

TITLE    BounZy			MAIN AIM        Shooting the zombie with limited ammo and   time in order to advance through levels			
ID        Aim precisely to shoot the zombie using bouncing bullets, utilizing the surrounding obstacles to your advantage			MAIN MECH TO ACHIEVE AIM                    Zombie is hidden behind   obstacles and   player can not shot it directly. Player has to utilize the bouncing effect of the bullets, make use of interactable obstacles to shoot and kill the zombie.			
THEME  Shooting range in testing environment		GENRE  Physics Puzzle	ENABLERS  ACTIVE  Bouncing bullets  Tracer ammo that show trajectory of actual bullets  Interactable obstacles  PASSIVE  Laser sight		BLOCKERS  ACTIVE  Moving and rotating obstacles  PASSIVE  Time limit  Limited ammo  Walls and other static obstacles	
KEY PILLARS  Bouncing Physics                    Interactable Obstacles                    Limited Ammo and Time			FEATURES  Level design shaped around bullets bouncing mechanic  Interactable obstacles to create increased interactivity  Easy to learn, hard to master  Score and stopwatch functions game offers speedrun mentality			
VISUAL STYLE  Cartoony 2D Graphics						WIN CONDITION(S)  Shooting and hitting the zombie
MUSIC & SOUND STYLE  No music  Basic sounds						LOSE CONDITION(S)  Timeout  Running out of bullets
STORY  Even though existence of   zombies are denied officially, government have secretly created   Zombie Interception Agency (Z.I.A.) to combat them in case of a zombie outbreak. To help the agents combat zombies efficiently, Z.I.A. scientists created bouncing bullets.   Selected agents   test them on the shooting range.   You are one of them.			CORE LOOP  <pre>graph TD; Start[Game Start] --&gt; Shoot[Player arranges interactable objects&lt;br/&gt;Player Shoots]; Shoot --&gt; Hit[Zombie is hit]; Hit --&gt; Win[Player wins and advances to other level]; Shoot --&gt; Miss[Zombie is not hit]; Miss --&gt; Ammo[Enough ammo remaining]; Ammo --&gt; Shoot; Ammo -- Timeout --&gt; Over[Game over]; Miss -- "No ammo left" --&gt; Over;</pre>			
AUDIENCE  +7		PLATFORM  Desktop - Web Based	TEAM  Solo Effort		PERSONAL DEV GOAL  My goal is   to create game mechanics, do level design and publish a game.	