Our Game is a 3D action-adventure side scroller. You start off at the first level with a pistol as your basic weapon, which can be swapped out for different weapons as you unlock them. You have 10 health to start with. As you proceed through the level you will encounter enemies that when not engaged to you and will be pathing back and forth on their platform or between boxes that can be used as cover until you get within a certain range and they will shoot at you. The enemies will have 2 health on the first level and will get progressively more health as you advance in the game. Throughout the level there will be ammo pick-ups and health-pickups. Once you get to the end of the level there will be an elevator that will take you up to the boss level.

At the beginning of the Boss floor the camera will be locked in place. There will be a health and ammo pick-up at the very beginning of the level so you can fill up your ammo and heal if you need to. Once you cross a certain threshold, the boss will engage. On the boss level there is a box for cover and a platform that can be used for cover and avoiding his shots. Every fifth shot he will shoot three projectiles at a time, and once you get him to half health his fire rate will double.

After you defeat him you will enter a menu system that will have a store where you can buy new weapons/ammo/armor and a way of adding attributes to your character. You will use your score as a currency in the store, and each level will give a set amount of attribute points which can be allocated into stats such as: weapon damage, health, armor, movement speed, and you can unlock different skills like double jump, dash etc.