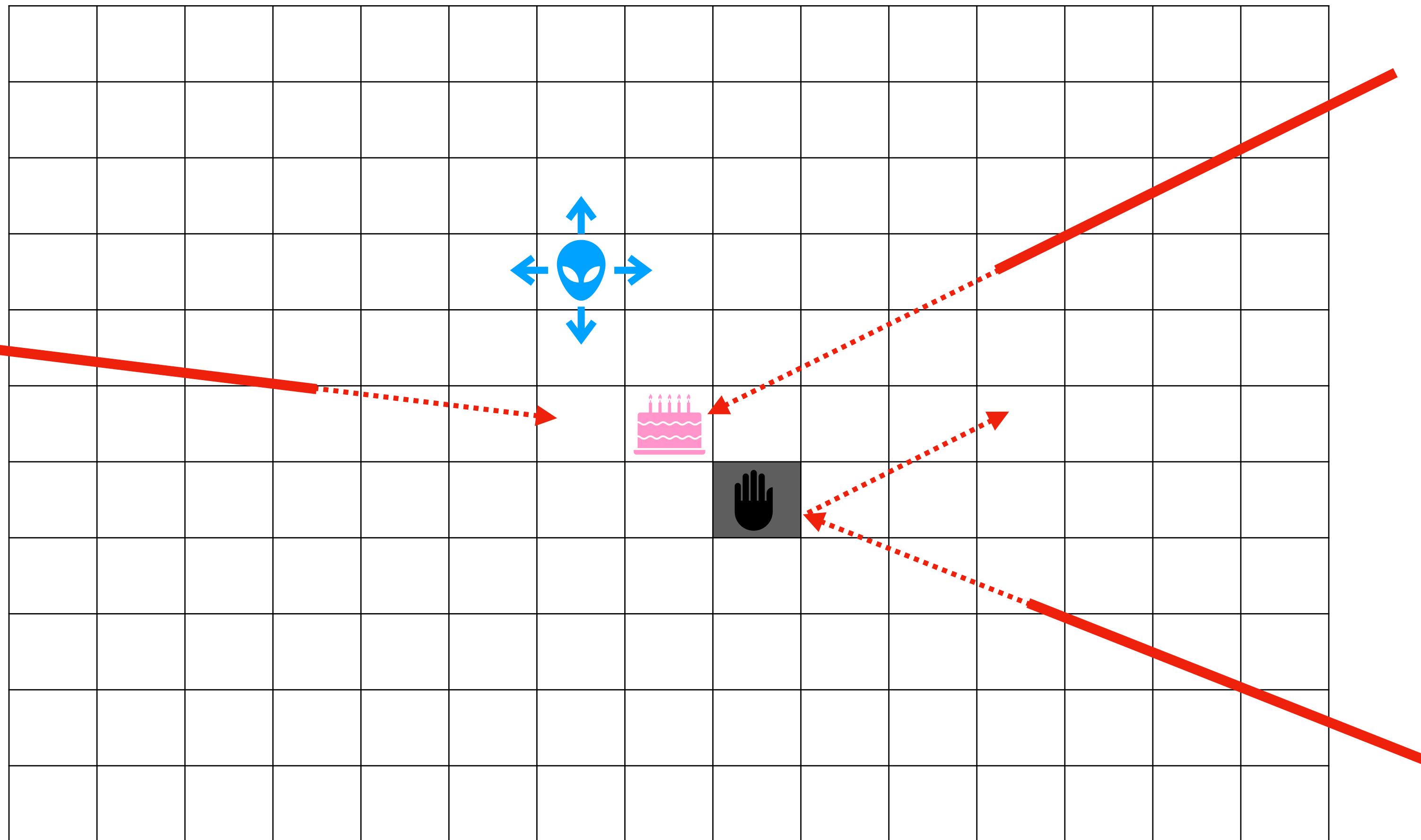


Don't Shoot my Cake

: protect something from enemy's shooting

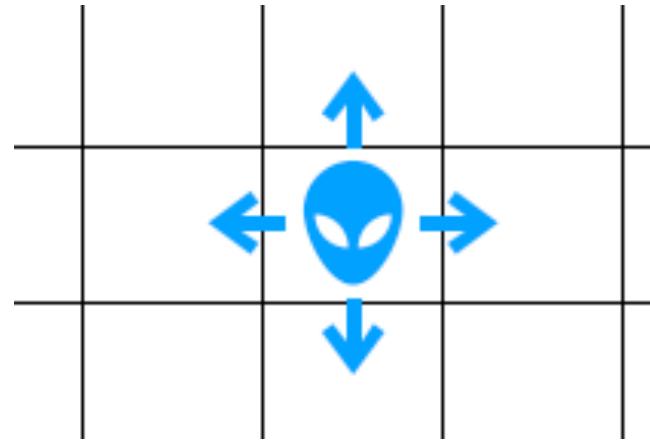
Idea & Concept



- Defencing something from shooting
- player moves on pixel, shot doesn't
- player predict the way of shooting, and make a defence block
- player can't move on defence block
- defence block can be removed by hit by shooting
- shooting get increase
- there can be more funny trick

