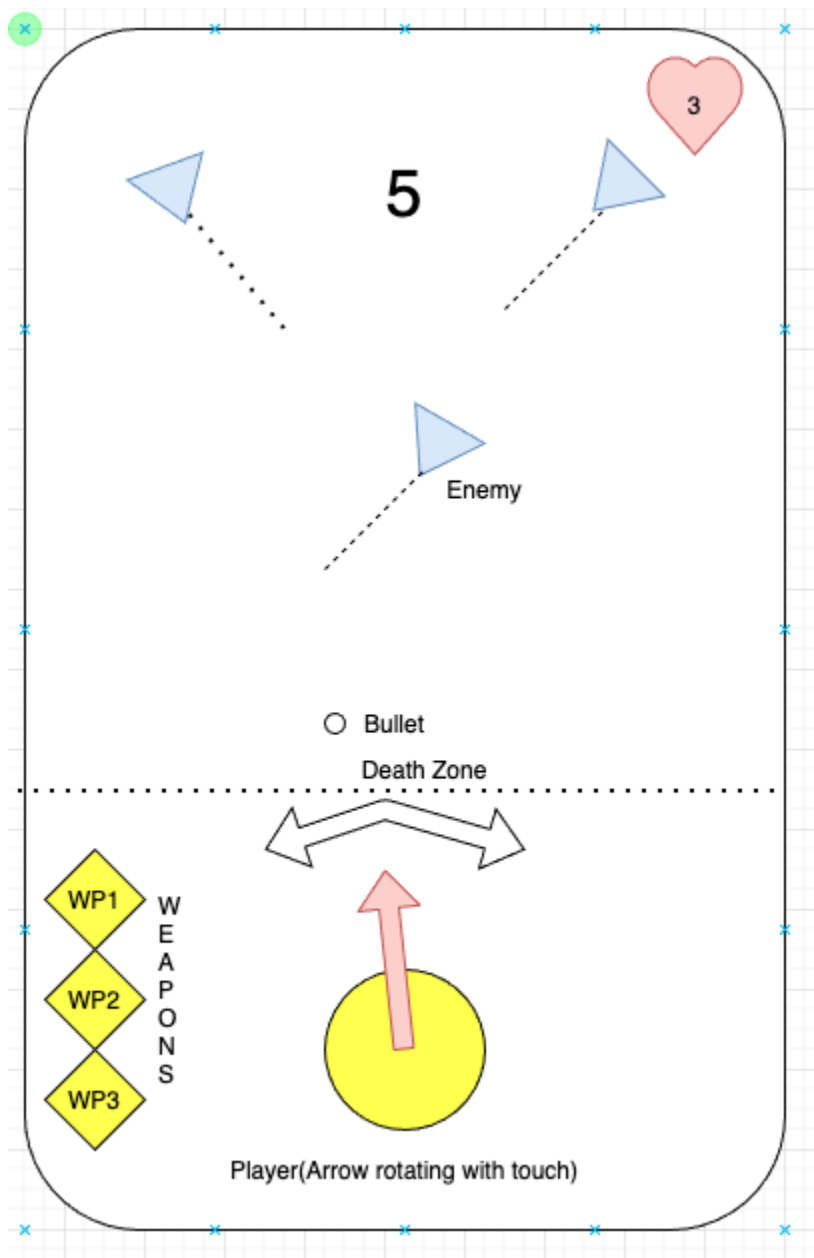


# YouDon'tPASS - Game



## Game Concept

Player located under bottom(in death zone) and have some weapon(single shoot, queue shoot, shotgun, etc,)

Death Zone - when enemy pass that zone player takes damage, when a player doesn't have life's game is over

Every Enemy Unit have random life's(range 1 - 5)

Player can shoot enemies using weapon types selecting them from left side (WP1,WP2,WP3)

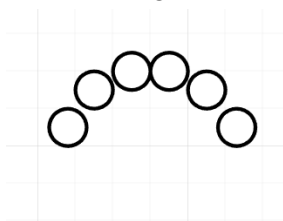
WP1 - Single Shoot(1 bullet per 0.5sec)

WP2 - Queue Shoot(4 bullet per 0.8sec)



(Queue example)

WP3 - Shotgun Shoot(6 bullet located half of arc per 1.0sec)



(Shotgun example)

Every destroyed enemy get us one point.(+1 score)

Unlock weapons after score pass this,

WP1 default unlocked

WP2 after 5 score

WP3 after 20 score

### How weapon works

Default state weapon don't shoot, when the enemy appears in the direction of the weapon weapon start shooting by selected type

### UI

- Home Screen
  - High score
  - Tap to start
- Game Screen
  - Score
  - Weapon types
  - Life
- Game Over Screen
  - Current Score
  - High Score
  - Restart
  - Return Home