Game Design Document

*Build on the platformer*

**Convert it into a side-scrolled**

*Build on the platformer*

**Puzzle**

Player switches to unanimated player/statue. Switching the positions

Switches and doors

Enemies

**Multiplayer combat**

Build on asteroids

**Health Bar (optional)**

**Trails**

A line that follows behind the player, kills the opponent on contact

Bullets

**Environment**

asteroids moving randomly

**Power-ups**

Invincibility

Alternate shot patterns-

* Increase fire rate!
* Triple shot
* Double shot
* Backward shot

**Player Controls**

Controlled with WASD and Arrow Keys.

Player 1 uses arrowkeys and the crl key/0(numpad)

Player 2 uses WASD and left shift/space