Game Flow

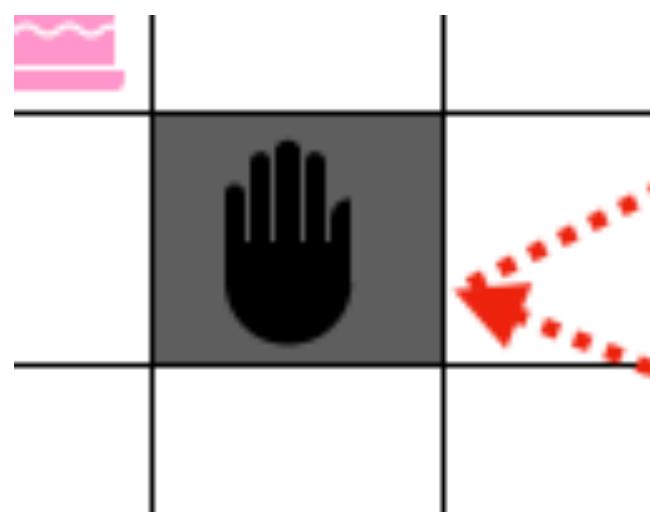
1. Pixel Move : Player's moving is only allowed on the empty pixel



2. Attack : attack is shooting from outside of screen, the shooting doesn't move along pixel



3. Defence : Player can defence core by changing some empty pixel to solid pixel



Game Flow

Some pointe which makes the game funny :

1. player have to predict exactly which pixel the shooting will pass.
2. If the prediction is wrong, core will be hit or extra block will be spent.
3. player can't move through defence block, so player have to not spent extra block.
4. there can be some trick like Items to make the game more funny.

Game Style

It can be include some story like:

player	core	attacker
cat	fish	fisherman
baby	cake	mom
student	score	professor
husband	playstation	wife

I like student and professor story, so :

Student	“I want to graduate!” defence C, B, FA
Score	“please make me over 4.0/4.3”
Professor	“give me awsome report” attack by A, B, C, FA scores student don’t have to defence A

Game Theme



Modern Pixel graphic and cute character

image : <https://www.hyundai.com/worldwide/ko/brand-journal/lifestyle/pixel-by-pixel>

