The Last Stand

STORY

The game is about a soldier, who got stuck on the terrace of an abandoned building protecting an artifact from a mysterious cult, Red Shadow, who wants the Big Rock to continue their evil plans to summon the Dark Forces and terrorize the planet. It is the duty of our brave soldier, upon whom the responsibility lies to protect this artifact, so that the dirty hands of the Red Shadow don't fall upon the last beacon of hope for the planet.

ASSETS

All Assets will be 3D and they will include -
- Our Player Character
- The Artifact
- Enemies - According to speed - Average, Fast
-            According to weapons - Tanks, Grenades, ThunderEnemy
- 3 Bosses - Kairagi, The Bull and Thunderstorm boss
- Weapons - Pistols, Machine Gun, Shotgun, Grenade Launcher, Knives
- Various 3D environments
- A small map which shows connections between multiple terraces across the buildings

GAMEPLAY

It is a 3D Top Down Shooter, with enemies spawning around us whom our main character has to kill, with his limited ammo. The enemies will drop random loot which includes guns, ammo, food, power ups and coins, after they are killed. After every 2 real-life minutes, the night arrives. The player's vision will be affected during the night time. The player has to protect the artifact with a low vision at night. After every night, we will be presented with a shop menu giving us upgrades using the coins the player collected after killing enemies. Every 3 days, we will be faced by a thunderstorm that will hinder our movement speed and a new enemy that uses lightning will appear. Every 5 days, we will be faced by a boss enemy that will be very strong and will require considerable strategy to beat. We would have 2 types of bosses in our game. Every 10 days, we will be faced by a thunderstorm boss, which would be the hardest to defeat. Every boss can be defeated only with a special strategy. You will be scored upon the number of nights survived. The enemies become stronger and stronger as the game progresses further.
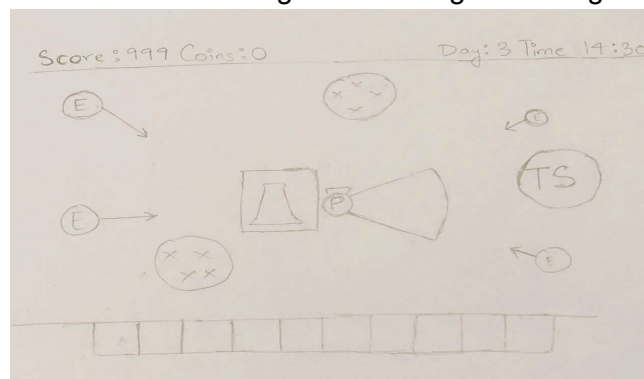
MAIN PLAYER
It is controlled by the keyboard and aims and looks in the direction of the pointer of the mouse. We have 10 hearts as the starting healthline. Every hit from the enemy will reduce your hearts. We will have an inventory that contains the guns we possess, bullets in each of them, potions which can be used as power ups.

ENEMIES
We have 5 enemies in the game, average enemies with average stats, fast enemies that has low health but are very fast, tank enemies, that are huge in size, with high health but are very slow, Grenade enemies throw grenades from a longer distance, and the ThunderEnemy that throws thunderbolts at us on the Thunderstorm night. Each enemy when killed will drop coins that can be used in the shop, to upgrade our player's powers. Randomly, enemies will drop food that replenishes up to 3 hearts. There is also a little chance of dropping potions. The grenade enemies may drop their weapon, i.e. grenade launcher, which can be used for 20 seconds. Boss enemies will be much stronger and that's why a strategy is needed to beat them. Boss enemies will drop a lot of random loot after killing them.

SHOP
Shop will contain upgrades for the player like ammo, potions, movement speed, fire rate, better drops for killing enemies.
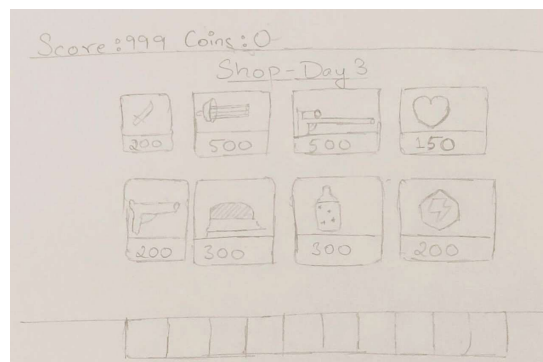
POTIONS
Potions are the power ups in this game they include
- Rage Mode with double damage
- Untouchable mode where we are invulnerable
- Health Potions that replenish our full health

They will be in our inventory for us to use whenever we like.

INSPIRATION
We took inspiration from - Minecraft, Cult of the Lamb and Robot Mind.

Aaditya Kulkarni - 2021A7PS0426P
Sanshrav Arora - 2021A7PS2690P
Dhanush Soma - 2020A7PS0050P