

## Team 05 - Blast Through Design Docs

**Note: Pressing 'm' toggles the mouse cursor**

### Game Concept

The game is a first person shooter adventure game where the player navigates through various levels overcoming enemy resistance along the way. We are adding multiple levels, with a final boss encounter at the end of the last level. The player will be able to choose from a variety of different weapons, with different effects. Obstacles and puzzles that require puzzle solving will also be a challenge the player faces.

### Core Mechanics

- First Person Shooter Movement and Control
  - WASD movement
  - Free Mouse Look
  - Jumping
  - Shooting
    - Primary Fire
      - Multiple Ammunition Types with Unique Effects
    - Secondary Fire
      - Bomb Attack
- Enemy AI Opponents
  - Sentry Enemy
    - Stationary Enemy that scans for the player
    - Engages and Attacks when the player is spotted
  - Patrol Enemy
    - Paths and Scans for the player
    - Engages and Attacks when the player is spotted
- Pickups
  - Replenishes Ammo when the player "collects" them
- HUD
  - Basic Display Mode
    - Player Health, Lives Remaining, Ammo, Armour, etc.
  - Basic Display with Statistics
    - Includes stat tracking values such as total ammo used, etc.
  - Off
    - The HUD can be disabled to remove the GUI elements of the display

### Animation List

- Primary Fire
  - Recoil animation for the gun, triggered when the player uses the primary fire
- Secondary Fire Animation
  - Recoil animation for the gun, triggered when the player uses the secondary fire
- Enemy Idle
  - Sentry enemies hover and rotate while they scan for the player
- Enemy Alerted
  - Animation that plays when the enemy becomes alerted to the player
- Enemy Death
  - Animation that triggers upon the death of the enemy

