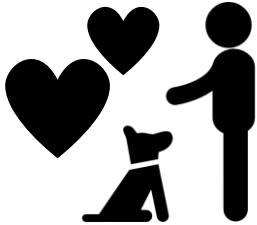# Heaven Run

신문방송학과

20201091 송민경

Concept

- 멍멍이는 알 수 없는 곳 에서 눈을 떴습니다...

- 공격해오는 적들 을 물리치고

- 보스 까지 잡은 후

- 주인의 품으로 돌아가세요!

→ 죽은 강아지의 시점에서 진행되는 이야기
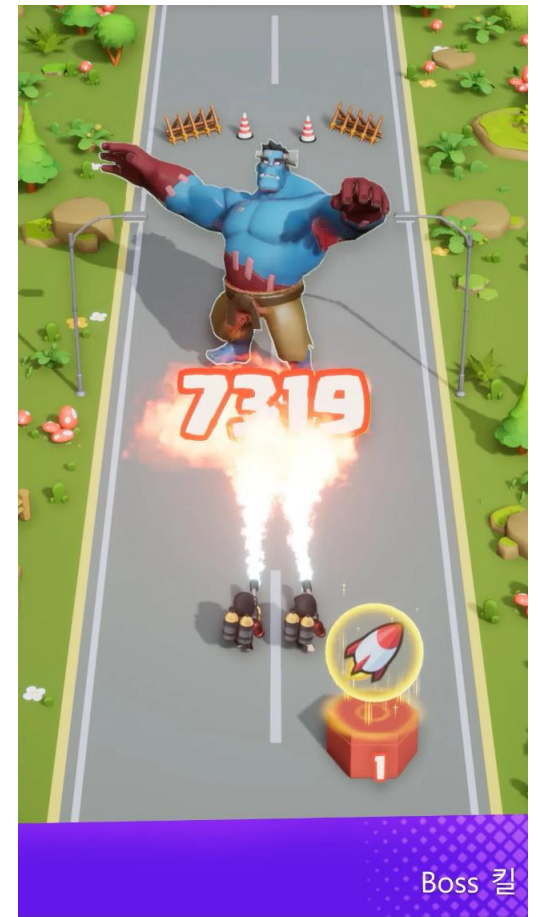
Idea

- Basic shooting game

- Shows remaining HP of the enemy
- HP -= Bullet power
- If our bullet power is weak,
- we have to shoot them multiple times to kill

- Some items that improves your bullet power

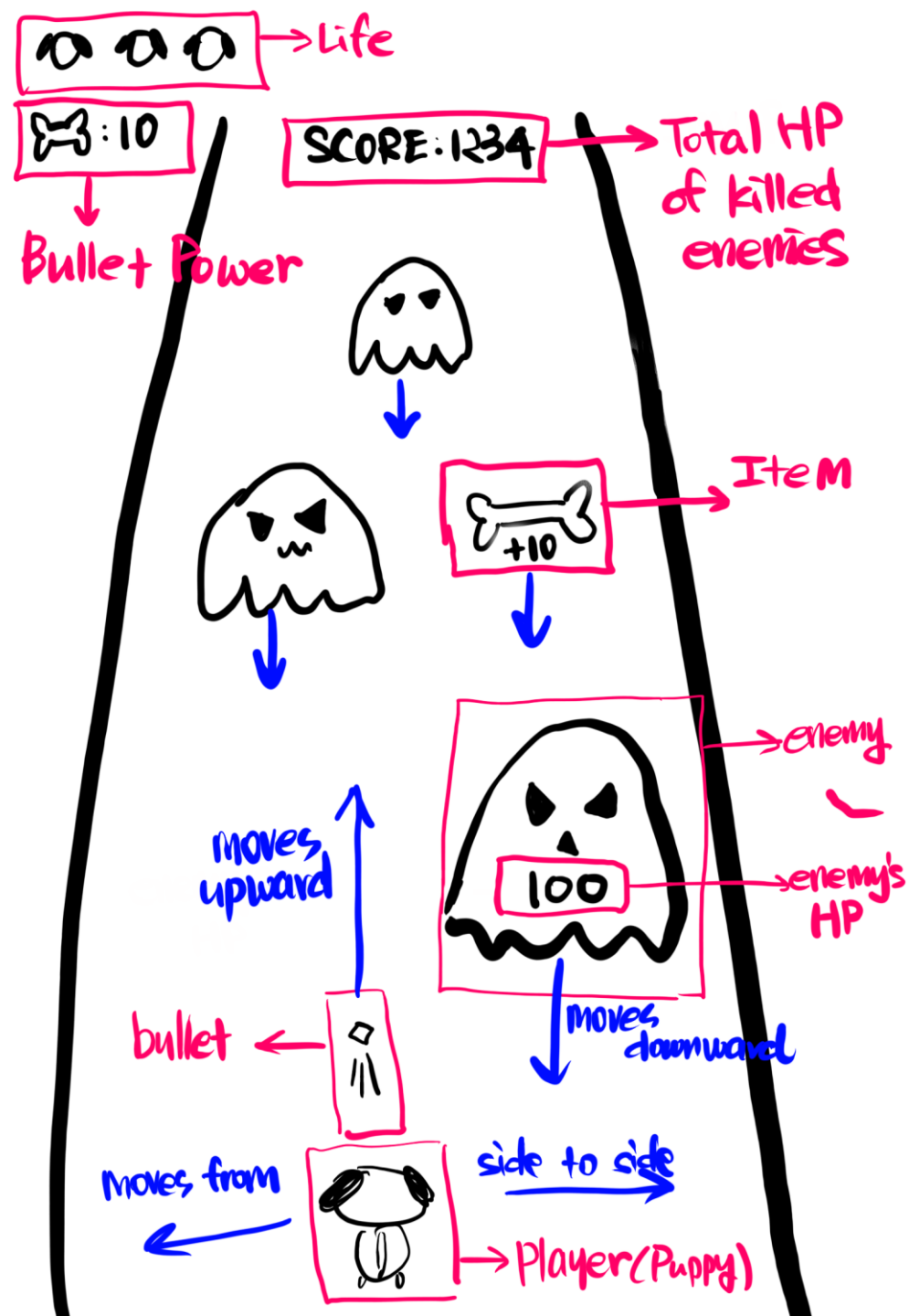**Reference Game1**
Top War

Reference Game2
Last War:Survival Game

Sketch

Color theme
black-and-white or pale pastel

Function

Press Any Key → Game Start →

Space bar : Shoot
←→(Arrow keys) : Move

Shoot enemy → if Enemy HP
- <bullet power → score += bullet pow / enemy HP -= bullet pow
- >bullet Power
  - enemy disappears
  - explosion sprite&sound
  - score += bullet power, bonus

Ate items
- change bullet power accordingly
- play sounds

killed by enemies
- explosion sprite&sounds
- life -= -1 → >0 → erase 1 life icon / continue
- =0 → GAME OVER

Gametime >2min
Boss