

Shoot Them All

GAME DESIGN DOCUMENT

Projet Epitech: Epikemon GO



Contents:

Game Overview 3

Synopsis 3

Platform Minimum Requirements 4

TEAM DEVELOPMENT

GRAPHISTE 3D
Fragnières Maxime

PROGRAMMERS
Berthier Esteban
Colombel Alexandre
Fragnières Maxime
Abbes Yoann
Calamel Joris

GAME DESIGNERS
Berthier Esteban
Colombel Alexandre

AUDIO ENGINEERS
Fragnières Maxime
Abbes Yoann





Game Overview

Title: Shoot them all

Platform: Virtual reality headset (Oculus / Vive) and Android for Cardboard

Genre: Shoot them up, Shooter 3D

Technologie 3D: Virtual Reality (VR)

Target: Casual gamer (Quick start)

Release date: February 23 2021

?? is a survival arcade game based on the principle of a Shoot Them Up. Monsters will arrive all around you and you will just have to watch them to be able to take them down. A map which is below you will allow you to visualize the position of the monsters and know where they are coming from.

The end of the game will be linked to the life of the piece where you are playing. The player will be totally immersed in a virtual reality place. Monsters arriving close to you will gradually begin to destroy the environment you are in.

The game is endless, the monsters appear in waves, you just have to be more and more attentive.

Synopsis

Following an alien invasion taking control of the pokeballs, allowing them to make all captured pokémon act under their will, Professor CHEH asks us to eliminate as many of these creatures as possible. He later tells us that these creatures are known to the Pokémon world and are called Monsterballs.

So to fight these Monsterballs more easily, Professor CHEH will give us a helmet, the Kantonic reducer, it allows to shoot BX-6000 laser beams, capable of destroying these Monsterballs as well as all this unfortunate pokemon driven mad.

By returning quickly to hide in your apartment on the top floor of the Pokémon league, you will once again meet the Rotech team, with Thenessie and Jamy as a member. They teach you that their adored Persian is lobotomized by the Monsterballs. He asks you to help them and for that, he offers you a map, admittedly a little special, but it allows you to see where the enemies are located.

Once you get home you go to the roof of the Pokémon League to see the extent of the damage, and, you realize that all of Kantal has been wiped out and you see huge hordes of Pokémon arriving with behind Monsterballs not really happy.

And there you say to yourself, shoot them all!

Platform Minimum requirements

Minimum Oculus Headset and Configuration

Name of Headset: Oculus Rift

Graphics card (GPU): NVIDIA GTX 1050 Ti (ou GTX 960), AMD Radeon RX 470 (ou R9 290)

Processins Unit (CPU): Intel i3-6100, AMD FX4350

Memory RAM: 8GB

Operating System: Windows 8.1



Minimum HTC Vive Headset and Configuration

Name of Headset: HTV Vive Cosmos

Graphics card (GPU): NVIDIA GeForce GTX 1060 ou AMD Radeon RX 480

Processins Unit (CPU): Intel i5-4590 ou AMD FX 8350

Memory RAM: 4GB

Operating System: Windows 8.1



Minimum Phone Headset and Configuration

Android API Level: API Level 29

Apple IOS Level: IOS Level 14

