**Game Dev FPS Report Aaron and Patrick**

**Title:** Pursuit by Aaron and Patrick

**Description:**

Aaron and Patrick did a first-person shooting game for our CA2. The game is based on a recent outbreak of a zombie apocalypse which is inspired by Resident Evil 7 and The Walking Dead. Unfortunately for our main character (first-person), the main character must survive from a herd of zombies/enemies whenever he goes into different places.

**Basic Elements:**

The basic elements require keyboard and mouse controls for the first-person player. Ammos for the gun, the buildings on each level, and a first aid kit whenever the player loses health.

**Design Values:**

For the design value it required 3 different scenes/levels for our game. Level 1 will be set on the woods and village where a herd of zombies will come at the player, while Level 2 will be based on a factory where the first-person must go through the factory with zombies/enemies are lurking around the factory while lastly the last level will be at the terrain field where the first-person fights off the final boss.

**Interface-Controls:**

The AWSD keyboards are for the player moving around throughout the game. The keyboards 123 and scroll wheel will used to switch guns. Spacebar to jump, when clicking on the mouse, it will shoot out the bullets.

**Game Flow:**

The game will have the main menu and the buttons such as play, options and quit.

The game will have red teleporting pads to locate on each scene to teleport to the next scene.

**Reflection:**

The game has the basic mechanics but has a good bit of polishing needed.

Next time we would implement the fixes that would smooth out the gameplay mechanics and functionalities.

Github link | <https://github.com/IADT-y3-gameDev/ca2_fpsgroup-horrorsurvival.git>