Mini FPS

The game I have created is a mini fps demo. Game Design is something I want to pursue. So, this project is sort of like a foundation for me to continue to practice and learn on. Many things and concepts in the project are things I want to expand on after school.

The actual demo is a small map with pit falls that have lava in them. If you touch the lava, your character dies and the level resets. On the map are NPCs that you can shoot. When shot the NPCs will go ragdoll. The goal of the demo is to shoot all the NPCs and don’t fall in the lava.