**Team Members**: Mikhayla De-Las-Alas, Sofia De Palma, Kaci Luu, David Shlaifer

**Title** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Tag line** “\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_”

**Genre** Action (single-player shooter)

**Target**  Teens

**Goal** Shoot and kill enemies to escape

*Draft of Box Art*

**Plays like** *Asteroids* meets *Super Mario*

1. Shoot all enemies in order to complete the level.

**Core Mechanics**

1. Gain “power-ups” by shooting (blank) in order to reveal the power-up

**Related Games (Optional, remove section if you don’t use it)**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Title Publisher or Developer Genre/Platform Year*

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**Game Project Summary**

*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*

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*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*