# Setup

* 2D sideview game
* Action game
* Quick game

# Details

* Player controls man figure with shield
* Enemies shoot projectile at the player
* The shield stops the projectile and do its action
* There are multiple shields types
* The player can switch between the shield for different actions

# Shields

**Reflect**

This shield acts as a reflect, every projectile that hits it reflects back  
When the projectile reflects back it can hit enemies and kill them  
This is the main and first shield

**Push**

When the projectile hits the shield the projectile disappears and the player get pushed  
This can be used to help on long jump

**Push objects**

The projectile reflects back and become pushing projectile, If it hits an object (like walls) it pushes it. This can be used to break walls to go through

**Confusion**

The projectile reflects back, If it hits the enemies it confuse them, make them wonder around being confused for short period of time

**Allay**

The projectile reflects back, If it hits the enemies it makes them to be your allay and shoot other enemies for short period of time

# Player

The game is a quick game

* The player must move fast
* Jump & Double jump

# Scene

* The scene must be interactable with the player. The push objects shield can help doing so.
* Player can interact with objects