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

**Title** *Monkey Goes Bananas: Lab Escape*

**Tag line**  “Eat bananas, go \*pew pew\*, gain your freedom!”

**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 boxes to reveal 1 of 2 possible the power-ups

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

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*Title Publisher or Developer Genre/Platform Year*

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**Game Project Summary**

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

you play as a monkey who was being experimented on by humans in a lab. You finally manage to escape your enclosure but now must fight the humans in the lab to escape and gain your freedom!

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