

# Game Concept

Game name is Regime

This is a war game. You are main character, a regime soldier you, enemy freedom fighter troops spawn with melee weapons and you have to shoot them with your player's character aiming is controlled by the stream of bullets coming out of the soldier's gun towards wherever the cursor is pointing.

When the main character changes direction the picture will show him facing the way he is walking. The player has a health bar and when this runs out a life will be lost.

## Enemies -

When the freedom fighters die they can go the purgatory ( they fall through the ground animation), or they can become undead, respawn as a zombie freedom fighter, When killed they will drop Cash which the player can use to buy more weapons and outfits at the end of the level.

Also after a certain number of freedom fighters are killed, it will trigger a new wave to be spawned. After all waves are killed, the round will end.

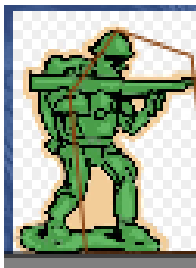


Figure 2 Main character

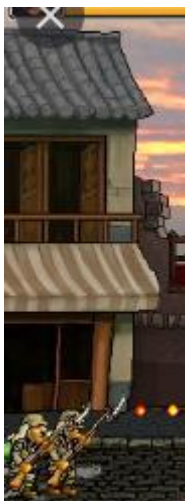


Figure 1 freedom fighter



## Static Bodies

The player will be given platforms and walls, to walk and take cover on. Portals and travelators may also be added. Some platforms will regenerate the player's health.



Platforms and walls will be decorated as houses and fences. Some walls will be destructible.

### **Collisions**

When a projectile from the soldier hits a freedom fighter, the freedom fighters health bar which is displayed over its body like a halo, is decremented. By the number of damage points the shot is worth. Molotov cocktails hit the ground and cause burn damage which slowly drains the health of whatever is standing over the patch of ground set on fire by the Molotov.

The enemy freedom fighters, armed with melee weapons and the metal boulders also deployed cause damage when rammed against the player ( body to body contact) which decrements the players health bar.