

TITLE Darkness Profound			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	
Bouncing Physics	KEY PILLARS 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] --> Shoot[Player arranges interactable objects
Player Shoots]; Shoot --> Hit[Zombie is hit]; Hit --> Win[Player wins and advances to other level]; Shoot --> Miss[Zombie is not hit]; Miss --> Ammo[Enough ammo remaining]; Ammo --> Shoot; Ammo -- Timeout --> Over[Game over]; Miss -- "No ammo left" --> 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.	