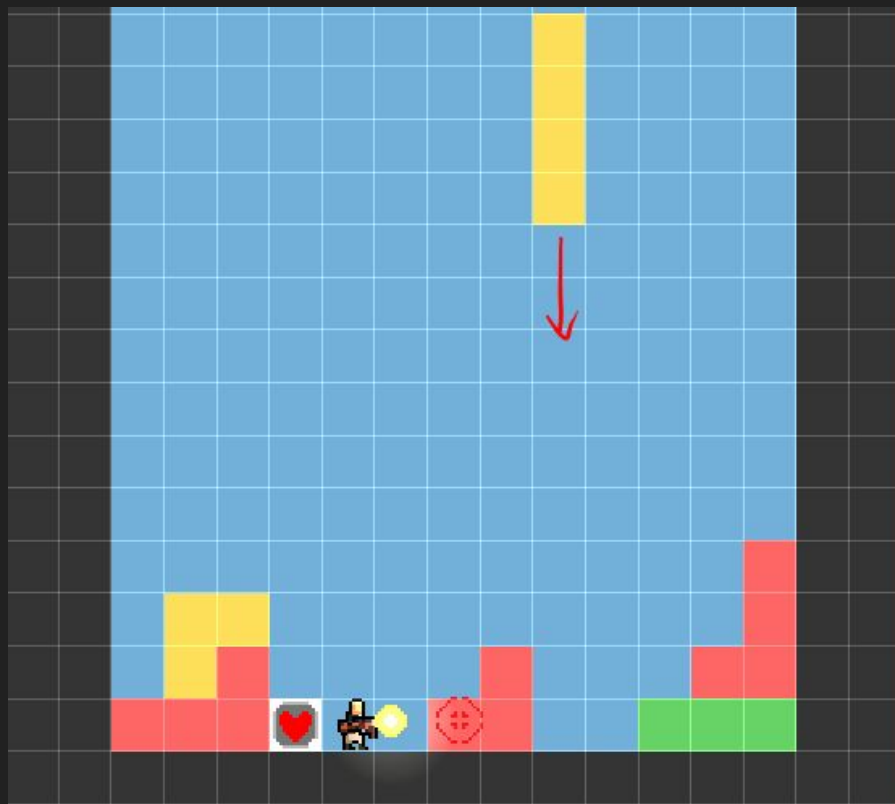# Break Time

An Ammo-Zin employee is trying to get to lunch but work's always getting in the way.

We are extending our prototype to <u>flip the platform shooter and puzzle stacker genres on their heads.</u>

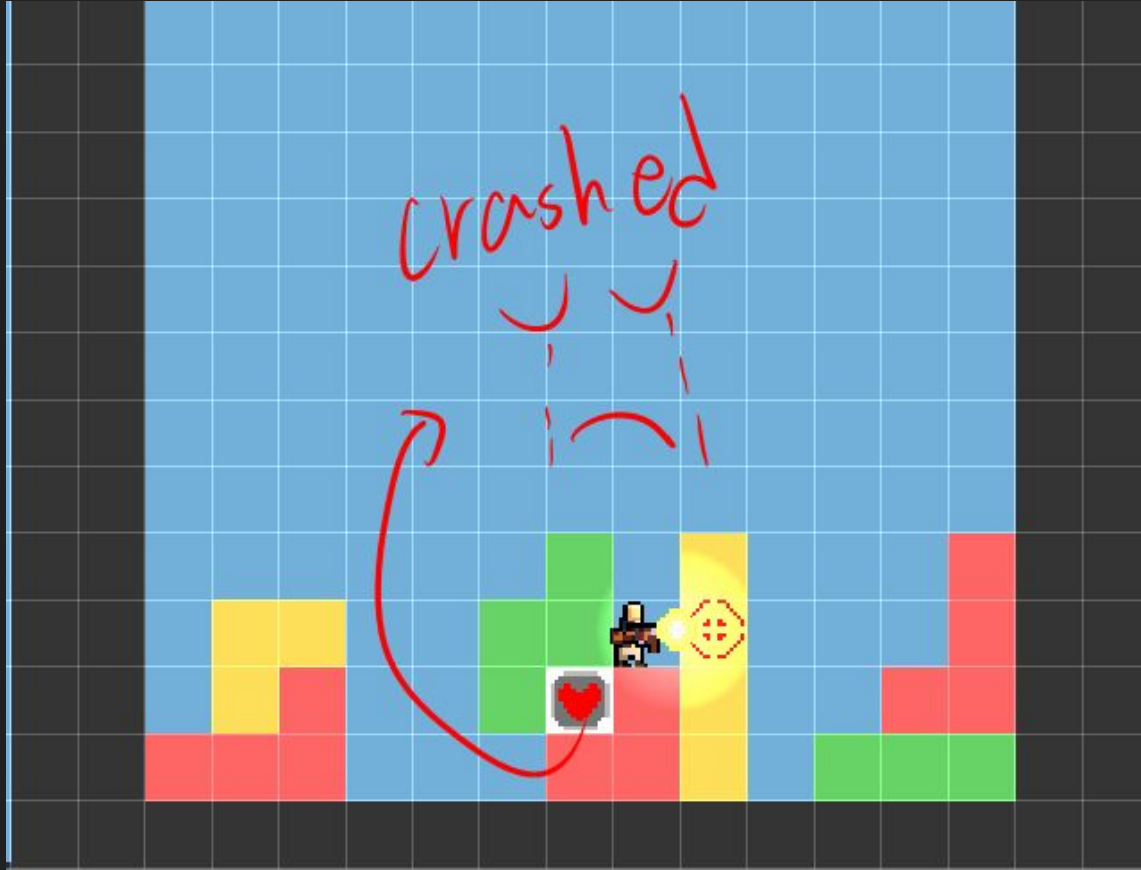Player needs to take their lunch to the top of the Package Pit.

Boxes move in a discrete grid now while player keeps free movement.

Player uses stack-gun to move or destroy boxes; but they have to put their lunch down to do it.

- Boxes don't hurt player but can crush your lunch.

- If 3 boxes of the same color rest next to each other for too long, they explode.

What work we need to do

- Implement new features:
    - Boxes falling and moved by your gun on a grid
    - Boxes exploding when conditions met
    - Procedural box-spawning mechanism
- Level art
- Adding to the sound design for the new game elements
- Design Level(s) difficulty using the Procedural box-spawning mechanism

How we think we can pull this off

- Although there are a number of new features we want to add, they are all pretty straightforward to implement

- Not much additional art asset is need

- Level design won't be too much work