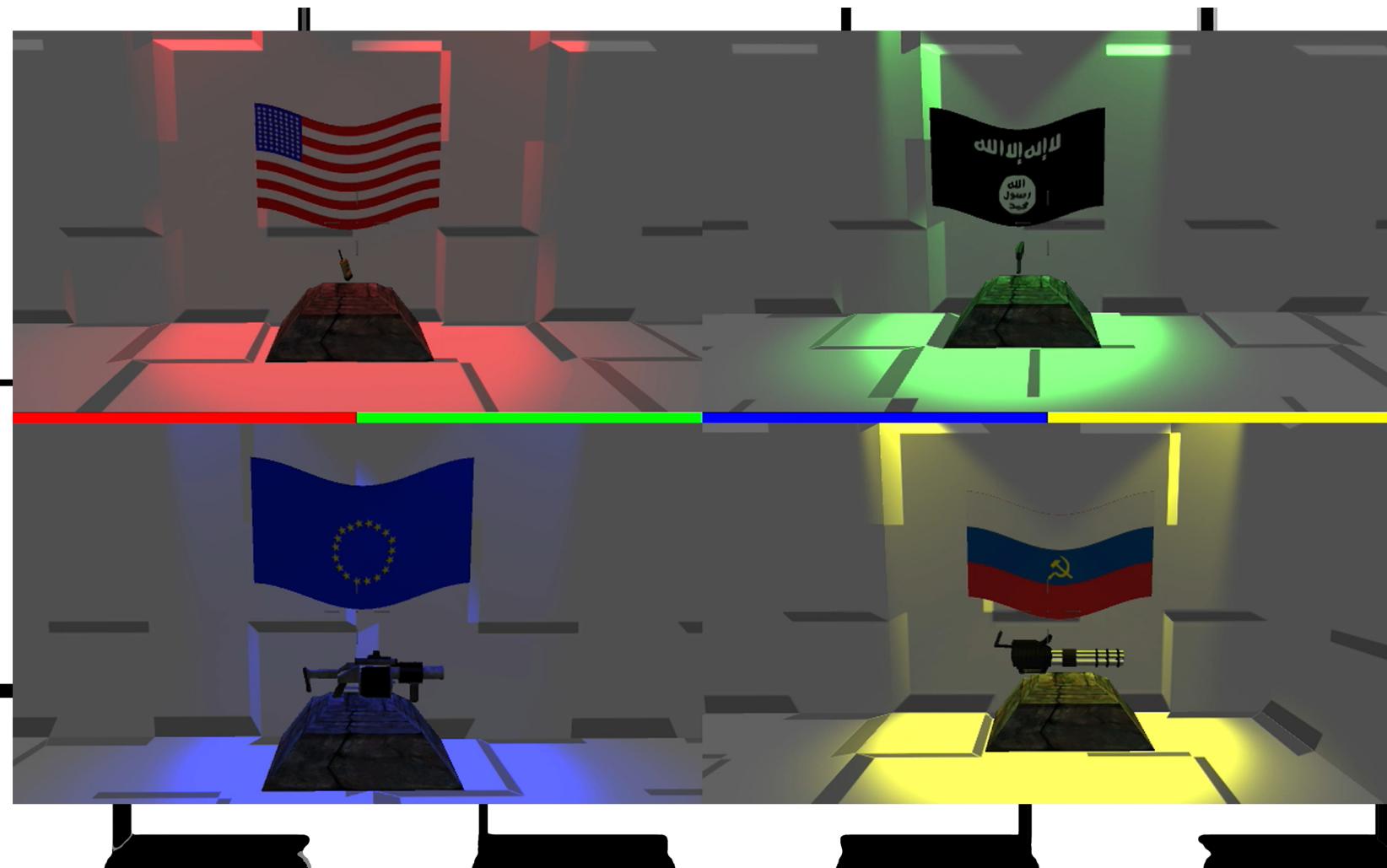


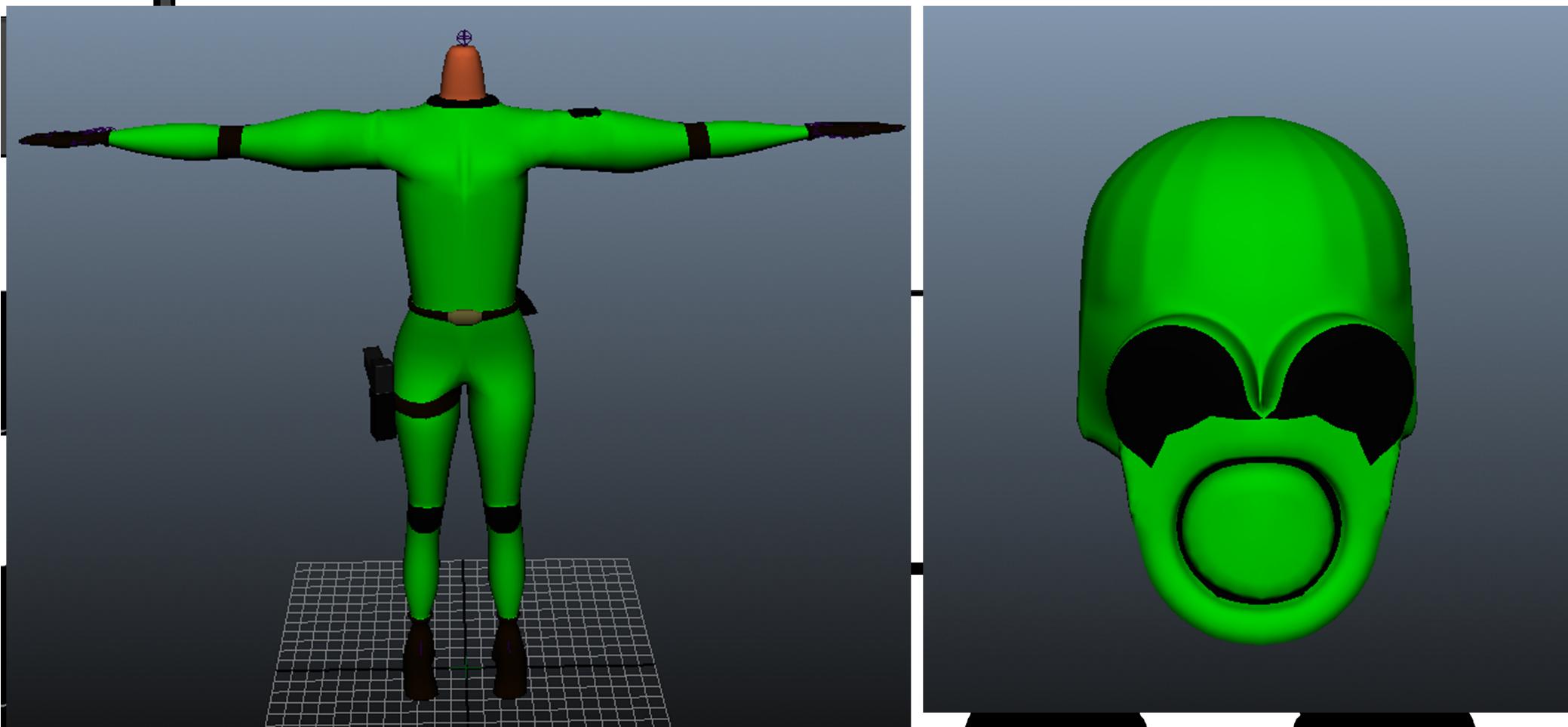
# *Story*

For the game We Are All One we have focused our story as an unseen thing in the term that there is no explanation of what is happing other that the spawn area of each team being decorated with flags from countries partisapating in the conflict in the middle east. We foused our story around this point becaues of the relavence it has in curret media and almost everyone knows about it. This fact alowed us to more easly demonstare our overall idea that we are all one race and the conflicts that are happing around the world and pointless.



