**Land of Duwyn**

**Milestone 1: Proof of Concept Build Notes**

**GAME3030 Game Production 6**

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**Quick Summary**

In this build, LoD allows the player to control and move their player character around to interact with the environment. They are able to gather and drop off materials (from trees and mining nodes), as well as attack an enemy.

Players are also able to assign roles to their villagers by switching to a Top Down perspective. Following that, they can swap back to First Person perspective to resume their original abilities.

Villagers have four roles at the moment: Nothing, Miner, Woodcutter, and Militia. Miner and Woodcutter roles will find resources, gather them, and drop them off at a base. Militia roles will patrol the area and automatically chase any enemies they detect.

Enemies are also spawned and will attract the attention of villagers who are currently a Militia. They reset position when they are killed, or after 15 seconds without being damaged.

**Features**

Player Character

* Controlling
* Stats
  + Health, MaxHealth
  + Speed, Sprint speed
  + Inventory
  + Held item
* Gathering Ability
* Attacking Ability

Villager

* Gathering roles
* Soldier role
* Gathering ability
* Attacking ability
* Assignable Roles

**Controls**

**WASD** – Standard FPS movement, W and S is forward and back, A and D is horizontal strafing

**Shift** – Hold to start running

**Mouse Movement** – Moves the camera around in standard First Person movement

**LMB** – Attack with current weapon (or fists, if nothing selected)

**Weapons**

* **Keyboard ‘1’** – Equip Sword and Shield (for attacking enemy)
* **Keyboard ‘2’** – Equip Lumbering Axe (for cutting)
* **Keyboard ‘3’** – Equip Pickaxe (for mining)

**Spacebar** – Switch between First Person and Top Down mode (Top Down allows you to assign roles)