1. **Game Overview**

1.1. Game Concept

A multiplayer first person shooter with a simplistic style.

2. **Gameplay and Mechanics**

2.1. Gameplay

The game will be a multiplayer shooter with simple cover mechanes.

2.2. Mechanics

The movement will be similar to a quake style movement allowing for fast and exciting gameplay.

3. **Setting**

3.1. Setting and style

Setting will be normal places (e.g. Office buildings, residential areas) with a simplistic style.

4. **Interface**

4.1. Visual System

Simple GUI with only what's needed being displayed.

4.2. Control System  
Simple controls that can be learnt easily but can be difficult to be used to do advanced maneuvers

5. UML Diagram

