[Date]

Gabriele Hunte

by Muffy Productions

FPS Simulacrum Demo

Comp 305-F2016 -Assignment – 03



Student Name: Gabriele Hunte

Student Number: 300833315

Date Created: 12/11/2016

Contents

**No table of contents entries found.**

# Game Description

***FPS simulacrum Demo*** is a fps shooter designed to look like if the player/player’s character was put into a simulator to test his skills shooting gallery with movement style.

The player will have to shoot all targets in an allotted time frame. There will be pursuing and exploding enemies that will spawn later in the game as the challenges get harder. The player needs to avoid or destroy these enemies or face certain demise.

# Controls & Interface

The player has succeeded in his test once he has destroyed 10 targets before he himself dies or time runs out. Time and Score will be shown in the top corners of the screen.

The player uses WASD or arrow keys to move, mouse to aim and space bar to jump. (unfortunately no terrain will be boarded in this version)

The player is allowed unlimited ammo in this version.

In the beginning and end of the game there will be Start and Restart buttons, respectively, for the player to begin the game.

There are sounds and visual effects for events in game such as gun fire and bullet collision.

Player’s Final Score count will be displayed at the end of the game win or lose.

# Wireframe

