\_\_\_\_\_\_\_ GDD

The Goal of the game: the point of the game is to reach the end of the level and defeat the boss. Along the way a large amount of enemies that come from all directions around the player will try and stop the player from advancing. The player must destroy the enemies or avoid them in order to advance and survive till the end of the level.

Gameplay: the gameplay will involve waves of enemies approaching the player from all angles, each enemy will have a different type of weakness and strength, The player will have to switch from their different weapons in order to be able to advance.

Armor types:

(red)Speed: Speed armor type enemies move very quickly , which make targeting them with single line attacks very difficult, requiring the player to switch to a wide ranged attack in order to be able to hit them. In order for their armor to give them such speed, they must sacrifice their attack potential, as well as their defensive capabilities. As a result they go down fairly fast from any type of attack. Their strength comes from their speed, and as such make use of quick attacks while moving in patterns that are hard to follow.

(green)Tank: Tank enemies are heavily fortified and are fairly large. A result of their great fortifications is that they are extremely resistant to small arms fire, and the only way of dealing significant damage is through the use of armor piercing attacks. In order for them to be so fortified they sacrificed speed and power, instead relying on their bulk and weight to do damage. These types of enemies will slowly advance on to the player unrelentingly, until the player is dead.

(blue)Power: Power armor enemies are the damage dealers of the enemy army. They maintain minimal defenses and focus their abilities to increase their firepower. As a result they deal large amounts of damage. They attack the player from up close and personal using short ranged powerful blast, and deadly melee strikes. As they swarm the player, it becomes increasingly difficult to handle a power armor enemy up close with ranged weapons.

(white)Balanced: balanced Armor maintains a balance between defense, speed, and attack. These are your basic mobs that will advance upon the player and try to kill him. The do not display and particular defenses, and can be defeated equally by any bullet type.

The player: The player is a transforming robot that can change into various shapes in order to utilize different methods of attack, each providing different benefits and weaknesses.

Plane mode: the robot transforms into a plane, top gun style. In this mode they make use of traditional spread attacks focusing on hitting many enemies with a fast barrage of small arms fire. This form is the main counter to speed enemies. As a plane it can only shoot forward and has fairly slow side to side movement. Its main weakness is enemies that circle the player and attack from behind.

Gunner mode: the robot transforms into a humanoid form, equipped with a large cannon. This cannon shoots a large shot that instantly goes across the screen, obliterating anything in its relatively narrow path.

Melee mode: