**Final Project Plans**

**Overview:**

The main premise of the game is an Arcade Room with different game machines that the user can play. Each machine is a different game that the player can attempt freely and reach different high scores. The player can interact with different objects around the room.

**Focuses:**

UI:

* Transitions
* Animations
* Design
* Layout

**Story:**

**Mechanics:**Movement:

* Main player movement
  + Walking

Interact:

* Minigames
* Objects
* NPCs

**Minigames – Cute-LOFI theme**

* Endless runner
* Maze
  + Cat find toy
* Chase

**Models:**

* Arcade Machines
  + Tabletops
  + Cute Machines
  + Board Games with Tables
* Room
  + Bar
  + Plants
  + Sofas
  + Drinks

**Audio:**

* Arcade sound effects
  + Beeping machines
  + Music
  + Glasses from bar
* Game sound effects

**UI:**

* Minimalistic
* Only required information

Random stuff that needs doing:

Loading screens

Third person camera