

**Project Title (Game name):** Treasure Hunt game

1. **Game description:** Treasure Hunt game is a casual, 3D adventure game where players explore two unique environments, collect hidden treasures, avoid obstacles, and reach designated exits to complete each level. The game includes essential features such as user navigation, obstacle avoidance, dynamic lighting, animations, and a scoring system, offering an accessible and fun experience for all players.
2. **Main character model(s):** The main character is a simple explorer with basic animations for walking, collecting items, and reacting to obstacles.
3. **First environment models (obstacles, collectibles, target):** All models are textured.
  - Treasure chests
  - Large flowers and bushes
  - Rocks
  - Puddles (slow down player)
  - Exit door
4. **Second environment models (obstacles, collectibles, target):** All models are textured.
  - Treasure chests
  - Colourful crystal formations
  - Rocks
  - Cave walls with hidden passages
  - Exit door
5. **A first-person shooter point of view will be implemented.** The camera is the player's eye.
6. **A third-person shooter point of view will be implemented.** The camera is behind and slightly above the player (the upper part of the player is visible to the camera).
7. **Navigation through the game is done using the keyboard and the mouse:**
  - The keyboard keys are used to move the player.
  - The mouse buttons will make the player jump or alternate between camera views.
8. **The score is displayed on the screen.**
  - Collecting each treasure chest rewards points, which are shown in real-time on the screen.
9. **Generation of animations with every user interaction will be implemented:**
  - Treasure Collection: Sparkle animation and a collection sound when the player collects a treasure chest.
  - Obstacle Interaction: Brief stumble or slowing animation when the player collides with obstacles.
  - End of Level: A congratulatory animation plays when the player reaches the exit door.
10. **There is a light source that changes its colour intensity and a light source moving in the scene:**
  - Example: The Enchanted Garden has a soft, natural daylight source, with a glow effect around treasure chests.
  - In the Crystal Cave, crystals emit a soft glow, and lights subtly change colours when a treasure chest is collected.