

Color definition

Bare minimum =



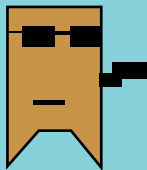
Pick at least 1 of the features inside =



Optional =



Player =



Enemy =



Death =



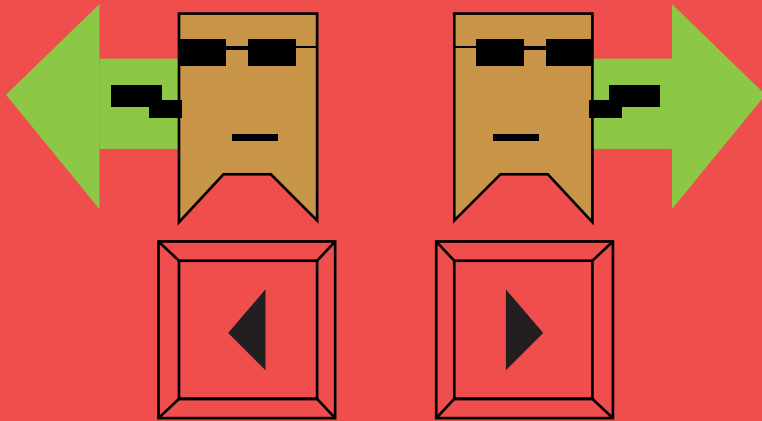
Health =



Box =

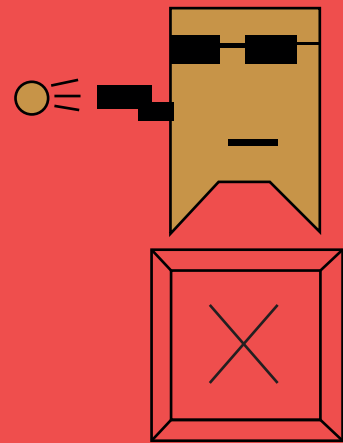


1. Player

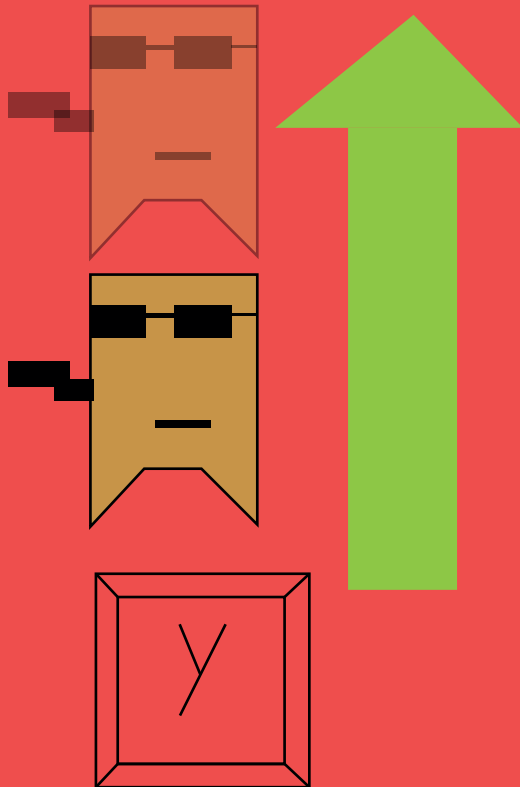


Move left

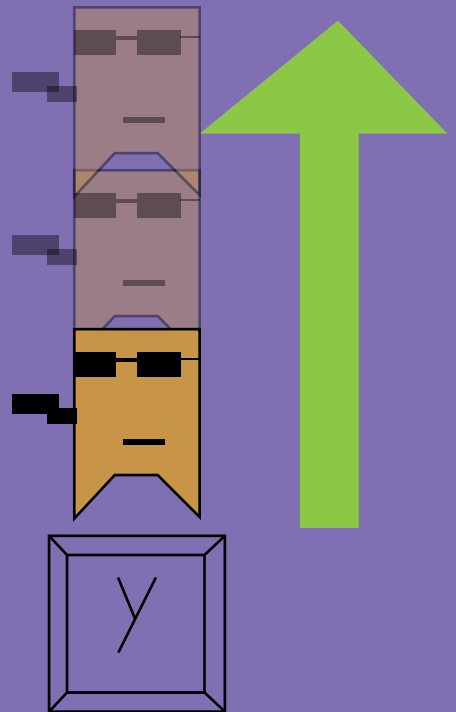
Move Right



Shoot

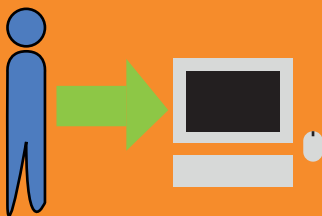


Jump

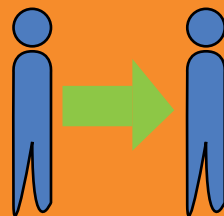


Hold
(Jump Longer)

