|  |
| --- |
| fo shizzle |
| Final Project – Part I |
| **3D Adventure**  C:\Users\Faim\Desktop\Rockman.exe\(Centennial) Semester 3.2 - (Fall - 2015)\gameCompanyLogo.fw.png |
| Version #1.0  All work Copyright © 2015 by NEWNAME?.  All rights reserved. |
| **Khandker Faim Hussain & Shruti Kirti Kaushal** |
|  |

|  |
| --- |
| November 28th, 2015 |

**Table of Contents**

Table of Contents

**Version History3**

**Game Documentation4**

Game Overview4

Game Overview4

Game Overview4

Game Overview4

**Version History**

* **Commit 1 – Using Shruti’s assignment 03 as template, created terrain, added assets, and fixed menu scene**
* **Commit 2 – Added door prefab, health HUD (UI), and health script**
* **Commit 3 – Added prefabs for water bottle and enemy kitty. Added elf asset and tweaked terrain**
* **Commit 4 – Added dinosaur**
* **Commit 5 – Added nav mesh agent to enemy (ISSUE!...), created dinosaur prefab, and player takes damage**
* **Commit 6 – Created basic levels with desert assets from Unity’s Asset Store**
* **Commit 7 – F ixed enemy movement bug and recreated enemy prefab**
* **Commit 8 – Added Scoring System for Player and imported audio asset**
* **Commit 9 – Completed Internal and External Documentations for Part 1**
* **Commit 10 – Level is complete…Somewhat. And finished pickups and dinosaur prefabs**

1. **Game Overview**

In order to win, the player must venture through mysterious adventures picking up nourishments and to eventually reach the door (portal) that will bring him to the next level

1. **Game Play Mechanics**

The player will avoid and kill enemies that stand in his way while finding pickups to “fuel” his mechanical body that will keep his bar up and functional until the end of the game.

1. **Camera**

First person.

1. **Controls**

This game will be the first person adventure, where the player controls player’s movement using keys (w, a, s, d). In addition, the player will be armless, but gain a weapon in the second level (gun).

1. **Interface Sketch**
2. **Menu and Screen Descriptions**

(Include additional screen shots and accompanying descriptions for any menus and additional screen)

1. **Game World**

All of the levels will take place on a terrain, since the first two levels (mountain/hills and desert) will require outside materials and textures. However, the final level will be in a lab that will be created by online assets, but the entire level will still be on the terrain structure.

1. **Levels**

There are three levels:

Level 1: takes place in a desert where the player must find water bottles to stay hydrated and escape from the vicious dinosaurs that lurk around the terrain.

Level 2: takes place in a mountain/hill environment.

Level 3: takes place in the lab where the player fights a final boss (the scientist who created you!).

1. **Game Progression**

The main character goes through the entire level and will reach a door at the end of each level. These doors allows the player to advance to the next level. The door’s location is unusual and can be seen connected to odd places (ie. On a tree, on a hill, remotely anywhere), since their purpose is a type of teleportation (ie. Doraemon and Monster’s Inc.)

1. **Characters**
2. **Enemies**

Depending on the level they range from dinosaurs to sweet adorable kittens, but are all created by an evil scientist who appears in the final level as the boss of the game.

1. **Weapons**

Excluding the first level, the player will gain a rifle from level 2 and onwards and will be capable of ending his enemies’ lives.

1. **Scoring**Pickups will count as 10 points while kills will counts as 100.
2. **Puzzles/Mini-games (MAYBE?)**
3. **Sound Index**
4. **Art / Multimedia Index**

* Allosaurus
  + Unity Asset Store
* CactusPack
  + Unity Asset Store
* Desert Sandbox Light
  + Unity Asset Store
* Elf
  + Unity Asset Store
* Handpainted Forest Environment Free Sample
  + Unity Asset Store
* Kitten
  + Unity Asset Store
* Skeleton
  + Unity Asset Store
* SurvivalPack
  + Unity Asset Store