

No car racing, space shooter games and any variants thereof to be developed. Work again on your proposal, and submit a unique idea.

# SHOOTER ON ROAD GAME



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## GAME DESCRIPTION

In this game a shooter will remain in the the environment full of hurdles, stones and traffic. A shooter is the main character of this game that will be controlled by the user with the use of arrow keys. The of the game will be changed when the enemies of this game will be arrive in form of hurdles, stones. There is also another additional feature of this car racing is the points eaten by the car in form of score. Whenever a shooter will eat any dot there would be increment in the score. whenever the shooter shoot any stone or any hurdle of there would be also an increment in the score . A hurdle and stones will be always in search of shooter. So that there will be a decrement in the score . Shooter that will be our main player will control with the help of left and right arrow keys. The user should control the car with the help of arrow keys in such a way that it must protect from all of the three enemies on the road.

## Game Characters Description

### Player

There is one human player in the Game.

### SHOOTING GUY:

The Shooter is the main character of this game, that will move in the maze and always move forward make himself protect from the hurdles and the stones . He will always in search of the dots to increase the score .When the shooter collide with the hurdle the shooter will be destroyed and the game will be over .

### Enemies

The 3 enemies in the game are following:

### Stone :

A stone in this game will be our first enemy in the game . It will have the capability to come at random places, collides with the shooter and make decrement in the score of the game.

### Other Vehicles :

The other vehicles on the road will be our second enemy in the game. When our main player which is shooter in this game when collides with any of the other

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vehicle on the road like other cars and trucks the game will be over and our shooter will be destroyed.

### **Ghost:**

In this game the ghost will also work like the enemy and they will be our third enemy in the game. when a shooter will collide with the hurdles the game will over and shooter will be die.

## **Game Objects Description**

Following are the Objects in the Game

### **Shooter:**

A shooter is the main object of this game which will have the capability to fire to the hurdles and stones and make them disappear. When a shooter hits any hurdle without fire the game must be over and shooter will be destroyed.

### **Score Points:**

The small white dots are the power points or we can say score when the shooter eats that white point the score must increase.

### **Grid:**

Grid are the barrier in which the shooter will move and cannot cross the walls of the grid.

## **Rules & Interactions**

Shooter will move and eat all the dots, chase the all hurdles and stones. If a shooter collides with any stone the points of the shooter should decrease and if a shooter collides with any of the hurdle the game will be over.

## **Goal of the Game**

The goal of the game is that the shooter have to eat all the dots in order to get points and move while avoiding the collision with hurdles and stones.