Kofi Adeeku

Game Idea

Space Jump:

The game I would like to do is a 2D first person shooting game. The concept is centered like a maze game in which you have to navigate through to eliminate all enemies. The story of the game is that your character is trapped in outer space with limited gravity. The goal is to eliminate all robot enemies of different difficulties. Your character is equipped with one space gun that has the ability to spray your enemies with bullets but your gun can overheat. In order to survive you must go in and out of each room, search for cover and shoot and dodge your opponents.  I would like to do this game because it seems like a concept that is doable