Thirsty Bubble game manual

Game idea:

Play with bubble/ball. Player target is to find 6 red bottles in every level in limited time. If player not get all bottles collected player will die. Also there are lot of damageables objects like fire and cactuses. Also player can in some level collect health pick-ups which add player health. Some levels also contain ai enemies: snowman, ghost train, knight zombie, zombie cars. Player also need mouse to controll shaking and moving camera