First person UI/UX

Collection features and description

It will have a weapon model

It will have a weapon UI to show which weapons that using right now

It will have an aim

It will have a UI to show the number of bullets

Interactive characters

Interact with the enemy, by shooting, hitting the enemy, and adjusting the enemy's blood volume. Also, adjust the player's health by making contact with the enemy.//Wait for data layer

Interact with NPCs. By contacting the NPC, we call up the NPC interactive interface, call out Dialogue bubbles, and adjust the player's character information such as equipment, HP, attack and defense through the output of Dialogue bubbles.//Waiting for upper layer input and output

The player's interaction with the character they play. The player controls the character to move and shoot through keyboard keys and mouse (or voice control).//First to do

Interactive items on map

Collection features and description：

There will be weapons dropped on the map, and by picking them up the player will get the corresponding equipment.

There will be food or health regenerating items on the map that will regenerate health after the player touches them.

Some story-specific items can also be picked up on the map and later displayed in the backpack.

Interactive map model

Interact with things in the map, such as doors, shelfs and so forth.

Dialogue bubbles

Collection features and description：

At the beginning of the game, I want to introduce the story of the whole game, and explain the plot and cause of the story. Allow players to integrate into the game faster.