FINAL PROJECT CONCEPT

FPS / Target practice game

* Dynamic background maps
* Engaging music
* Point system
* Different modes?
* Practice range to improve aiming skill
* Actual game where you accumulate the most amount of points possible in 5min
* Improve hand / eye coordination
* Shooting targets that move / some stationary
* Use of QueasyCam
* Move with WASD
* Minimalist aesthetic style