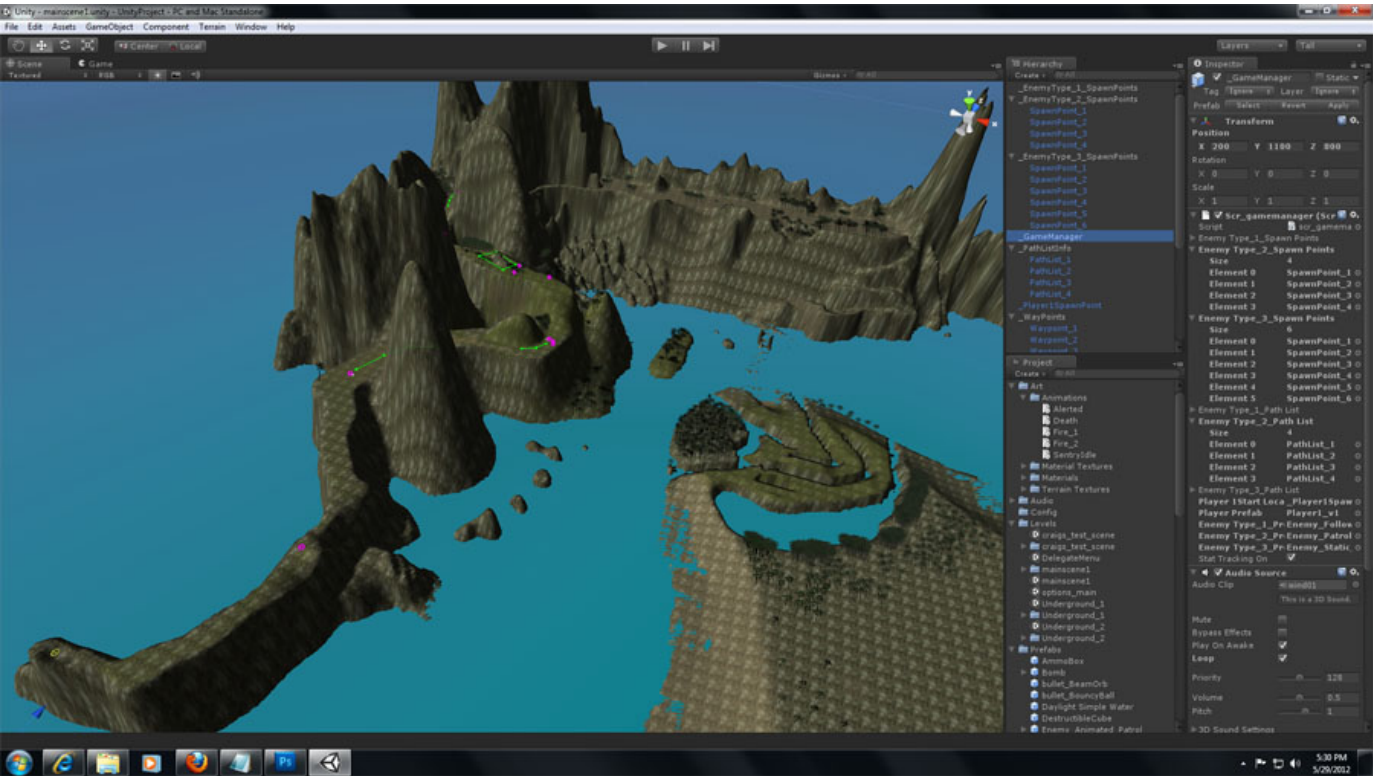
### Team Tasks

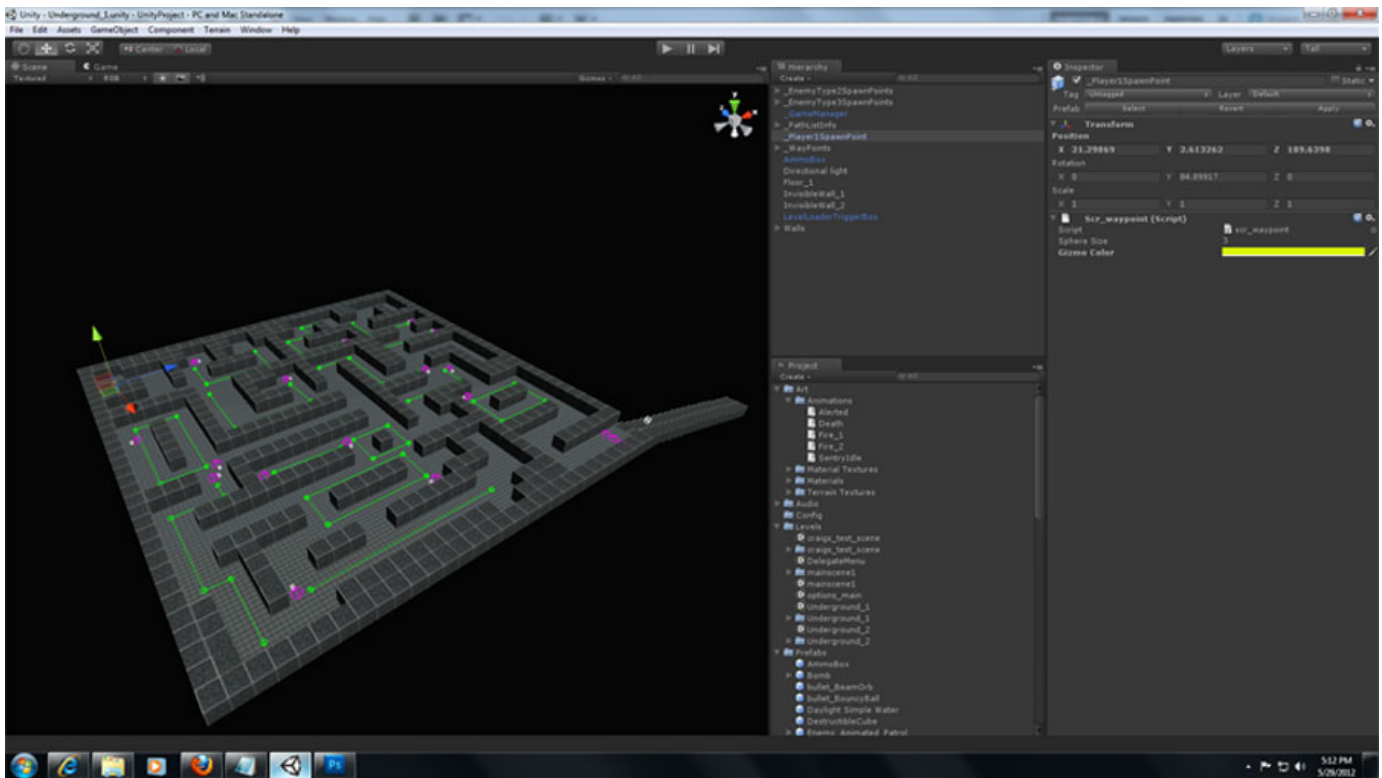
