\* next to items that we should focus on getting into the game

Weapons:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| \*Knife | \*Handgun | Scattergun/spreadgun | Rifle | Grenade Launcher | Disc Gun | \*Tommy Gun |
| Fast, very short range | Basic, low damage, lots of ammo, average fire rate | Low to high damage depending on how many bullets hit, can damage groups of enemies from afar, average fire rate | High damage, long range and precise, very slow fire rate | High damage, low fire rate, must wait for projectile to explode, can friendly fire | Fires a disc projectile that bounces off of objects, can friendly fire, high damage and average fire rate | Quick firing machine gun with decent damage and very fast fire rate but high recoil |

Skills: (player can take one per row) (most likely won’t be implemented unless there is extra time)

|  |  |  |  |
| --- | --- | --- | --- |
| Overcharged: Max health is 1, deal double damage | Perseverance: Max health increased by 25%, deal only 75% damage |  |  |
| Focus: Increases stamina usage, sprinting slows time | Rhinoceros: Sprinting deflects small bullets (up to x amount) | Blink: Doubles (maybe triples?) stamina usage, grants invincibility during sprinting |  |
| Mug: Melee attacks refill ammo | Reflex: Melee attacks can reflect bullets |  |  |
| Drone team: Two drones follow player around and fire at enemies for low damage | Heavy Bolts: Deal 75% damage, but bullets explode for 25% splash damage | Extending Arm: Melee attack has longer range, larger and longer-lasting hitbox, and does increased damage |  |
|  |  |  |  |

Story:

The main character is John Kinder, a detective in the big city of Longdale. When his hometown of Goldcrest falls under the control of a huge crime ring that kills his wife, he goes back to take revenge and save the town.

Levels:

-Library: Close quarters, takes place in larger rooms that are sectioned off by bookshelves, limiting movement and visibility.

-Parking garage: Large rooms with sparse cover in the form of infrequently placed cars. Cars could possibly explode after taking too much damage.

-Back streets: Large open area without much cover, enemies can enter from buildings along the sides of the street.

Enemy Types:

-\*Normal enemies that move a bit slower than the player and use the handgun.

-\*Riot geared/ large enemies that are slow but have much more health.

-\*Mob leaders that are like normal enemies but use the tommy gun.

-Flamethrower guys whose name is exactly what they do.

-Shotgun – wielding enemies.

-A melee variant of the riot-gear enemy type.

-Slow enemy type that use deadly sniper rifles.

Boss Designs: (can be added later if it’s possible that bosses will be added)