# *Character*

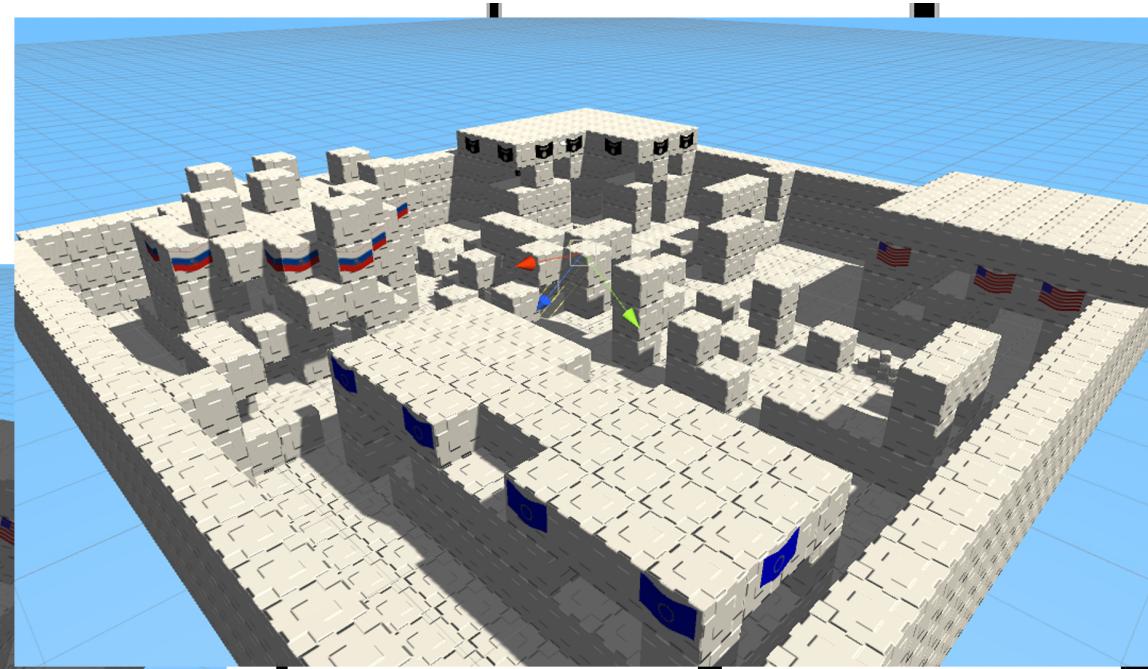
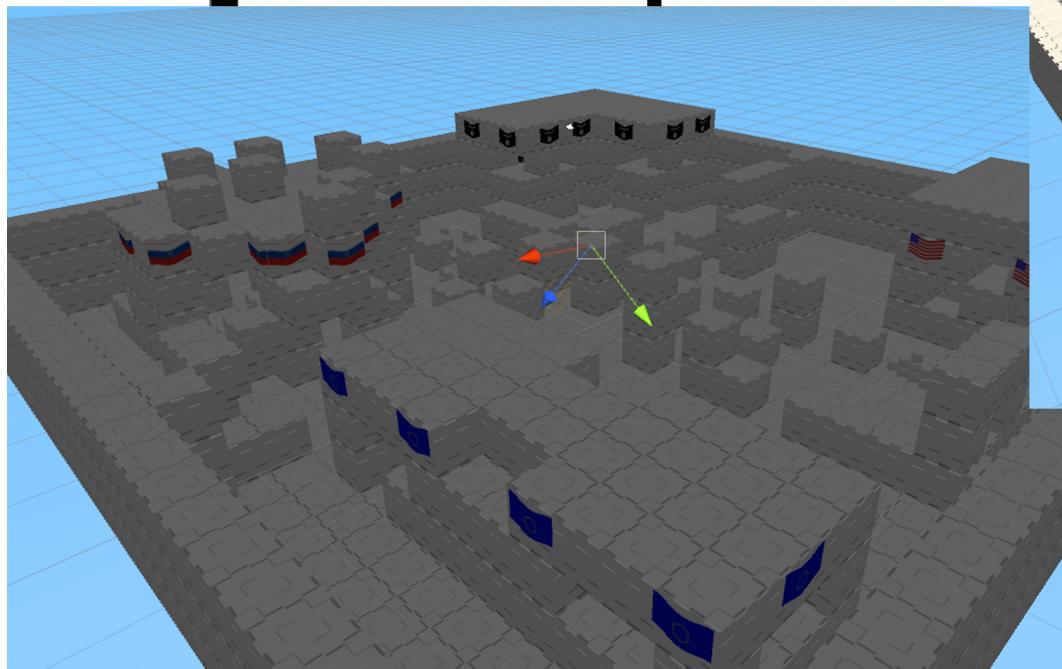
For the work that has been done for the charter we have as the player in the game, Ashton Davenport, our character creator, worked on two main ways to get our character done. One of these ways was to have each team have its own style of player and the other one was to have every player look the same and the one we went with for the final game was having all of the players from every team look the same. This we felt as a team would work with our overall concept of everyone being one better.



