TITLE : Work in progreesssss SHOOTERERERERERREREREEREREREREREEREREER

**Game Idea:**

Our game will be a first person shooter. You will be unable to move but you can press a button to dodge the enemy bullets.



**Game Mechanics**

Left click to shoot, spacebar to take cover and reload. Able to shoot health pack to regain health, after killing all the enemy player will automatically move to the next level. If the player clears all the level in the game they win, but if they lose all their lives before they reach the final level they lose the game.

**Features**

**Art Style**

Theme: Modern

**Virgin Control**

GAT HUB

**Project Time LINEEEEEE**

Lucas

wynn  
Vanness  
Jamal

**References**

<https://assetstore.unity.com/packages/3d/environments/urban/polygon-office-building-82282>

<https://assetstore.unity.com/packages/3d/characters/humanoids/humans/low-poly-terrorist-228607>

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