|  |
| --- |
| fo shizzle |
| Final Project – Part I |
| **Cracker’s 3D Adventure** |
| 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

**Type chapter title (level 1)1**

Type chapter title (level 2)2

**Type chapter title (level 1)4**

Type chapter title (level 2)5

**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**

1. **Game Overview**

In order to win, the player kills all enemies (mechanical creatures that look like animals) and finds the door at the end of the level to warp between levels. Once they reached the final level, he/she must kill the scientist who was plotting to take over the world using cute mechanical animals to brainwash humans all over North America. You defeat the final boss and rescue the robots that were being controlled by the scientist and then go to the bar to celebrate.

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**

1st 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 first level (gun)

1. **Saving and Loading**

(Does your game include saving and loading? When? How?)

1. **Interface Sketch**

(What does the game interface look like? Provide a screen shot or sketch)

1. **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:

First level takes place in a desert.

Second level takes place in a mountain/hill environment.

Third level 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**

(Describe computer-generated enemies and boss monsters)

1. **Weapons**

Throughout the levels, the player will pick up objects and throw them at enemies until they explode. The final level there will be an option where the player can pick up a ninja suit and weapons to help fight against his creator or fight him by picking up random objects scattered throughout the lab.

1. **Scoring**
2. **Puzzles/Mini-games (MAYBE?)**
3. **Sound Index**

(Include an index of all your sound clips)

1. **Art / Multimedia Index**