F1X - M3

Idea

* A lonely robot who’s in a state of disrepair and needs to get through the level to find its pieces to put itself back together again.
* Pieces could unlock new mechanics.
  + Player is missing an eye to start off with, which makes the player view the world in black and white
  + Some NPCs have different materials based off of if they are enemies or worker bots, since the player can’t see colors at the start of the game they don't know which robots are hostile and which aren't. (they need to play more passive).
* A 1st Person, 3D Horror type game.
* Player has to avoid enemy robots while finding their parts.
* Once the player has taken all his pieces the enemies are alerted to the players location and all become hostile.
* Player can hide in cargo containers, in scrap piles, barrels ect to avoid being captured.

Objective

1. Parts To Find
   1. Arm (w/o can't climb)
   2. Leg (w/o lowered movement speed)
   3. Eye (w/o can’t see colours)
2. Power Core
   1. Player powered by batteries while they don't have it
   2. When you pick it up the Boss enemy aggros on you, bean mode activated to escape

Final Objective - Escape with all parts

Scripting Requirements

* Player Controller
* Enemy Script & Pathfinding
* Game Controller
* Pickup Script
* Main Menu/UI
* Interactables (Hiding Spots, Doors, Gates, etc)

Asset Packs

* Space Robot Kyle - <https://assetstore.unity.com/packages/3d/characters/robots/space-robot-kyle-4696>
* Robot Sphere - <https://assetstore.unity.com/packages/3d/characters/robots/robot-sphere-136226>
* Metal Materials - <https://assetstore.unity.com/packages/2d/textures-materials/metals/yughues-free-metal-materials-12949>
* 3D Industrial Assets - <https://assetstore.unity.com/3d/props/industrial?category=3d%2Fprops%2Findustrial&free=true&orderBy=1>
* CineMachine - <https://assetstore.unity.com/packages/essentials/cinemachine-79898>
* Horror Sound - <https://assetstore.unity.com/packages/audio/ambient/horror-sound-atmospheres-and-fx-96731>