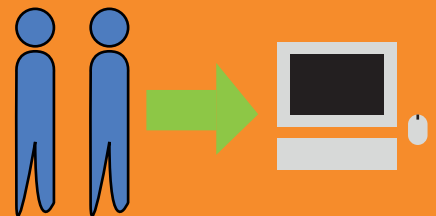
Game Mode



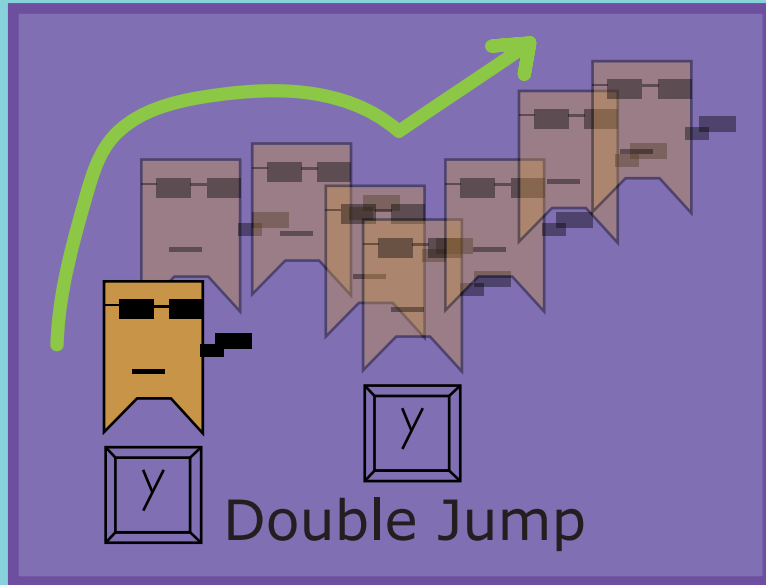
Player VS Game



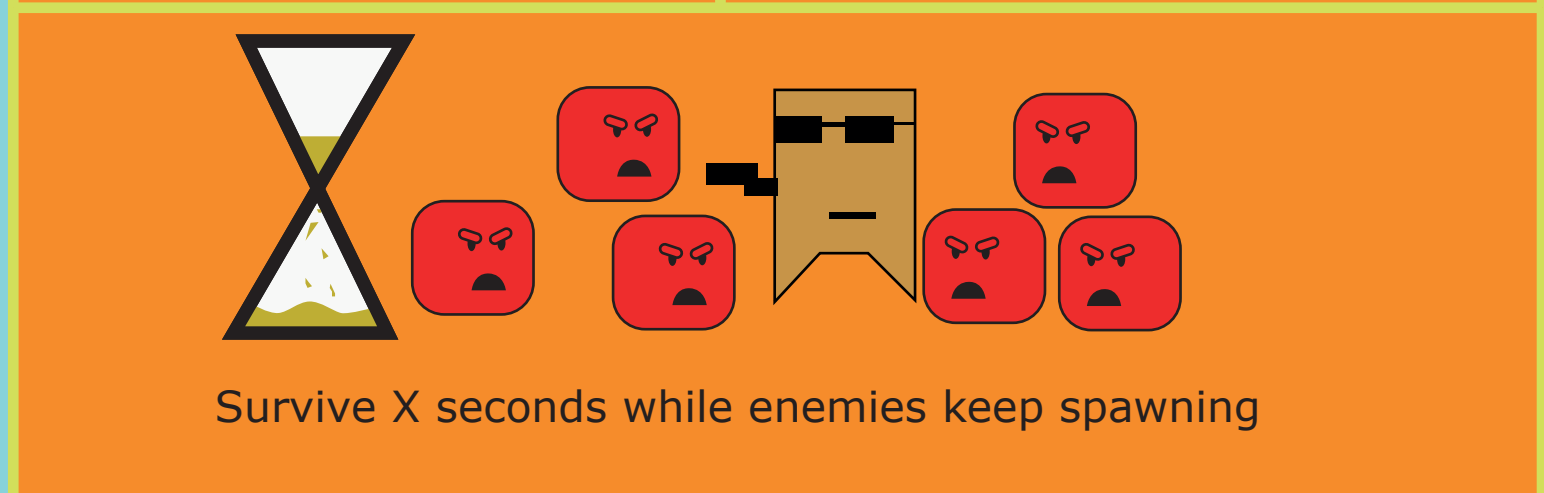
