Zapped!!

The game acts as a continuation to project 1.in project 1 player was zapped into the game and had to pass challenges in order to escape. It was a somewhat direct, easy and fun adventure. Therefore, he wants to try to zap into another game to have the same experience not knowing the consequence. This game will involve a series of challenges and favors that the player has to do in order to get back to reality such as fights, traps, and mysteries. The characters in the game will involve the player as well as different sort of enemies that range from soldier to robots of different sorts and powers as well as the mafia head who possess the escape. The game map will be based on stages, so the player will jump from one environment to another as he passes the current environment he is in. Environments may include laser arena ,streets, laboratory …. As part of my contract, I promise to deliver levels, a boss fight, replayability, keeping of score and a save mode. Investing in this game is positive since it is the first game has given a lot of positive feedback and this game can be built on even more. Multiplayer online modes can be added as well as more level and stages and an open world concept or something similar to that making the game even more attractive.