Game Production 6

FPS/Room Base Arena

Proof of concept

* Damage between player and enemy
* Movement
* Simple Ai

Weapons

* Charge laser
* Multiple Launcher (missile/grenades? – homing/deadfire?)
  + \*\*\*\*\* Time limit allows (last of weapon system implemented)
* Hand grenades
* Shotgun
* Assault rifle

Player

* Health
* Stamina
* Armour
* \*\*\*\*\* Time allows upgrade weapons

Enemies

* Multiple enemies per room
* Boss at end
  + \*\*\*\*\* If time allows boss should have multiple heath per limb (if limb is destroyed boss becomes crippled)