

## 1. Document Overview

- Author(s): Louis-Viktor Lacombe 2330080, Kheo Chen 2330059
- Revision History:
  - Version 0.1 – [ initial commit ]

## 2. Game Overview

- Game Title: FMSAL
- Game Genre: Casual 3rd Person Treasure Hunter
- Target Platforms: PC
- Game Mode(s): Single-player
- Timeline: 2-week development, broken down as follows:
  - 3 days for player mechanics
  - 2 days for enemy design
  - 3 days for game system
  - 2 days for level design
  - 1 day for aesthetics
  - Remaining time for bug fixes and polish

- **Game Summary:**

This is a third-person treasure gathering simulator with hunger mechanics. Each day, you go into an abandoned facility in the hopes of stashing some sweet loot so you can afford food. However, if you cannot meet the quota by the end of the week, you will be fired.

### 3. Product Requirements

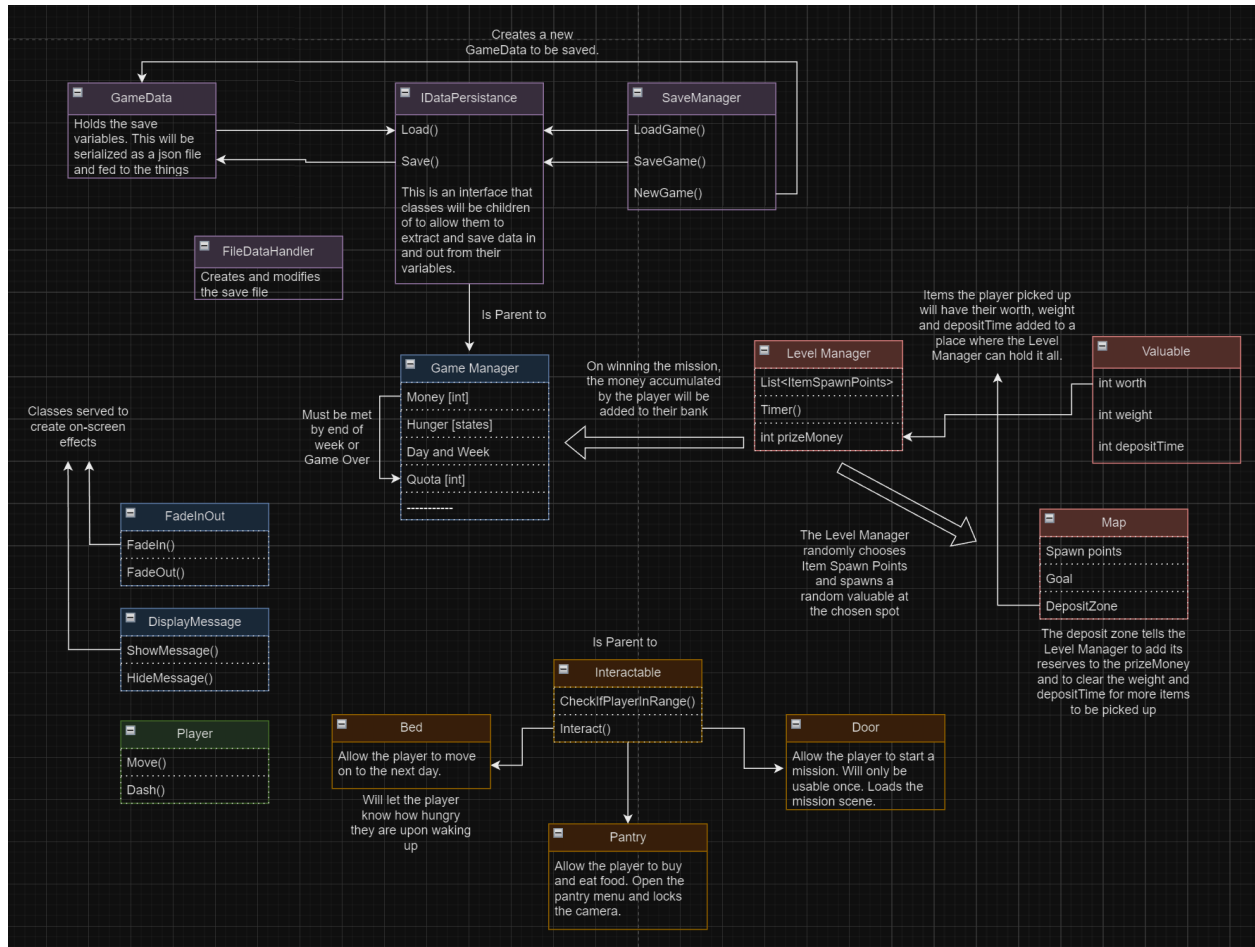
- Simple 3rd person movement
- Money tracking and basic hunger that impacts the controls very slightly
- Simple shop
- Random Item Spawning System
- Saving System

### 4. Technical Requirements

- **Game Specifications:**
  - Information to track and save across games and play sessions:
    - Money
    - Hunger
    - Day
    - Weekly Quota and Paid Money
- **Player Specifications:**
  - Keyboard and mouse input:
    - Movement: WASD keys for movement.
    - Actions: Press space to dodge, shift to sprint
    - E: Interact with furniture / Exit menus
    - Hold E: Deposit loot in yellow zone
    - Escape: Quit
- **House Specifications:**
  - Bed to move on to next day
  - Pantry to eat food
  - Door to go to job
- **Level Specifications:**
  - Run Timer

- Spawn items around randomly

- Technical Graph



## 5. Game UI/UX requirements

- HUD Design:
  - The day and period of the day will be displayed when outside of combat
  - The player can see their health and weapons while in combat, along with a crosshair when aiming down sights
- Menus:
  - Store: Shows available foods
  - Files: Shows available jobs
  - Mission-Start screen: Show mission objective and base prize money
  - Mission-End screen: Show earned money based on time taken

### ● Game Screens

