**Final Project D1**

**GAME NAME:** Plank Blaster

**GENRE:** Shooter Video Game, Puzzle Video Game

**SETTING:** Plank Blaster unfolds in a charming and imaginative world where players embark on a quest to destroy planks, solve puzzles, and overcome challenges. The game features dynamic and colourful 2D environments filled with various types of planks, tanks, and unique elements that challenge players' aiming and problem-solving skills.

**LORE:** My game is a 2D adventure with 4 to 5 levels. The core concept revolves around shooting at planks using a limited supply of balls to accumulate points. The player controls a rotatable gun sprite, adjustable between -45 and 45 degrees through horizontal mouse input. Each time the left mouse button is pressed, a ball is launched from the gun sprite. There's a maximum allowance of 5 balls for the entire game.

The game world is filled with planks that must be destroyed using the 5 balls, and each destroyed plank contributes 100 points to the total score. Toward the end of each level, a variety of tanks with different point values, such as 500 and 1000, are positioned. The score depends on which tank the ball lands in; a ball landing in a 500-point tank adds 500 to the total score, and similarly for the 1000-point tank.

As players advance through levels, new gameplay elements are introduced. For example, in Level 1, players encounter standard planks, while in Level 2, a different type of plank is introduced. Furthermore, some levels grant the ball unique abilities, like the power to shoot lasers, which can be used strategically to destroy planks. Each level offers a new set of challenges and surprises.

1. **SIMILAR GAMES  
     
   ANGRY BIRDS:** Plank Blaster draws inspiration from the physics-based puzzle gameplay of Angry Birds, where players must aim and shoot objects to solve puzzles and achieve objectives.  
     
   **CUT THE ROPE:** Similar to Cut the Rope, Plank Blaster incorporates physics-based gameplay elements, where players must strategically aim and shoot to interact with the environment and solve puzzles.  
     
   **PEGGLE:** Plank Blaster shares gameplay similarities with Peggle, where players aim and shoot projectiles to clear pegs, achieve high scores, and complete objectives.
2. **LIST OF FEATURES  
     
   1) Rotatable Gun:** Players can rotate the in-game gun within a range of -45 to 45 degrees using horizontal mouse input for precise aiming.

**2) Ball Shooting Mechanic:** By pressing the left mouse button, players can spawn balls from the gun, which they'll use to interact with the game environment.

**3) Limited Balls:** Players have a maximum of 5 balls to shoot in each level, creating a challenge to strategize and use them effectively.

**4) Plank Destruction:** Planks are scattered throughout the levels, and players must destroy them using the balls. Each destroyed plank adds 100 points to the player's score.

**5) Tank Scoring:** At the end of the level, multiple tanks with varying scores (e.g., 500 and 1000) are placed. The ball's destination determines the score added to the total.

**6) Level Progression:** The game features 4-5 levels, each introducing new challenges, environments, and gameplay elements.

**7) Varied Planks:** As players progress through levels, new types of planks are introduced with unique characteristics, such as durability or special effects when destroyed.

**8) Ball Abilities:** Different levels grant special abilities to the ball, such as the ability to shoot lasers to destroy planks, adding an element of strategy to gameplay.

**9) Lore and Story Elements:** Each level is set in a unique, imaginative world with a whimsical backstory. The player character embarks on a journey filled with creativity and puzzles to solve.

**10) High Score System:** Plank Blaster features a high-score system, encouraging players to replay levels and aim for better scores and completion times.

**11) Visual and Audio Feedback:** The game includes vibrant 2D visuals and delightful sound effects to enhance the player's experience and create an engaging, immersive world.

**12) Interactive Physics:** Plank Blaster leverages physics-based interactions, making the gameplay more dynamic and allowing players to experiment with different strategies.  
  
 **13) In-Game Currency and Power-ups (future expansion):** Players can earn in-game currency to purchase power-ups that help them complete levels more efficiently.

**14) Social Features (future expansion):** Players can share their high scores and achievements on social media, fostering competition and engagement.

**15) Level Editor (future expansion):** The possibility of adding a level editor allows players to create and share their custom levels, expanding the game's content.