YOZA Game Design Document

Gameplay:  
YOZA consists of 100 rounds which the player must dodge incoming balls from 4 corners of the playing arena, each 10 rounds will have a new scene design.

* 100 rounds
* new scene every 10 rounds
* boss level every 10 rounds
* 5 abilities

1. invis: walk through objects
2. faster movement (upgradable)
3. x
4. x
5. x

* shop for items every 10 rounds(?)
* endless mode PERHAPS
* skins/particle effect trails as unlockable