

MIAMI 1985

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Concept

- ◇ **Genre: Top-down RPG**
- ◇ **Story:**
 - ◇ **Main Character: Dirty Vice Cop, Officer Fidel**
 - ◇ **Setting: Miami 1985**
 - ◇ **Model cop forced to find other means to pay for his seriously ill son's treatments going completely against what he swore to protect**
- ◇ **Goal: Take out different gangs and steal their product to pay for your son's treatments**

Gameplay

- ◇ **The player will spawn on the strip of Miami's hottest night clubs**
- ◇ **The player will be controlled with the keyboard and will shoot with the left click of the mouse**
- ◇ **Nightclubs, or levels, will consist of different mafias with each one being progressively harder**
 - ◇ **Each club will be designed differently so the levels do not feel repetitive**
- ◇ **Player is given a set health and ammo amount when entering each building**
 - ◇ **Health packs and ammo will be in each building to be used by the player**
 - ◇ **If the player loses all their health (dies), the game is over and the levels will need to be cleared again**
 - ◇ **Health is returned to maximum amount when clearing a level**

Working Together

- ◆ **Use GitHub or Unity Collaboration**
- ◆ **Communicate using Discord**
- ◆ **Meet approximately 2 hours a week in the beginning; increase or decrease as necessary**

Characters



[Unity Asset Link](#)

Rough Outline

Blue represents background/scenery
of Miami strip

1. Each building represents a level
2. Each building gets increasing harder to clear
3. Buildings are filled with obstacles, ammo, health packs, and enemies

Player Spawn

Building 3
(Level 3)

Building 2
(Level 2)

Building 1
(Level 1)

Rough Outline of Buildings (levels)



Visual Inspirations



GTA Top Down Approach



80s Miami Aesthetic

Team Goals

- ◆ **Create a simple, yet entertaining game that keeps the player's interest**
- ◆ **Create a visually pleasing game with an engaging atmosphere**
- ◆ **Create a game that flows meaning that the graphics, sounds, animation, etc. all feel connected**
- ◆ **Enhance our Unity skills by practicing the concepts we learn in class**
- ◆ **Make this feel fun and not like a project**