

So Basically what i did is that i gave basic ideas of how the game should be like Game mechanics, like the difficulty of the game should increase in every game some will be platformer and some will be shooters type game by defeating certain people and also i been working by getting ideas how the game progress should be like if game level should be shooters or platformer?What Will the Game will look like ? Should the game lvl be harder or easier?

For Now Lvl 1 is the tutorial it would be easy for the player because its their first time playing

Lvl 2 is a sort of 1v1 between you(player) against the guard that has health(maybe) shoots at you and also chases you For now we have 1 guard (enemy) in lvl 2 we might have at least one more to increase the difficulty of the game so the game will not be as easy

Lvl 3 will be a platformer type level where you have to jump over obstacles and we are trying to figure out how to stun the player because tasers will be the weapons for the guards and