1. **Art and visuals:**
2. Environment:
   1. Stage 01:

* Terrain
* Mountains
* Grass
* Sky
* Houses
* Offices
* Etc.
  1. Stage 02:
* Terrain
* Mountains
* Grass
* Sky
* Fire fog
* Houses
* Trees
* Decking
* Offices
* Fire
* Ladder
* prison
* etc.
  1. Visual References:
* Free Online Asset Repositories (Sketchfab, TurboSquid, and Mixamo)
* Unity Asset Store

1. Characters designs:
   1. Stage 01:

* Playable character (hero)
* Enemies
  1. Stage 02:
* Character
* Boss
* partner
  1. Visual References:
* Free Online Asset Repositories (Sketchfab, TurboSquid, and Mixamo)
* Unity Asset Store

1. Collectable Obstacles:
   1. Stage 01:

* Coins
* Power boots up supplement
* Map of stage 2
* Weapons of the enemies
  1. Stage 02:
* Coins
* Key
* Map of the prison
* Bullets
  1. Visual References:
* Free Online Asset Repositories (Sketchfab, TurboSquid, and Mixamo)
* Unity Asset Store

1. Weapons:
   1. Basic:

* Sharp knife
  1. Upgraded:
* Pistol
* Shotgun
* Rifle
* Revolver
  1. Visual References:
* Free Online Asset Repositories (Sketchfab, TurboSquid, and Mixamo)
* Unity Asset Store

1. **Audio and Music:**
2. Footsteps:

When our playable character is walking

1. Shooting sound:

When both our character and the enemies will fire.

1. Knife attack:

By default, we have a knife that emits a sound on attack

1. Dropping items:

When we drop any item from our bag. And the covers of bullets after fire

1. Picking up items:

When we pick any obstacle in the game.

1. Changing weapons:

When we change the weapon, it will be done with a sound.

1. Lighting, thunder and rains:

The rain and the thunder will make seamless noise.

1. Enemies noise:

When they will walk and shout when they will see us.

1. Pausing music:

When we pause the game, it will play a music.

1. Waiting music:

When we will do nothing, it will also play a music.

1. Stage changing music:

When we go from stage 01 to stage 02.

1. Weapon upgradation music:

When we successfully upgraded the weapons, it will make hurray music.

1. **Level Design:**
2. Stage 01:
   1. Objective:

Our motive to gain the coins and clear this stage by killing the enemies using a sharp knife, and gain the more and more coins as much as possible to upgrade the weapon enough.

* 1. Overview:

Enemies are walking here and there and observing that no one can interrupt them during their operation. We will find them and kill through back of them.

* 1. Layouts:

There is forest with some trees, houses and offices and some other obstacle (3D objects) that are displayed in the game scene.

* 1. Challenges:

Our first challenge in the first stage is to clear stage 01 by killing the enemies and collect the coins to upgrade the weapons before going to the next stage.

* 1. Characters included:
* Playable character (player)
* Enemies
* Our partner under control of the enemy

1. Stage 02:
   1. Objective:

Kill the boss and get the key of the prison of our partner and free him.

* 1. Overview:

We will attack the boss and kill him by using the upgraded weapon because the power of the boss is higher than the normal enemies (in stage 01). Boss will also attack us and try to kill us and also defend himself when we attack him by using AI.

* 1. Layouts:

The sample scene as the stage but it contains the boss that will be 10times more powerful than the previous enemies

* 1. Challenges:

Defeat the boss get the key and free our partner to end the game.

* 1. Characters included:
* Boss
* Partner
* Character

1. Game Mechanics:

Control

Basic control:

Movement-> W, A, S, D keys or Arrow keys

Jumps -> spacebar

Hide-> B

Attack -> Left Mouse Button or L

Special abilities:

Change weapons -> Q

Camera and View:

Mouse Movement

Zoom in/out -> scroll mouse

Menu and UI:

Pause-> Esc

Inventory -> I

Rules:

* + 1. *Objective:*

Free the partner character from the enemy's cage.

* + 1. *Character Health:*

The hero character has a health bar.

* + 1. *Enemy Interaction:*

Players must defeat or bypass enemy characters to progress.

* + 1. *Items and Inventory:*

Players can collect items such as health potions, keys, and power-ups that are stored in the hero's inventory.

* + 1. *Level Completion:*

Each level is considered complete when the partner character is successfully freed.

* + 1. *Level Progression:*

Players advance to the next level after completing the objectives of the current level.

* + 1. *Player Defeat:*

If the hero character's health is depleted or the partner character is not freed within the level's time limit, the game ends in failure.

* + 1. *Scoring:*

Players may earn points for defeating enemies or collecting items.

* + 1. *Character Abilities:*

Describe the special abilities and skills that the hero character possesses, such as attack moves, defensive abilities, or special powers.

* + 1. *Difficulty Levels:*

The game may offer multiple difficulty levels, affecting factors like enemy strength, and time limits.

* + 1. *Game Controls:*

All the game controls as mentioned above.

1. Tentative Time Line:

Creating a timeline for game development in Unity over a two-month and the smooth time period for the game development phase are mentioned below from designing to maintenance.

* 1. Week 1 (Concept and Design):
* Define the game concept, genre, and core gameplay mechanics.
* Create a design document, including game mechanics, level layouts, and art style.
* Begin asset creation or gather pre-existing assets if available.
* Initial design and concept review.
  1. Week 2 (Prototyping):
* Create a basic prototype with essential gameplay elements to test your ideas.
  1. Week 3 (Development):
* Start building the game's core functionality, including player controls, game mechanics, and basic levels.
  1. Week 4 (Art and Assets):
* Continue creating or collecting assets, including 2D/3D models, textures, and sound effects.
  1. Week 5(Level Design):
* Design and create additional levels, balancing gameplay and difficulty.
  1. Week 6(Refinement and Bug Fixing):
* Polish the game, fix bugs, optimize performance, and improve user experience.
  1. Week 7(Playtesting):
* Conduct playtesting and gather feedback from players to make necessary adjustments.
  1. Week 8(Finalization and testing):
* Finalize the game, perform rigorous testing, and prepare for release.
  1. Week 9(Submission):
* If applicable, prepare for and submit the game to relevant platforms (e.g., Steam, App Store).