**Idea / story:**

This game is a 3D top-down game where the enemy has to progress through levels to advance to the next stage – inspiration was taken from the game mini game “dead-ops arcade” from the call of duty black ops game as a hidden map / game mode.

So, this is an arcade adventure shooter game where the player has to defeat enemies and traverse the map to advance to the next level.

The player starts out as a retired soldier relaxing on the beach when the radio starts to play warning about mutant moles attacking the city – and as a retired army guy, the players first instinct is to get up and go sort the problem out himself!

Pulling out his weapon and the game begins…

**Level 1: The beach**

The player traverses the beach using his machine gun to clear out the moles while innocent citizens run away in fear. The player will continue until they reach the city which will be level 2

**Level 2: The city**

The player finds a machine gun at the start of the level and walks through the city towards the military base for better ammunition and weapons to fight off the mutant moles

**Level 3: the Base:**

The player will receive a new weapon here to fend off moles more easily and find out how this all came to be, from a former military scientist that was looking to weaponize moles

**Mechanics:**

Player:

* Can move in all directions
* Can jump
* Can shoot
* Aiming and movement are separately controlled
* Has health
* Has ammunition

Enemies:

* Follow player
* Has health
* Does damage to player

References

Series for procedural generation

<https://www.youtube.com/watch?v=gv9gdjgzzJM&list=PLq_gnPdKSjAqeEB9ZnmP5sLaCBIIVZloi&index=9>

Dynamic sound

<https://www.youtube.com/watch?v=1TTey8wUUvU>

Blend Spaces

<https://www.youtube.com/watch?v=OSWX3vEgRcE&t=491s>

Maya Rigging

<https://www.youtube.com/watch?v=Qunol1EYdd8&t=1141s>

shooting projectile

<https://www.youtube.com/watch?v=TLGBJp8ggQs&t=15s>

Enemy AI and spawning

<https://www.youtube.com/watch?v=64seYRqBYNQ&t=6s>

<https://www.youtube.com/watch?v=o5N_PBhrJ4A&t=6s>

music between levels

<https://www.youtube.com/watch?v=M5RnDBNnjx4&t=10s>

camera transitions

<https://www.youtube.com/watch?v=LcbJCBo9gn0>

<https://docs.unrealengine.com/4.27/en-US/InteractiveExperiences/UsingCameras/SwitchingCameras/>

Custom Tools

<https://github.com/BrendanParmer/NodeToPython>

persistence & session control

<https://www.youtube.com/watch?v=D1O-faDNg_g&t=4s>

AI

<https://www.youtube.com/watch?v=QJuaB2V79mU>

Custom Shader

<https://www.youtube.com/watch?v=YwZH4jCO4ZM>