**Notes**

* Trajectory needs to be worked out to hit opponent, possible ways of doing that is having it the object shoot straight forward or have an arcing firing path.
* Trial and error could be used by the player until they know where to aim to hit the enemy.
* Gravity could be used as a mechanic to throw the projectile off its intended path to make the player think of how to shoot.
* Various projectiles could do different things and will affect the blocks and enemy in different ways.
* Players could be able to place blocks on the map before the round begins in such a way that the enemy would have to shoot through them before hitting the player.
* Power ups such as shields or boosts to power could be placed around the map and, when destroyed, will give the player that destroyed them said power up.
* Various maps could be created to give a sense of variety as well as multiple choices the players will need to make to adapt to each map.
* The game could have more of a cartoon-like art style to attract various age groups to play the game as well as giving it a unique twist on how it will look.
* Different weapons could be implemented into the game so that it gives the player different options, for instance, a bow might be able to shoot farther, however, a crossbow may be able to shoot higher and do more damage, but it travels a shorter distance.