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Design Document

For my project, I want to create a basic 3D bullet dodger-type game. The reason for this as usually, for my first game project, I make this type of game, but using my current newfound knowledge in Unity and Computer Science. I like to do this as it helps me see how far I've progressed in understanding coding and coding using Unity. For this game, I'd like to focus on adding more gameplay mechanics besides the basic "bullet spawn in a random area." I want to include actual spawners that move back and forth, and a wave of bullets that also rain down at the player.