

Game Mechanics & Features

Prototype

- Should only include one scene
- Can be different from the final product
- Should only contain core game mechanics
- No art is required
- No sound or visuals are required (if it's not a music game)
- Every asset that is used in the game should be included as a reference.

-Features to add-

- **Player (PlayerController.cs)**

Player Movement (Look around, Jump, Crouch...)

Player Shooting

Player Health & Armor

Player Interaction (Loot collection, reload)

Should refer to GameController when founding a key

Should refer to GameController when player dies

- **Enemies (EnemyController.cs)**

Enemy Movement

Enemy AI

Enemy Shooting

Enemy Health & Armor

Enemy Explosion

Enemy Level

Should refer to GameController when it dies.

Should refer to PowerUpController when it dies and if it is marked to drop loot.

- **GameController (GameController.cs)**

Spawns player on starting point in the level

Spawns loots and keys in the level

Ends the game when player dies or restarts

Keeps track of current level

Keeps track of found keys

Keeps track of alive enemy count in the active wave

Should refer to EnemyWaveController every time a wave is cleared to spawn new waves.

- **EnemyWaveController (EnemyWaveController.cs)**

Holds every types of enemies

Spawn a list of enemies when GameController tells it.

Finds suitable positions to spawn enemies in the level.

- **PowerUpController (PowerUpController.cs) //Can be added last**

Holds types of power ups

Spawn power-ups inside the scene

Spawn power-ups when a marked enemy is killed

Game Prototype ER Diagram

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