**Project Proposal**

**Project Title (Game name): City Nightmare**

1. Game description:

The game will have two scenes. It will start with the player in a city scene during daytime where the goal is to avoid obstacles and collect coins (similar to Subway Surfer). After the player reaches a specific score, the player will move to the next scene, set in a gloomy forest, and the goal in this scene is to survive the obstacles and collect a specific number of keys to win the game. The player will have 5 lives and upon collision with any obstacle one life will be lost.

1. Main character model(s):

Human being

1. City Scene models (obstacles, collectibles, target):
2. **Coins as collectibles each with n point**
3. **Barriers as obstacles (similar to ones in subway surfer)**
4. **Buildings**
5. **Powerup (doubles score)**

**Goal in this scene is to reach a score of x points**

**Note: x and n will be determined later**

1. Forest Scene models (obstacles, collectibles, target):

**1- Keys as collectibles**

**2- Wood log as obstacles**

**3- Gate**

**4- Trees**

**Goal in this scene is to collect x keys to open**

**Note: x will be determined later**

1. A first person shooter point of view will be implemented. The camera is the player’s eye.
2. 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).
3. Navigation through the game is done using the keyboard and the mouse:

**1- The keyboard keys are used to move the player and let it jump**

**2- The mouse buttons will make the player alternate between camera views.**

1. The score is displayed on the screen.
2. Generation of animations:
3. **Spooky sound in the forest scene**
4. **Modern upbeat sound in city scene**
5. **When player collides with obstacle in either scenes a – sound will be played**
6. **When player picks a coin in scene 1 a coin pickup sound will be played**
7. **When player picks up powerup in scene 1 then a pickup sound will be played**
8. **When player picks a key in scene 2 a key pickup sound will be played**
9. **When player wins a celebratory sound will be played**
10. **When player loses a sad trombone sound will be played**
11. The light sources

**1- The sun is the light source in the city scene**

**2- Dimmed light source in the forest scene**

**3- Player holding a lantern in hand**

**4- When the player wins, a spotlight will shine on them.**