* **Group Name:** Public Consumption
* **Members:**

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* **Game Title:** 2P Invader
* **High level description of the game:**

The concept of this game is there are Two (2) players respawning at the bottom of the screen as the starting point. Enemies are coming from the top of the screen and will come down toward the players and will stop as long as the timer reach zero (0), means the game is over. The game will randomly assign which kind of enemy you have to kill to gain points, once you kill the wrong ones, you will lose points. The players are free to move left and right to dodge the enemies.

* **Layout of all your screens:**



* UI Flow diagram of how the screens connect to one another:



* **Backstory of your game:**

War between humans and aliens was started. There were 2 humans who were extra ordinary in fighting. They were sent out of the base to fight and kill those invaders. They were always arguing who was better among of them two, so when they knew they were going to fight the invaders, they made a deal on whoever has lots of kills will be the best among them.

* **Game Mechanics:**

-Play/pause button to freeze gameplay mid-game and access the pause and main menus.

-Left stick to move the character left or right

-A button to shoot the enemies to gain points

-Timer to show when the round is over

* **List of all Games Modes or Levels:**

We only have 1(one) game mode for now. If we successfully create the basic ones, we are going to add more mode or levels to make the game more exciting and challenging.

* **List of all Characters, Picks, Weapon, etc.:**
* Weapons
* Laser Beam
* Missile
* Rocket Launcher
* Pick ups
* Ammo
* Haste
* Point Booster
* Invincibility
* Time
* Characters
* Icarus
* Beluga
* Nemesis
* Initial Sketch of your idea for the playable levels:

