

Pushing All
<https://github.com/Chase106/Pushing-All>
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Game Summary: This is a very high-end world of acoustic technology, the weapons of this world do not have direct lethality to the body, weapons can only shoot sound waves to push enemies away. The city is very popular with a sport called Sonic Battle, competitors need to use their skills and tactics to defeat their opponents, can you be the last one to stand?

Game Outline: A single player FPS(or maybe TPS) game, player will fight with basic AI on a arena. Player's goal is pushing enemies out of arena, as the difficulty of the game increases, player might face more and more enemies, but player will get more powerful equipments.

Week 1 Implementation Goals:

- Player movement and camera.
- Player combat system.
- Finish tutorial level.
- Screen state management.

Week 2 Implementation Goals:

- Implement enemy AI movement.
- Finish arena layout.
- Improve movement and camera.
- Finish basic UI layout design.
- Player skill implementation.

Week 3 Implementation Goals:

- Polish UI design.
- Implement enemy AI combat system.
- Finalize enemy AI.

Stretch Goals:

- Add double jump in player movement.
- Difficulty increases.
- Smarter enemy AI.
- Interactive items in the arena that contribute to fighting.

Asset Sources:

- Arena from Asset Store - POLYART - Stylized Sky Dungeon
- Character from Asset Store - Low Poly FPS Pack
- Enemies from - Character Pack: Armed Forces | Soldiers
- UI self-made.