# *Level Design*

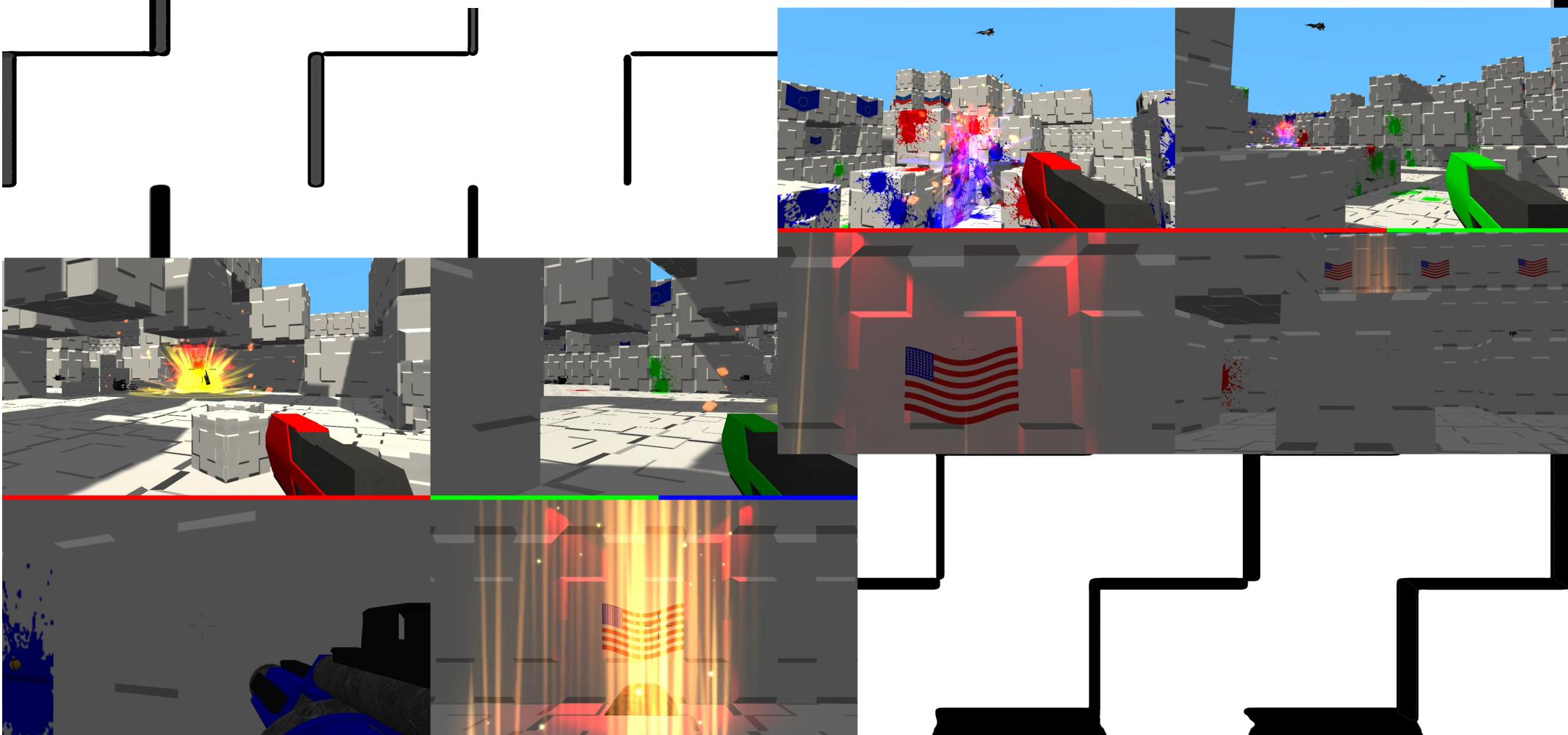
The level design in We Are all One is built around the idea that all the fighting takes place within a virtual environment which is why all the textures and colouring of the level is done in white with little color. This was done to make the level more colourful as the game when on and to add to the overall feel of a virtual environment.

