Theme:

The theme I have selected is a sci-fi game (elements of horror?)

Genre:

The genre of game I have selected is a mix between an arcade shooter and platfomer.

Gameplay:

The game play will mostly consist of running, shooting, jumping & possibly crouching.

Controls:

* Movement – WASD + ANALOG STICK.
* Jumping – SPACE BAR + A BUTTON (controller)
* Crouching – SHIFT + B BUTTON (controller)
* Shooting – MOUSE CLICK + X BUTTON/ ZR (controller)
* Interact – E + X/Y BUTTONS (depending on what I select for the shoot button.)

Basic Idea:

The basic idea that I have for the game will be a target shooter game with the aim of scoring the most points. This is done by either finding targets or collectibles to earn points for the game. However, there will be enemies that patrol the levels and negative targets that you will want to avoid as both will deal damage. The good targets will be the classic red and white whilst the evil targets will be a slightly darker red. This will cause the player to pay attention as to which targets, they should shoot. Enemies will need to be shot around 3 times to kill. In the final level there will be a boss (giant computer screen) that will spawn in enemies and electrocute the floor (possible slam attack if have time).

Assets Needed:

* Walls – can borrow from ICA1.
* Gun – make it like a nerf pop gun?
* Enemy – something like the cores from Portal?
* Collectibles – a power cell.
* Extra – doors, buttons, switches, etc…
* Targets – make a short cylinder and extrude to give dimensions and new materials.