

*FPS MicroGame*



# GHOST GUN

REALIZADO Y PRESENTADO POR: IVÁN MEJÍAS MORA



A hand is shown holding a bright blue, crackling lightning bolt. The hand is positioned over a large, disorganized pile of video game cartridges and boxes. The background is dark, and the overall scene suggests a collection of vintage video games.

¿DE QUÉ TRATA GHOST  
GUN?



The background of the slide is a dark blue grid with various neon-colored calculator icons scattered across it. The icons are in shades of blue, red, green, and white, and some are partially visible. The central text is white and set against a dark, textured rectangular background.

# OBJETIVOS DEL JUEGO



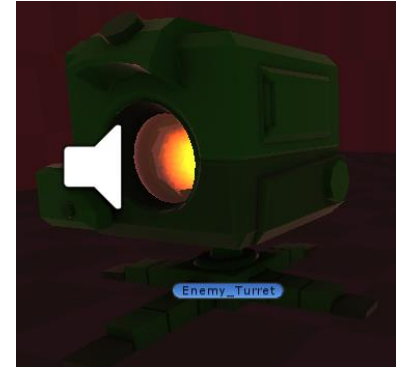


# CARACTERÍSTICAS DE GHOST GUN



# DISTRIBUCIÓN DEL MAPA





# ENEMIGOS Y ARMAS