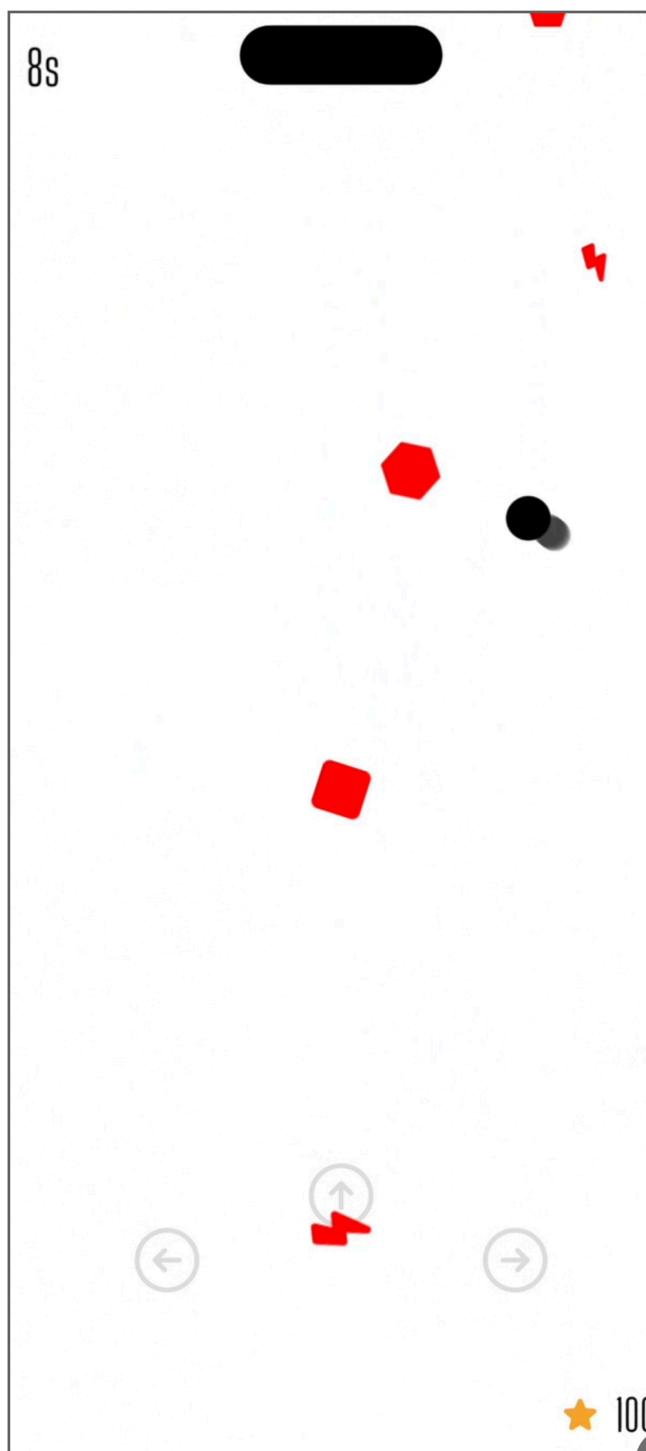


Sogang's symbol and color
(If the game going to designed with
student&professor concept)

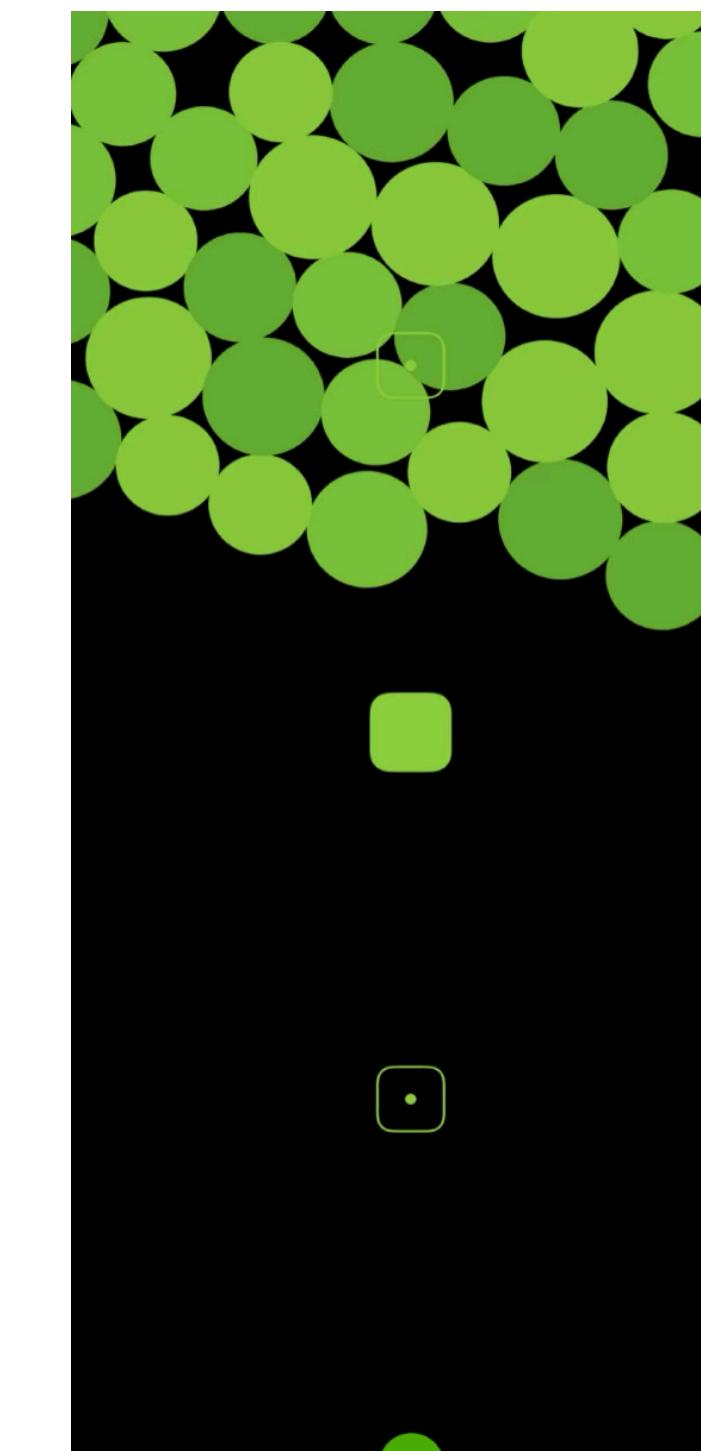
image : <https://noitamrofnina.tistory.com/41>

Reference

- Modern 2D graphic references



Hit the island



Blackbox