This game is a god simulator where the player is the deity and tries to stops the AI entities from reaching their goal locations. This game is going to be one large open world city. In the world there will be a random number of locations where the AI entities will spawn.

The basic game loop will start at the player buying/setting his or her powers. Then the AI will spawn at random locations. The AI will then travel to the goal location. The player will try to block the AI for a certain time limit, using his or her powers. If the player blocks the path of the AI, the AI will find a new way to get to the goal location.

The player should feel challenged yet powerful. This is a god simulator game but if it’s too easy, the player could easily get bored. So the game has to be balanced so that players will keep playing instead of just playing for a couple minutes.

The control scheme for this game will be simple, the mouse or the controller joystick will be used to move the players aiming reticle. While certain buttons will be used to control what powers the player wants to use to disrupt the AI entities.

This game will be made using Unreal Engine 4. It will be made using this engine because the programmer has never used it before and he wants to try the game engine. The game will be made for computer but if there is enough time this semester. This game will be ported to Xbox 360. Using Unreal Engine 4 this should be easy, since the code base will basically be the same for the computer and console versions of the game.

Module 1 - Due Feb 1

* Basic movement for AI/player
* Start of powers
* Make powers affect the navmesh system so that the AI redirects itself

Module 2 - Due March 1

* Design, real obstacles, for what would be in a city
* City area defined and some building assets implemented
* Random spawning for AI entities and goal location add particles for spawn and goal locations
* Framework to aquire points to buy powers

Module 3 - Due April 5

* Win State
* More powers and framework to manipulate the powers cooldown/change powers
* UI to buy and change powers with points

Module 4 - Due May 3

* Finish building and putting them in the level
* Fine tuning/balancing powers/movement
* Porting to console
* Polish