Questions:

* Own implementation requires our own twist or it can be a 1:1 copy?
* How long should the small doc be?
* Could I do space invaders?
* Would you value if I do my own assets?
* Unity Packages?

SPACE INVADERS

Ingredients:

1 Player

4 obstacles

2 types of enemies

1 boss?

What makes space invaders fun?

* Using cover.
* Increasing speed.

Player:

Moves side to side. Shoots. Has a bomb/dash

Obstacles

Progressively Destroyed

Enemy 1

Moves a bit and occasionally shoots

Enemy 2

Moves faster in a pattern and occasionally shoots

Boss

Shoots in a pattern. More HP.

Still need:

Sound

Animations

Menus

Gameplay loop

Score

Obstacles

Player hp/lives