

Naimas Row

Austin Juntraben, Josh Smith

P.2

We are making a basic FPS with online server.

Our project is unique because it is a game that will play the same no matter what console.

We want to take up the challenge on making a FPS.

We will be using Unity, C#, and Java to build this project.

Challenges: **Online**(players are about to play against other players.), **Character Customization**(customize your characters clothes and color.), **Game Modes**(Survival ,Multiplayer ,Zombies.), **In-game Currency**(coins you can buy weapons and clothes) , **Low Resolution**(Low graphics so the game runs faster without having to render details in the game.), **Faster Gameplay**.

Design: We are planning to make it low resolution and low poly to make the game run faster on these laptops. So the game will come out like a cartoon.

MILESTONES 1

BASICS

1. Terrain (Multiple Maps for the whole game at least 10 with obstacles, walls, animations (ex. Tumbleweed)
2. Player (Movement, Animation, Body. A fully working character, walking, and animated jump. spawn)
3. Weapons (Diversity, Stats Difference, Multiple. Fully working weapons shoot and aim, player can pick up.)
4. Objects (Pick Ups, Ammo, Guns)
5. HUD(Health, Ammo, Mini Map, a hud so the player knows the health and ammo they are at.)
6. Menu System(Start, Multiplayer, Zombies, End)
7. Enemies (Movement, Animation, Body. A fully working enemy, walking, and animated, jump , spawn)

8. Sound / Music (Different Music, Different Sounds)
9. Game Modes (1v1, 2v2, 3v3)
10. Game Settings (Scroll options: Sound, Music, Brightness, A normal settings in a game to adjust things that they need.)

ADVANCE

1. Currency (Money for Weapons, money to buy weapons and armour)
2. Character Customization (Character Color, change the color on your characters clothes)
3. Weapon Customization (Camos, Attachments)
4. Random Supply Drop (Player buys a random gun from a box. Kind of like COD supply drop)
5. Networking (Player vs Player, Play online with other players)
6. Bots (AI Bots, Bots to play with in survival mode)
7. Player Specialties (Speed, Toughness, Awareness, Stealth, Medic. Special perks to help the character with specific abilities)
8. Zombie Game Mode
9. Multiplayer Zombies
10. Currency Purchase Option (able to buy the currency coins to get better weapons)

Me and Josh plan to split the Basic Milestones half and half. Then tackle the advance Milestones together. The workload shouldn't be that much.