**Lucas Lundin**

**Link to GIT repository:**

[**https://github.com/Lucas-Lundin/C-Intro---Assignement**](https://github.com/Lucas-Lundin/C-Intro---Assignement)

**I'm aiming for the grade pass (G).**

**Inputs/controlls:**

Rotate character: With mouse.

Move forward: "W"

Move backwards: "S"

Throw explosive-bomb: Press and release left-click

Throw implosive-bomb: Press and release left-click

**Player objective:**

The objevtives for the player is to push down the "balls" on the areana into their own colored area below the arena. The first player to reach 100 points wins. You lose 10 points when you die. You can die by taking damage from bombs or by fallling of the arena.

**Scene setup**

|  |  |  |
| --- | --- | --- |
| (G) | ~~Only play scene is required~~ |  |
| (VG, small) | Add main menu (start) scene and game over scene |  |
| (VG, medium) | Implement Pause menu and settings menu |  |

**Turn based game**

|  |  |  |
| --- | --- | --- |
| (G) | ~~You can have two players using the same input device taking turns~~ |  |
| (VG, large) | Support up to 4 players (using the same input device taking turns |  |
| (VG, large) | Implement a simple AI opponent. |  |

**Terrain**

|  |  |  |
| --- | --- | --- |
| (G) | ~~Basic Unity terrain or primitives will suffice for a level~~ |  |
| (VG, large) | Make the terrain have at least 3 dynamic elements (moving platforms, trampolines, etc) |  |

**Player**

|  |  |  |
| --- | --- | --- |
| (G) | ~~A player only controls one worm~~ |  |
| (G) | ~~Has hit points~~ |  |
| (G) | ~~Implement a custom character controller supporting movement and jumping~~ |  |
| (VG, small) | A worm can only move a certain range |  |
| (VG, medium) | A player controls multiple worms |  |

**Camera**

|  |  |  |
| --- | --- | --- |
| (G) | ~~Focus camera on active player~~ |  |
| (VG, small) | ~~Camera movement~~ |  |

**Weapon**

|  |  |  |
| --- | --- | --- |
| (G) | ~~Each worm can use a weapon to fire at the other worms~~ |  |
| (VG, small) | the weapon can have ammo and needs to reload |  |
| (VG, medium) | Pickups  ▪ Spawning randomly on the map during the play session  ▪ Gives something to the player picking it up, I.E health, extra ammo, armour etc |  |

**Miscellaneous**

|  |  |  |
| --- | --- | --- |
| (VG, medium) | Battle royal, danger zones that move around on the map after a set amount of time |  |
| (VG, medium) | High score that is persistent across game sessions |  |