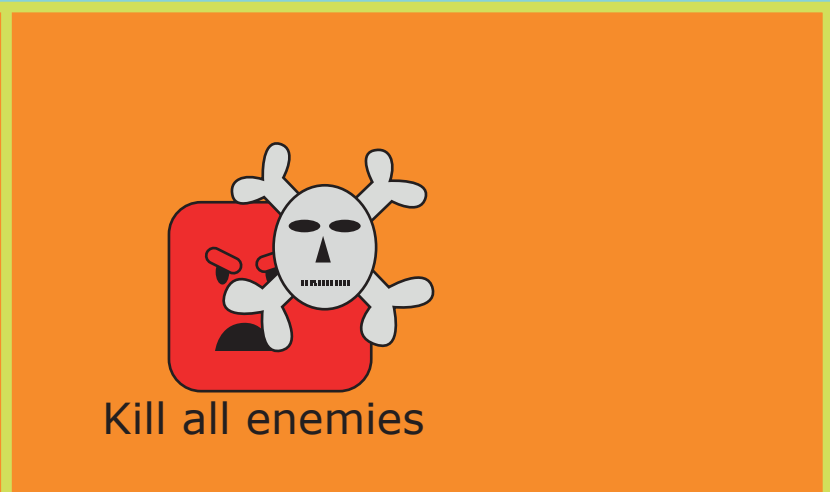
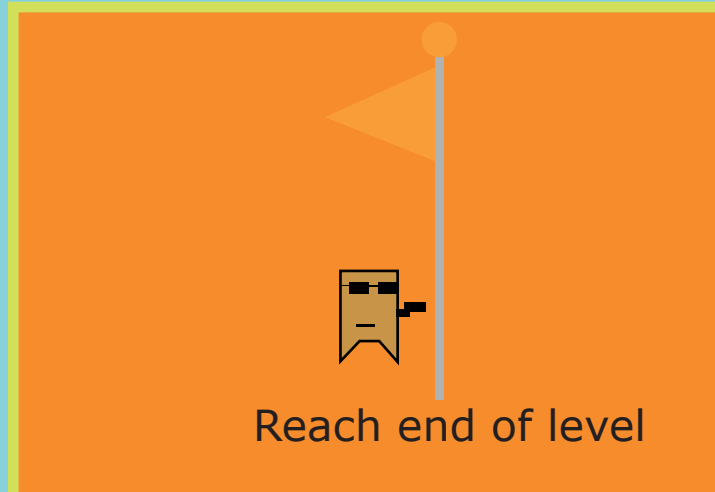
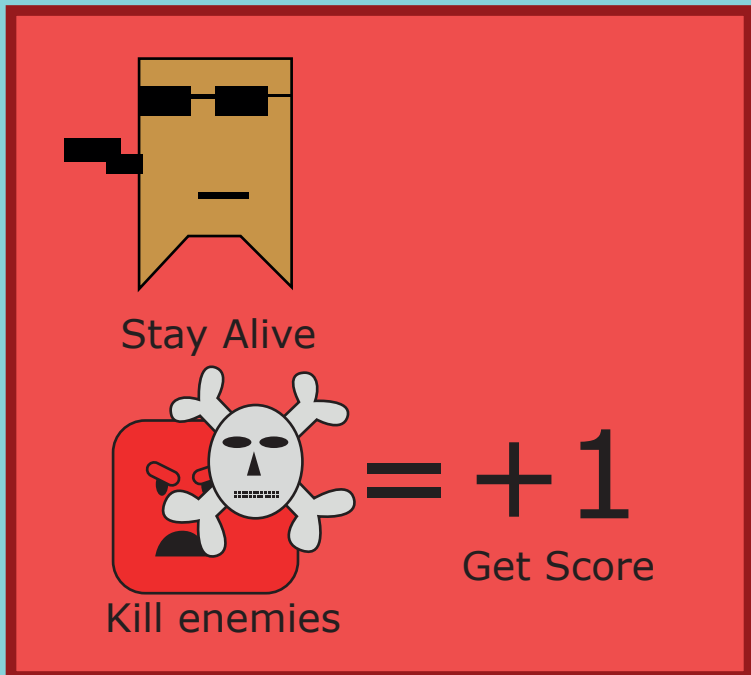
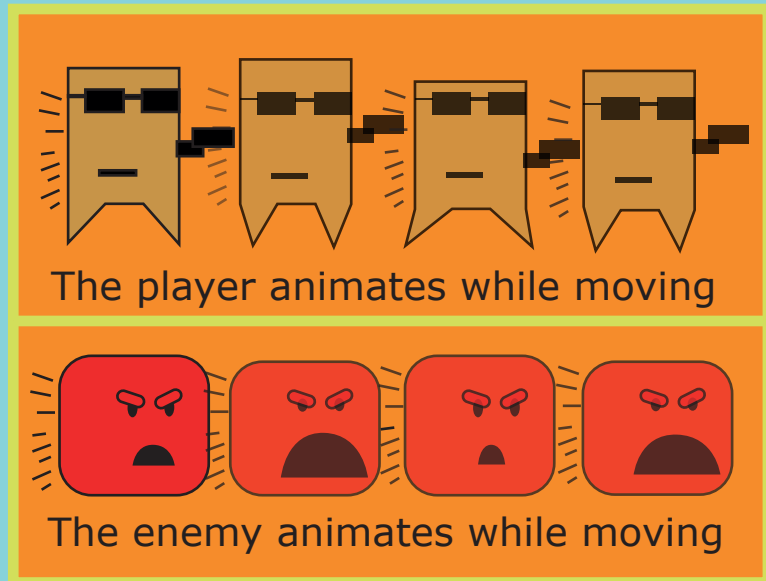
Player VS Player



