**A WAY OUT**

**Executive summary:**

* **game concept**

The game **“Way out”** is a 3d game in which the space shuttle moves within a track containing obstacles. The core mission of the game is to move forward and gain points by avoiding the space shuttle to collide with the obstacles.

* **Target audience**

Person of any age can play this game because this game is nonviolent and cannot contains any kind of discrimination that contradicts any society or person to [play this game.

* **Project scope**

The project scope is very bright As it contains a nonviolent content so it can be approached by the personal of any play group.

**Gameplay:**

* **Objectives**

The way out Objectives were are as fallows.

* The game should not contain any violent content.
* The should be interactive as well as fun to play for the users
* To design a game that can be playable and approached by the person of any play group or society.
* **In-game GUI**

Its in-game GUI consists of the non-finish able track , the space ship and the obstacles.

**Mechanics:**

* **rules**

The way out rules were are as fallows.

* The game should not contain any violent content.
* The should be interactive as well as fun to play for the users
* To design a game that can be playable and approached by the person of any play group or society.
* **Combat**

Track obstacles is the only situation the space shuttle faces while moving forward.

* **physics**

As the game lot is on space so we didn’t put or apply any physics in it. We just apply some colliders with the space shuttle and the track as well as the obstacles to detect collides.

**Game elements**

* **story**

The story of the game is very simple the space shuttle is stuck into the infinite space black hole track and it must need to stay safe from the incoming black holes obstacles to survive with in that black hole.

* **characters**

The only game character is the space shuttle.

* **Locations**

The game location is the space black hole infinite track.

* **Level**

The game level only consists of the single infinite track level. We have added some background amendments with in the level so that the user will remain motivated to play the game.

**Assets**

* **Music**

We have planned to add a anthemic patriotic background music with in the game.

* **sound effects**

Whenever our space shuttle collides with the track or the obstacle we have planned to add a collide sound effect of it.

* **3D models**

All the assets of the game is of 3D the space shuttle, track as well as obstacles all were random.