



Assignment 1

Game Description



Author: Eric Enoksson
Semester: Summer -19
Area: Computer Science
Course: 1DV437 -
Introduction to Game
Programming



Table of contents

Game Explanation	3
Features	3
Game World	3
Player	3
Player controls	3
Enemies	3
Camera	3
Sounds	3
Prototype of Game View	4
Assets	4
Textures:	4
Player/enemy character:	4
Bullet impact effects:	4
Sound Effects:	
https://assetstore.unity.com/packages/audio/sound-fx/epic-arsenal-essential-elements-demo-packs-38428	4
Music	4
UI & Pickup items	5



Game Explanation

The game I'm going to make is a 3d-shooter, but with the camera positioned in a top-down view. The goal of the game is to make it from the start of each level to the end without dying. The game is won if the player finishes all levels. Enemies will be scattered around the levels and shoots at the player to make this difficult.

Features

Game World

The game levels will consist of a maze of walls and doors that blocks projectiles and enemies' line of sight. Game characters only move in the x and z plane. Walls and doors constricts movement. Doors can be opened by the player.

The end of the map will be marked with a exit sign. To unlock the exit door and finish the level, the player first have to find and push the exit door unlock button which is located somewhere on the map. Upon reaching the end of a level, the next level will be loaded.

The game level areas will vary between outdoor and indoor environments.

Player

The player has a health bar which is decreased if the player is hit by an attack. Upon dying (reaching 0 health), the player will respawn at the start location and the level resets. A player can heal by picking up health packs lying around on the map.

The player can shoot projectiles in a forward direction to damage and kill enemies.

Player controls

The player will be able to move backwards/forwards, strafe to the sides and turn in the x and z-planes. The player can sprint forwards, but can't shoot while sprinting.

Enemies

Each enemy has a health bar and carry firearms. Enemies either stands still or patrols an area in the game world. They have a conal line of sight and attacks the player if the player is within their line of sight. If a player leaves their line of sight, they go back to their previous state after a little while. They are quite forgetful.

Camera

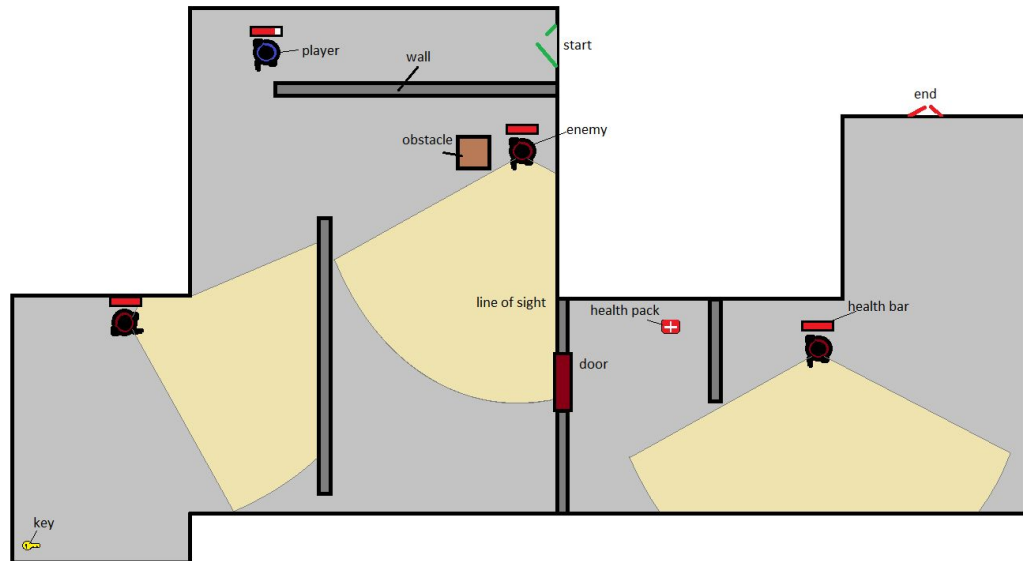
The camera is positioned above the game world and follows the player (orthographic mode).



Sounds

The game will play background music and have sounds for weapons firing, movement, and deaths.

Prototype of Game View



Assets

Textures:

Background:

<https://assetstore.unity.com/packages/2d/textures-materials/dynamic-space-background-lite-104606>

Planets:

<https://assetstore.unity.com/packages/2d/textures-materials/sky/earth-planets-skyboxes-53752>

Level environment:

<https://assetstore.unity.com/packages/2d/textures-materials/sci-fi-texture-pack-2-42026>,

<https://assetstore.unity.com/packages/2d/textures-materials/free-sci-fi-textures-9933>,

<https://assetstore.unity.com/packages/2d/textures-materials/sci-fi-texture-pack-1-23301>

Player/enemy character:

<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi-warrior-pbr-hp-106154>

Bullet impact effects:

<https://assetstore.unity.com/packages/vfx/particles/war-fx-5669>



Sound Effects:

<https://assetstore.unity.com/packages/audio/sound-fx/epic-arsenal-essential-elements-demo-packs-38428>

Music

<https://assetstore.unity.com/packages/audio/music/free-music-loops-collection-70967>

UI & Pickup items

<https://assetstore.unity.com/packages/2d/gui/icons/simple-ui-elements-53276>

<https://assetstore.unity.com/packages/3d/props/tools/survival-game-tools-139872>