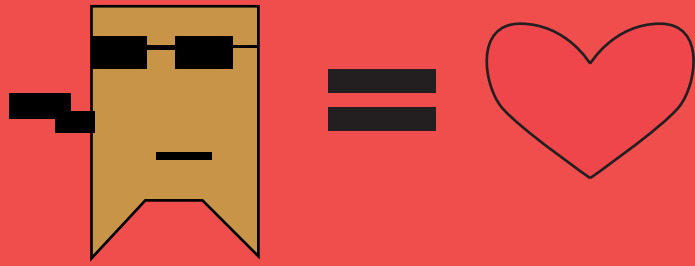
Players VS Game



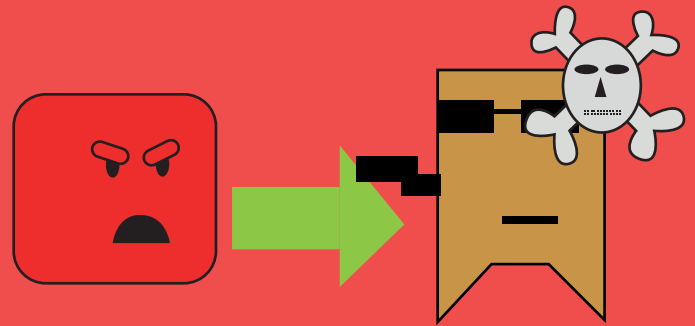
2. Objectives



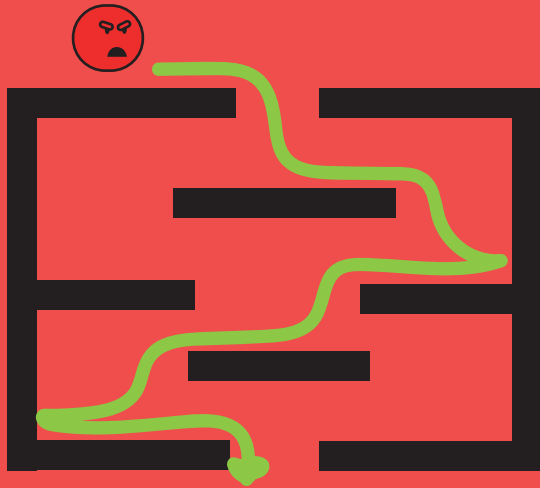
3. Mechanics



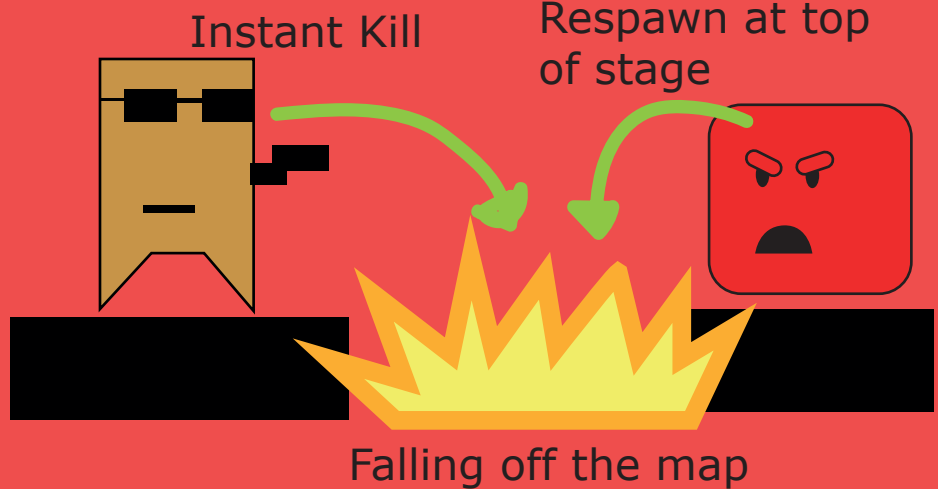
Health = 1 health



Touch enemy = death



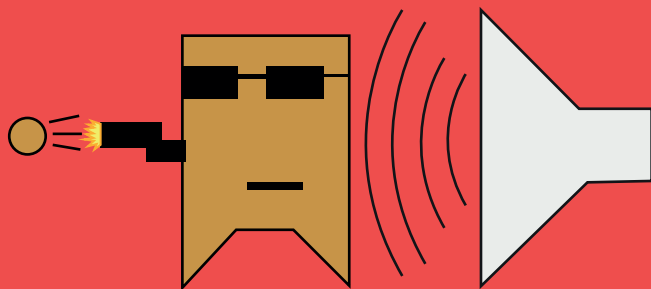
Enemies move from wall to wall and fall down



