City top down Game story plan

Introduction:

You've just came out of a cooking challenge and you had won, but then a few minutes after leaving the challenge to go home you were found cheating on the challenge and now everyone is mad at you, so they stop you from walking home and block your path. You have to go home at some point so you have to fight off all the humans and find your way home. But it wont be easy though because your house is far away and the more enemies you fight the more angry they get and the harder it is to get home! Fight your way through the enemies and get home safe and sound!

Gameplay:

You start outside of the cooking challenge building and then when you start walking the enemies start to come and fight you. You will fight off the enemies in till you get to the end of that level. Every level the difficulty will get harder and it will keep getting harder up till level 10 and on level 10 the police will arrive and try and arrest you for killing all these people, you have to fight off the police whist also getting rid of the enemies! When you get past the police the levels will keep getting harder and on level 20, 30, 40 and 50 there will be a boss blocking the way and he will get harder every level. On level 50 will there will be the last boss and when you kill him you get to exit the city and go in your home. This will be the end but then you unlock a expert mode where all the enemies are 30% harder. We could also make it so you could hide in bins and rubbish if you are low on health. You will have 100 health to start with.

maybe if we want or have time we could add coins that drop when you kill the enemies and you can have upgrades to your gun and speed and other stuff. This will probably make the game a lot more fun!

This is what I think bmo and tell me if you like it or not it sounds good to me though. Also tell me if this is too big and then we can remove things if it is! Also if you have any suggestions we can add them/Remove them!