**Game Design Document**

1. **Galushi The Destroyer**
2. **Overview**

* **Destroy balloons**
* **Shooter**
* **For all audience**
* **This game will test your reflexes as a player from prevent balloons to damage to the atmosphere.**

1. **Gameplay and Mechanics**

* **Your mission is to protect the atmosphere while destroying balloons**
* **Your objectives, to destroy as many balloons as you can**

1. **Targeted Platform**

* **Android**

1. **Technologies**

* **Unity**
* **C#**

1. **Assets**

* **Open Game art**
* **Itch.io**

**Pick your genre**

Shooters

**Pick your platform**

Android Platform

**Write out preliminary Design**

**Start with a core philosophy**

This game test your reflexes as a player.

**Write down your features**

Spaceship balloon destroyer

Protect the atmosphere from balloons attacks

Struggle to survive attacks from red and blue balloon

Eliminate the blue balloon to increase health