies, that do the following
  + Barron Bunny – Boss with three attacks, one being a basic shooting attack, one spawing a few enemies, and one sending several projectiles at once
  + Bad Bunny- Basic enemy that can move and shoot
  + Barrel bunny – Enemy the can hurt the ball directly

Stretch goals -  
Very brief cutscenes

Moving camera