

# Game2 Int ArtFX - Workshop

## COM.BOT

### Pitch:

You are an experimental robot designed to replace humans during war, so yes, you are a combat robot.. a Combot. Your goal during the game is just to pass multiple tests by just shooting them all !

The player will have to kill every drone in the room without dying to get to the next test room. The difficulty will increase in each room with more and more “terrain”, parcours to do and drones to kill (the player will be healed between each room).

### Character:

- Main character :
  - Robot
  - ~1m80
  - Humanoïd
- Enemy :
  - Drone
  - ~50cm
  - Flying and



shooting

### Camera:

- Shoulder Cam
  - Will go near the player when aiming
  - rotate around the player but always in his back

### Controls:

- WASD / ZQSD / Left Stick
  - Moving around
  - Cam's relative movements
- Mouse / Right Stick
  - Rotate Camera / Character (linked)
- Left Click / Right trigger
  - Shoot
- Right click / Left trigger
  - Aim
- Space / A
  - Jump
- L Shift / Left Stick Press
  - Run