For the levels two main options were tried for the game one of which was making a full realistic recreation of a village although this worked, the level limited the flow and free running style we were looking for in gameplay. This led to the second version of the level design where it was less open-space and more jumping and cover. In the level this worked well with the style of gameplay that we were looking for in the game and as such this is the idea that led to the creation of the levels that made it into the final game.



# *GamePlay*

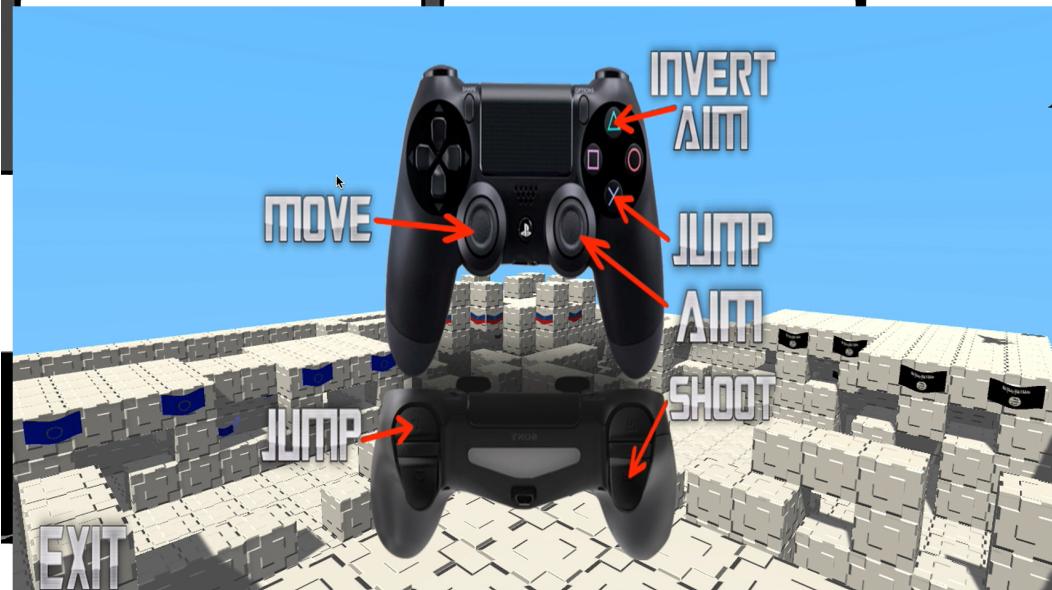
The gameplay style that we wanted and got from We Are All One is fast paced shooter style with a lot of jumping and fighting for the highground for better shots. This was achieved by the way the levels where designed as well as how the guns and movement worked to allow for fast paced shooting and rapid direction change.



## ***Sound and Music***

The sounds we went for is mostly realistic gun sounds to complement the style of the guns that were made by Cameron Butcher, our gun and assit creator.

The music that was chosen is a soundtrack that was picked to add to the feel of the game while not being intrusive as to allow the players to focus on the game.



## **Controls**

For the controls of We Are All One we decided that the best way to do them would be using the same basic controls that can be found in most first person shooters. This has made the game easy to pick up for most people as the controls are simple and well-know.

# Weapons

We Are All One features a variety of weapons that are based on real-life weapons. The weapons designed by Cameron Butcher are created to resemble real weapons so that when a player picks up a weapon by walking over it, they can already have an idea of the function of that weapon just by looking at it. The choice of weapons primarily comes from what we, as a team, wanted to see in the game. Weapons in-game provide a variety of fire types from full automatic, burst and semi automatic. Our list of playable weapons include a Grenade Launcher, Minigun, Burst Rifle, Pistol, Shotgun and a Walkie Talkie that will call in a jet to strike at any target you set

