Production Brief

Premise

Our game is an angry bird spin off. It will use existing mechanics and introduce others of our own. Its objective is to explore our understanding of physics and how it can be applied to different objects.

Game Design

It will have multiple levels and a scoring system for each level. Each level will have a different option for projectiles that have different effects. Each level will also have a different amount of projectiles and enemies along with different scores to reach in order to proceed to the next. It will have mechanics that will require you to think outside of just shooting a projectile at a building. Some will have to bounce of boarders, where others will have to be detonated above the desired area of effect.

**Rule;**

* The game will have multiple levels with different structures and materials.
* You will be able to select between multiple projectiles
* You must destroy all of the enemies or acquire enough points to proceed.
* You can acquire points by killing enemies or destroying buildings.
* If you do not meet the point goal it will start the level over

**Production goal**

Week 1; Set up basics of the game

Week 2; implement features such as bouncing and explosive objects

Week 3; implant menus and win/lose state. Polish.