**Water Fighter**

Water Fighter is a two dimensional side-scroller (Refer to Figure 7 for sample game display). Controls are set to default as the arrow keys represents movement and direction, the space key representing jump, the control key representing the water gun, and shift representing the sub weapon. The player wins the game by passing each level before he or she runs out of life points at which point the game ends. Points are awarded by shooting enemy targets with water and obtaining items along the way. The player dies if he/she runs out of lives. The screen only pans to the right and so the player cannot travel backwards in the level but can change directions on ground and in mid-air. At the end of each level a menu with four options will appear. This menu will include the options for continuing, shop, settings and quitting the game. The points accumulated per level can be expended in the shop which provides upgrades and new weapons for the player.

Settings (Figure 3):

* Volume control
* Control settings

Default Controls (Figure 4):

Player one:

* Arrow keys for movement
* Spacebar is for jumping
* M for shooting and Shift is for changing weapons

Player two:

* (WASD) is for moving like A for left, S for down, W for up, and D for right
* Q is for jumping
* Ctrl is for shooting and tab for changing weapons

Characters (Figure 2):

The player at first selects a character from the character selection screen. Each character excels in certain areas over others, for example in terms of weapons, speed, constitution, and health.

Enemies:

* To be determined

Items:

These items include water skins which provide with extra health, and other items to grant extra points and these items grant random amount of health or points.

Vehicles:

The player can jump into various vehicles to gain their abilities. These vehicles will have a separate health bar.

* Tanks that shoot water rockets
* Water-fuelled jet packs
* Helicopter that drops large water balloons

Shop (Figure 5):

* There are three categories of things the player can purchase from the shop with their accumulated points which are: Weapons, sub-weapons, and stat upgrades

Multiplayer (Figure 6):

This game also allows for multiplayer mode in which two players can compete in terms of scores. In this case the split screen option will be enabled and the screen can be set either as a horizontal or vertical split screen. Players may also play together as two characters passing through levels at the same time. This mode will experience a higher difficulty. Also, a setting panel will also be featured in the game thus allowing the player to adjust settings such as control keys according to their desire.