Project Title: Bacteria Slug

Group Name:

Member 1: Marcus Tan (161832Q)

Member 2: Ow Hong Yu ()

**Introduction**

Bacteria Slug is a 3D Run and Gun sidescroller with orthographic view, inspired by the game “Metal Slug”. The player plays as a character that uses an anti-bacteria solution spray as a weapon and eradicate the bacteria(s). The game emphasizes on dodging projectiles and kiting enemy. It is user-friendly as player just need to tap to attack.

**Target Audience**

Age 9 and above that are looking for a game to play casually to pass time.

**Proposed Idea**

Bacteria Slug is a simple game which the player have to eradicate the bacteria and survive till the end.

**Game Features and Design**

Game Difficulty

Quantity of enemies increase and type of enemies spawn based on gameplay progression.

HP and Attack of enemies increase proportionally to gameplay progression.

Game Mode

Normal mode: Player just need to survive till the end and eradicate all enemies.

Yolo mode: Player have to avoid being touched by either projectile/enemies till the end or game over.

Time Attack mode: Player will be confined to a fixed area and enemies will randomly spawn around the area. Survive till the time runs out.

Game Level Design

Game becomes harder as gameplay progression increases.

Game Genre

Run and Gun