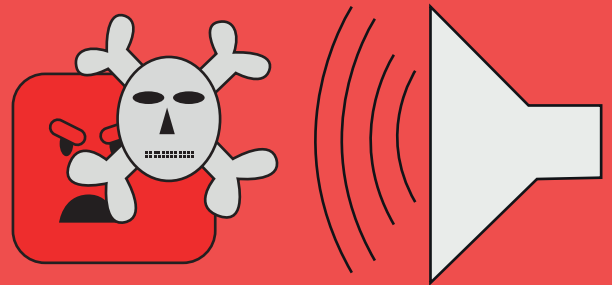
Instant Kill

Respawn at top of stage

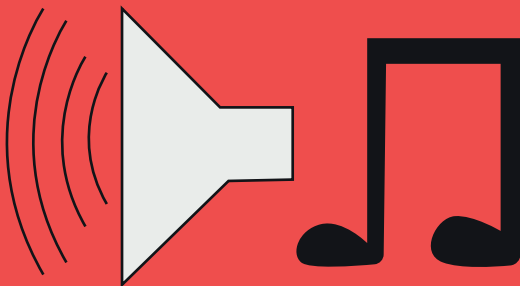
Falling off the map



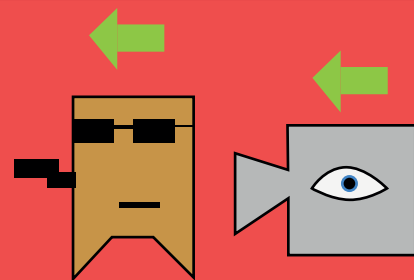
Shooting makes sound



Dying enemies make sound



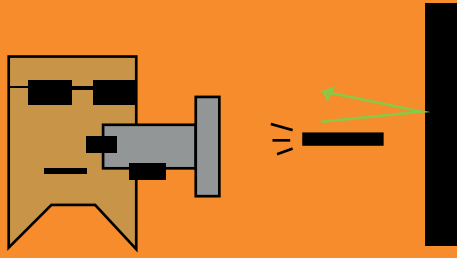
Music plays in the background



The camera follows the player as they move

3. Special Mechanics

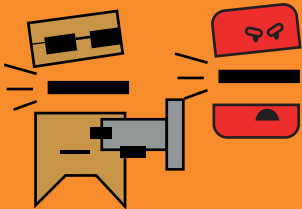
Disc gun



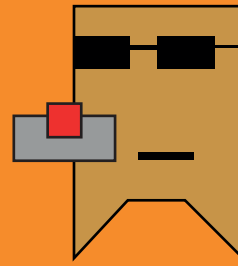
Bounces once from walls



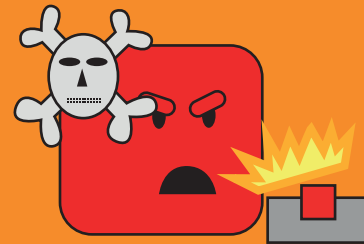
Pierces multiple enemies



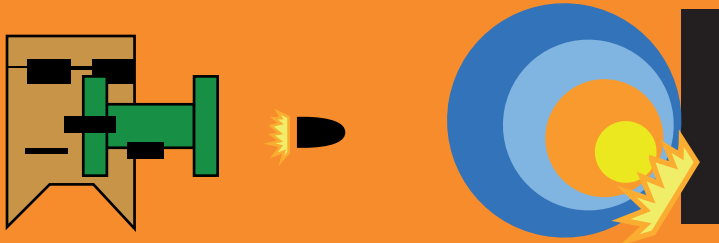
