Shield ball

# Like 1v1 Dodge Ball

## Game Overview

Concept: This is a game like dodge ball or the disk battles in Tron. The game is to be top down twin stick shooter with multiple game modes based on trying to tag the other players with a ball while using your shield to not get tagged yourself.

Genre: Action arcade game with multiple fast paced rounds.

Target Audience: People who like competitive skill-based games.

Game Flow Summary: The main menu should be simple a button for single player where the user can play against bots for practice and possibly play a campaign meant to teach all the game modes. It should also have a multiplayer button where players can either search for a local game or look for one online. There should also be options for picking the game mode and playing with friends/specific people. There will probably also be an options button on the main menu.

Look and Feel: Right now, the game will look like a prototyped unity game. With plans to update the art style later.

## Gameplay and Mechanics