Bullet Ninja

➔ Game Overview

Description:

"Bullet Ninja" is an action-Fiction game where the player controls a Ninja character, fighting, attempting to safely reach a destination within a given amount of time. The game is designed for players of all ages, offering engaging challenges and requiring quick thinking and precise timing.

Genre
Action, Fiction

Platform
Windows

Target Audience
Casual gamers, children aged 8+.

Core Game Loop
1. The player uses directional controls to move the player character forward, backward, to jump and duck.
2. The player can use key combinations to attack.

3. Points are scored by successfully defeating enemies and collecting valuable objects..

Game Objective

- Safely complete a task before time health is up.
- Avoid getting killed along the way.
- Collect bonuses, if available, for higher scores.
- Advance through increasingly challenging levels.

➔ Game Objective

Core Features:
- **Jumping Mechanics:** The player can jump to dodge attacks.
- **Obstacle Avoidance:** Players must navigate around moving or disappearing obstacles.
- **Score System:** Points are awarded by collecting valuable pieces along the way.

Optional Features:
- Super sein abilities..
- - Player can choose theme (bold or pixel dotted characters)
- - "**Light-bub/Flying wings with Flame torch**" following the player
    + blinks when time is almost up
    + shuts down when time is up
    + if flame torch slowly fade as game goes on

➔ Game Flow

- **Start Screen:**
  Includes options to Start Game, View Instructions, Choose theme or Quit.

- **Gameplay:**
  - The player goes on a task journey.
  - The Player fights enemies along the way.

- **End of Level:**
  - Players receive a score based on their performance.

- **Game Over:**

- The game ends if the player's health hits zero.
- Players can restart or return to the main menu.

➔ Game Mechanics

Player Actions:
- Move forward, and backward.
- Jump, and duck to dodge attacks.
- Slash with sword
- Slash with spear
- Stub with spear

➔ Art and Visuals

Art Style:
Pixel art visuals.

Assets:
- An animated ninja character.
- Trees for scene decollation.
- Wooden boxes.

➔ Audio and Sound effects

Music:
Ninja style and cheerful background music that reflects the game's nature.

Sound Effects:
- Slashing sounds when making fight moves..

- Collision sounds when successfully landing your moves..
- Death sound when the player dies.
- Collision sound when the player collides with objects.

➔ **Level and Progression**

Level Structure:

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Winning Conditions:

- Kill the Level task boss.

Losing Conditions:

- health hits zero.
- Time is up.

Technical Requirements

Engine:
SFML

Controls:
Keyboard

Schedule

- **Week 1:** Initialize the game design document.
- **Week 2:** Spawn player and implement Player actions.
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