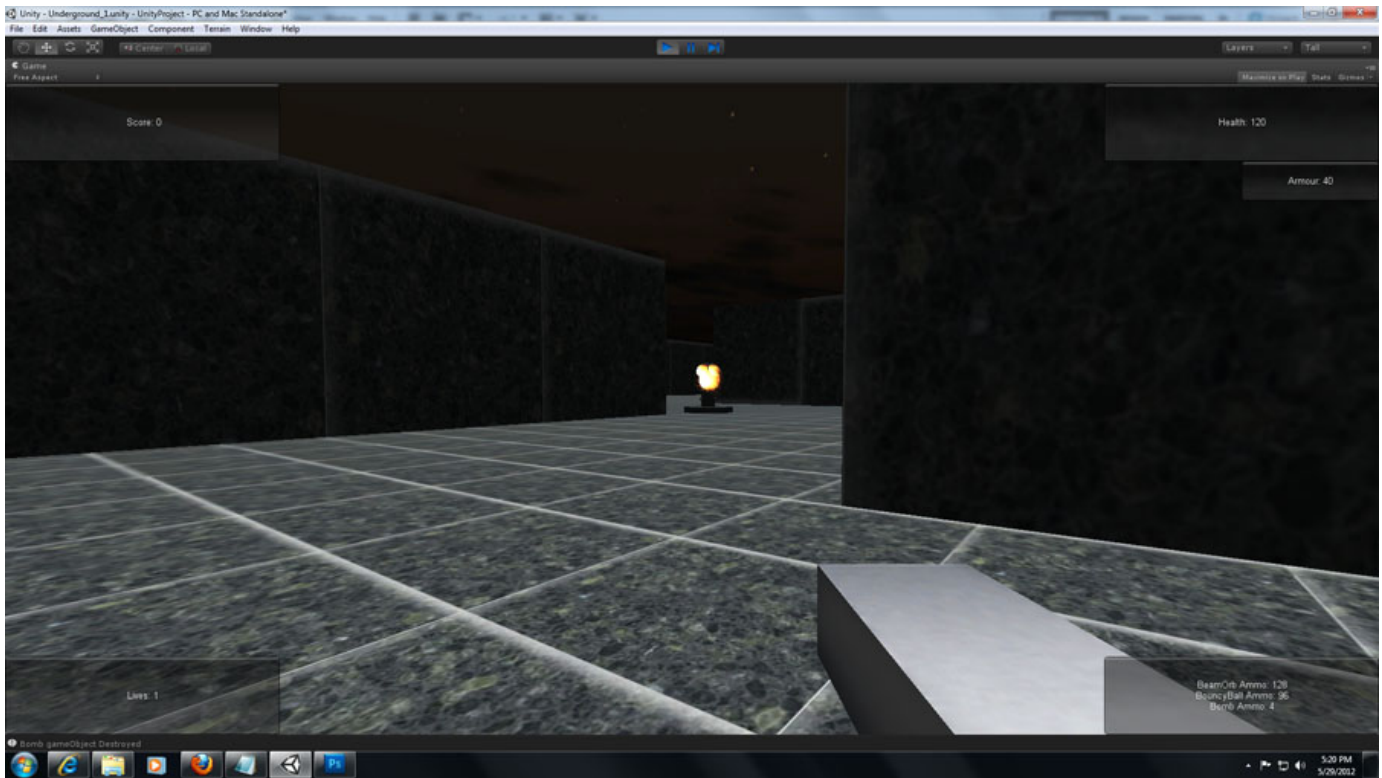
**Daniel's Tasks:**

Craig's Tasks:

[Craig's Page](#)

Game Screenshots





Attachments