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**Game Development Task**

**Primary Gameplay Mode:**

The primary gameplay mode of our game is Battle/War mode.

**Battle/War Mode:**

In this mode, the main player fights with the enemies and kills them in order to protect the infinity stone.

**Perspective:** The perspective of battle mode is the 2D third person. Character movement will be showing as the environment changes and everything will be visible along with the character himself.

**Interaction Model:** The interaction mode is through control our hero as the avatar. Player will use this avatar to fight with Thanos and enemies.

**Challenges and Actions:**

|  |  |
| --- | --- |
| Challenges | Related Action |
| Beat the enemy | Focus on enemy, fight with him by using the avatar’s skills |
| Go through the scene safely | Avoid enemy’s attacks by jumping and running or kill all the enemies |
| Protect infinity stones | Fight with enemies |
| Survive | Use all the equipment’s available |
| Protect the Shield | Avoid the attacks from enemies using the avatar’s skills |

**Screenshots:**

As the game is currently in process and is not completed so we are attaching the initial works we have done some far.

Here are screenshots:

**Main Menu:**

Graphical user interface

Description automatically generated

**Play Game:**

A screenshot of a video game

Description automatically generated

**Setting Menu:**

