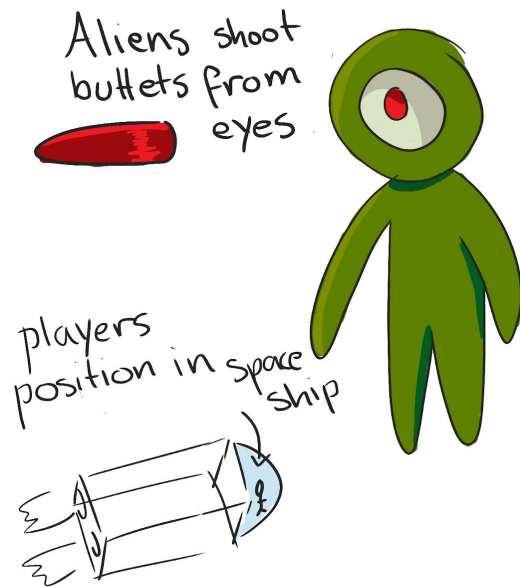


# Final Project: Game Tools 2

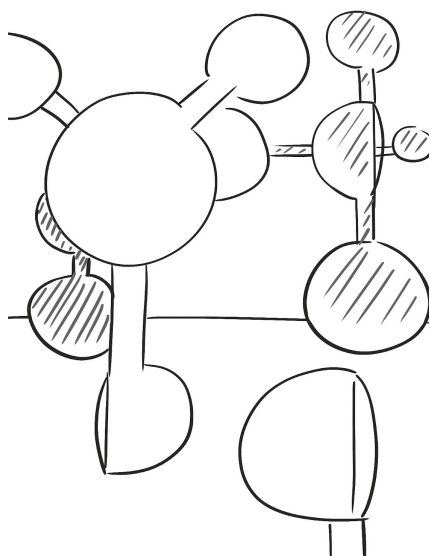
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The game will be set in a future where the military has access to ships which can be used on earth to eliminate danger that can be caused to civilization. In this scenario the city will get overrun by aliens which fly to Earth in order to kill humans as they are becoming too advanced.



The aliens will have a bulky simple looking design. They will shoot red bullets at the player which they will have to try and avoid while at the same time trying to shoot the aliens. The game will consist of 3 waves each getting more difficult with more aliens to eliminate.

The player is located in a spaceship. However the game will be first person and depending on how it conflicts with the gameplay I may add the front window of the spaceship so that its a bit more difficult to see for realism.



The buildings will be made up of mostly circles and semicircles to make it more interesting for the player to manoeuvre around the city. However the player will only be able to rise to a certain amount so as to not make the game too easy due to the aliens only being able to walk on the ground.

There will be a small cutscene at the beginning of the game where two aliens will be discussing how humanity has become too powerful and they need to interfere. They will then jump from their spaceship and the game will start.

The things that need to be completed include:

- Model for aliens
- Animations for aliens
- Shooting mechanics for AI and player
- City models and random generation
- HP system for AI and player
- Movement for AI and player
- Sound and music
- Progression after all enemies are defeated
- Restart if player fails