Project Report - Bond's Echo
Game Design and Engineering
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1   Introduction

The game named *Bond's Echo* is a 3D top-down stealth game.

2   Submission Format

The repository contains two zip files

- `Source.zip` - Contains the unity project and the source code.

- `Build.zip` - Contains the executable and other necessary files.

3   Game Info

3.1   Levels

The game consists of three three levels:-

- **Level 1:** In this level the player learns basic controls, how to navigate and interact with the npc's.

- **Level 2:** This level introduces the Echo mechanic. The player has to use the Echo mechanic to escape the building.

- **Level 3:** This is the last level, where the player has to escape from a long park area.

3.2   Controls

The game supports both partial Gamepad and full M&K control scheme. Controls are shown in the main menu. It follows the basic keybinds - WASD to move, E to interact and next dialogue, R to use Echo.

4   Credits

Team members :-

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Assets were taken from Asset store and various other sources after checking license.