Instakill Player & Enemy



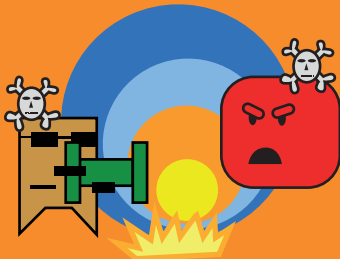
Mines



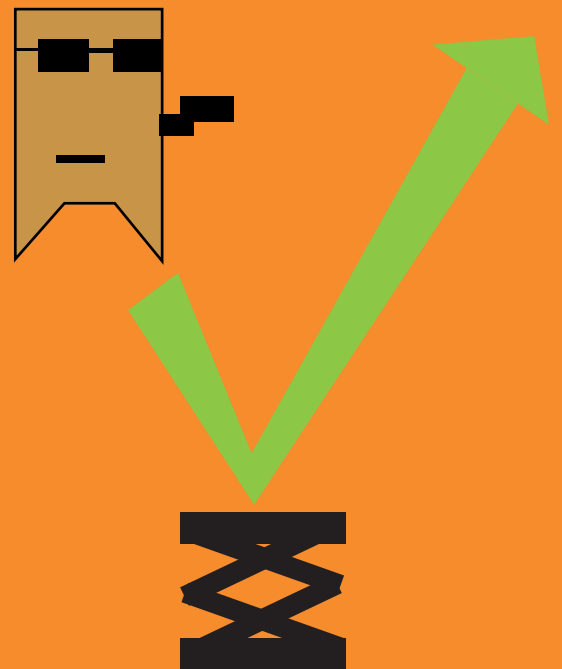
Step on mine = Boom
Kill enemy



Bazooka has explosion on hit



Explosion damages player
and enemy



Landing on a spring makes
you bounce



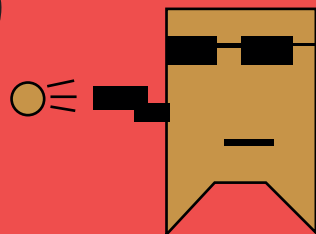
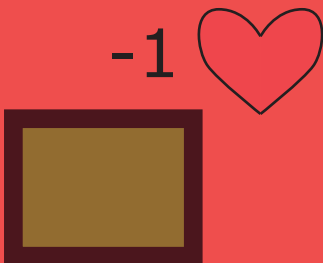
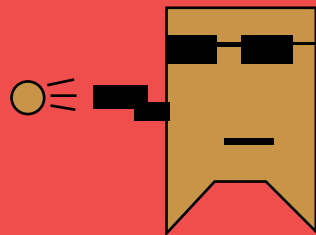
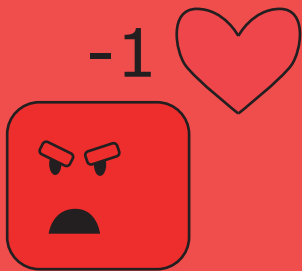
$$= 5 \times \text{heart icon}$$

Health = 5 health

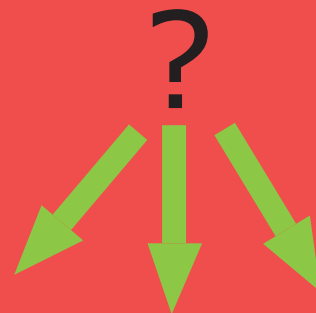


$$= 2 \times \text{heart icon}$$

Health = 2 health



Bullet damage



Inheritance

HD 1920x1080

