Group Members:
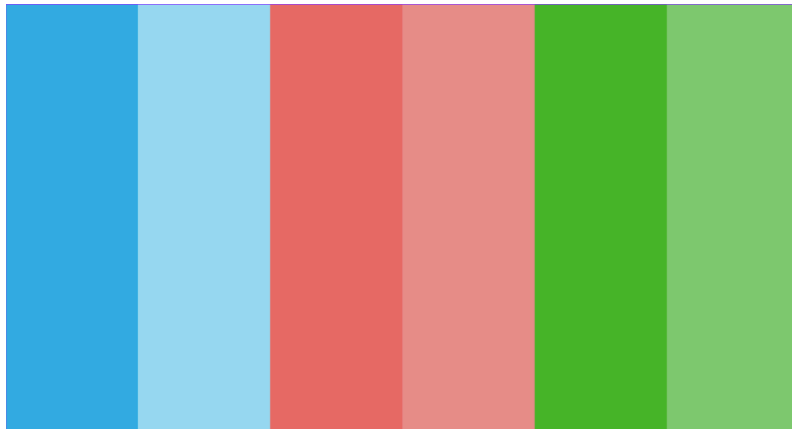CRUZ, Jewel Colleen
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Game TItle:	**PowerPuff Bomb Bonanza!**
Objectives:	- Collect rainbows to increase points within the allotted time - Avoid bomb attacks to successfully complete the game - Collect the most points to win the game
Overview:	Step into the explosive world of 'PowerPuff Bomb Bonanza,' a dynamic two-player action duel inspired by the iconic "PowerPuff Girls" cartoon! Join these three little superheroines as they navigate the metropolis Townville, and save its citizens against villains, with their fantastic superpowers. In this exciting showdown, the players will go through the maze-like Townville racing against the one-minute clock to obtain the highest points by collecting rainbows randomly appearing on the screen. But watch out as every bomb dropped by the powerpuff girl will decrease their health! Navigate with caution as you seize the cupcakes or flowers and dodge the ultimate villain of the girls, Mojo Jojo, who randomly spawn across the maze.
Game Genre:	Two-player, Bombing, Dueling, Action, Cartoon-based
Brand Identity:	The visual elements of the game are inspired by the famous cartoon in the late 1990s, so we incorporated the logos and color palette based on this. **Logo:**

Color Palette:

Mechanics:	Each player may choose between the three characters of The Powerpuff Girls:
	Characters ● Blossom ● Buttercup ● Bubbles The players must collect **rainbows**, within the one-minute timer, in order to <u>increase their points by 5</u> to be the winner of the game. Each player may also attack one another to decrease their health, below will explain the mechanism and controls thoroughly, **Mechanism of the attacks** ● Each player can leave bombs within the maze that will <u>explode after 2 seconds</u>

	● The exploding of the bomb will be in a perpendicular path ● Being hit by the bomb will result to a decrease in health **Attack controls** ● First player controls: W-A-S-D keys (movements), E key (bomb attacks) ● Second player controls: Arrow keys (movements), Enter (bomb attacks) Power-ups and reverse power-ups will randomly spawn across the maze. The following are the specific power-ups and reverse power-ups that can be utilized within the duration of the game: **Power-ups** ● Cupcake increases healthy by 1 ● Flower multiplies current points by 2 **Reverse power-ups** ● Mojo Jojo decreases points by 10 A player will lose if their health status becomes 0 or if they fail to collect the most points throughout the game. Hence, to reiterate, the winner will have the most points or be the only player left in the game.