

Within my game, the player element will be player vs. game. The main point is to stop the spread of the fire, and get hit by its explosions. The main objective element will be to "capture", since the player will be shooting and doing the fire balls as well as trying to fill the water buckets. Resources is an element that I will have to look at, since I want to have different parts I have to make sure they end up being balanced.

A challenge I could try to include other than just dodging and stopping the fires, is to have some sort of wave where there is a bigger amplifier to the fire that the player has to kill before it's too late. I could also make some sort of puzzle out of the water bucket filling element. Maybe if you fill the buckets in a certain order, then it triggers a waterfall or a big splash.

The basic rules of my game are to stop the fire from spreading and not to get hit by its burning embers.