

Champion document

Company: Scosoft | Game: Scoto | Feature: Pickups and Powerups

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1. Brief introduction

My feature is **Pickups & Powerups**. Throughout the game the player will come across various powerups from either exploring, completing puzzles, defeating enemies or completing levels. A power up could be various forms of buffs to the player such as health increase, weapon power increases, better vision, or more tools the player can use. Pickups could be ammo, more batteries/charges for the players tools or to replenish health. The pickups and powerups will be placed in the level during level generation.