

# GAME DEV PROJECT (PHASE 01)

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**Game Title:**

**Riftbreaker: Shadows of the Void**

## 1. Game Overview

• **Genre:**

First-Person Shooter (FPS), Action, Dark Fantasy, Sci-Fi

## 2. Game Concept / Storyline

**Short Description:**

Riftbreaker is a first-person shooter where the player explores corrupted dimensions, fights hostile creatures, and closes dangerous rift portals.

**Story Summary:**

A teleportation experiment has opened dimensional rifts, letting creatures known as Voidborn invade. The player is **Ranger-01**, sent to enter these dimensions, defeat enemies, collect cores, and destroy the rift nodes causing the invasion. Each level has unique challenges and environments.

**Main Objective:**

Destroy rift nodes in each dimension, defeat enemies, collect key items, and secure the facility by closing the portals.

**Theme & Setting:**

- **Theme:** Dark sci-fi with gothic fantasy influences
- **Setting:** Futuristic labs, ruined fortresses, void-corrupted dimensions
- **Atmosphere:** Dark, mysterious, intense, with eerie soundscapes

# 3. Gameplay and Mechanics

## Core Gameplay Loop:

1. Enter a rift/dimension
2. Explore the level
3. Fight enemies
4. Collect keys or cores
5. Unlock the exit
6. Destroy the Rift Node
7. Proceed to next level

## Player Controls:

- **WASD** – Move
- **Mouse** – Look / Aim
- **Left Click** – Fire
- **Right Click** – Alternate fire
- **Space** – Jump
- **Shift** – Sprint
- **R** – Reload
- **E** – Interact
- **Esc** – Pause Menu

## Rules & Challenges:

- Player loses health from enemies or environmental hazards
- Doors may require keys or switches
- Ammo and health are limited, encouraging exploration
- Some enemies are stronger in later levels
- Falling hazards or void zones cause damage

## Rewards / Progression:

- Completing a level unlocks the next one
- Health, ammo, and power-ups are collectible
- Weapon upgrades may appear as the player progresses
- Optional mini-boss or final boss at the last level

## Game Modes:

- **Single-Player Campaign**

## 4. Features

- First-person shooting with one or two weapon types
- Basic AI enemies with patrol and attack behavior
- Pickups for health, ammo, or power-ups
- Level progression through keys and objectives
- Environmental hazards (simple traps or gaps)
- **UI:** Health bar, ammo count, crosshair, pause menu
- Simple sound effects and background music

## 5. Characters / Assets

### Main Character: Ranger-01

- Armored futuristic soldier
- **Abilities:** Move, shoot, jump, interact
- **Weapons:** Standard Rifle (primary), optional secondary

### Enemies / NPCs:

- **Voidling Grunt:** Melee attacker
- **Spitter:** Simple ranged enemy
- **Brute:** Stronger enemy for higher levels

### Environment / Props:

- Sci-fi labs, ruined corridors, simple gothic structures
- Rift portals
- Pickups (health, ammo, keys)
- Basic props (walls, platforms, barriers)

## 6. UI Screens

- **Main Menu:** Play, Settings, Quit
- **HUD:** Health bar, ammo count, crosshair, weapon icon
- **Pause Menu:** Resume, Restart, Quit
- **Level Complete Screen**

## 7. Team Roles

### Irtaza Kazmi (Group Leader)

- Oversees project planning and overall workflow
- Implements player movement, camera, and core gameplay logic
- Contributes to level design (layout, props placement)
- Initial testing and gameplay balance

### Zeeshan Sajid

- Develops weapon mechanics, shooting, ammo, and pickups
- Programs enemy behaviors (patrol, chase, attack)
- Contributes to level design (environment setup, navigation)
- **QA tasks:** debugging, performance testing, and gameplay balance