**1. Title Page**

1.1. Game Name

Mini FPS

1.2. Tag line

Have Fun!

1.3. Team

Mr. Adam Beeson

1.4. Date of last update

10/22/2021

**2. Game Overview**

2.1. Game Concept

Short action game where you shoot walking ai enemies and avoid falling into lava.

2.2. Target Audience

13+

2.3. Genre(s)

FPS

2.4. Game Flow Summary – How does the player move through the game? Include both the interface and the game itself.

The player is dropped on ground floor and has to climb stairs to the main area where they’ll find the enemies to shoot,

2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?

The game uses basic dark colors.

**3. Gameplay**

3.1. Objectives – What are the objectives of the game?

There are six enemies to kill. You will fail if you fall into lava.

3.2. Game Progression

The enemies can easily be killed in under a minute

3.3. Play Flow – How does the game flow for the game player

Quick action the while time.

**4. Mechanics (Key Section)**

4.1. Rules – What are the rules to the game, both implicit and explicit.

WASD to move, Space to jump, and mouse to aim and shoot. The enemies go ragdoll when they get hit. The game will reset if the player hits lava.

4.3. Physics – How does the physical universe work?

The players may jump and shoot. The players will be the only ones that can move and obey the laws of gravity.

4.5. Character movement in the game

WASD and mouse

**7. Characters**

7.1. For each character

There is no story. The characters are the player and the enemies.

7.2. Artificial Intelligence Use in Opponent and Enemy

The enemies all have an AI that will find a random spot and move around constantly making them semi-hard to shoot.

**8. Levels**

There is only one level in this build of the game.