Okay so I laid everything out below on what needs to be done for the project. I did a handful of research and I believe that everything I listed should be possible, such as changing the resolution and such, I will discuss these in more detail later. Please speak now or forever hold your peace, If you think I missed something ☺.

Although Unity can build in many platforms we do not have the tools to ensure our game will be running properly and look visual correct within all these platforms. Our focus will be supporting our project in a windows 7/8 environment.

Game Installation will most likely be in the form of simply unzipping a .zip file that will contain a folder with our projects data and an executable that must be extracted to the same directory. Installation of a unity engine is not necessary.

To begin playing the game will be as simple as running the provided executable. The program will be launched full screen in native resolution, although we will only support 16:9 resolutions.

**Diagrams/Screen shots**

We need to create the following diagrams/screenshots

Game Flow – What menus can take the user to other menus

Main Menu Screenshot

In-Game Menu Screenshot

In-Game HUD/UI

REQUIREMENTS!!!

**Environment**

1 Island

Water

Water boundary

1 Boulder puzzle

1 ladder (climbable terrain)

Day/Night Cycle

Skybox

Spawn points

Item Container (treasure chest)

In game music

In game battle music

**Characters**

1 Player

1 Friendly NPC

Dialog Boxes

3 types of enemies (same controller)

Player Controls (all movements accompanied by unique animations & SFX)

Jog

Jump

Sprint

Turn left/right

Strafe left/right

Climbing

Roll

1 basic attack (deals damage to enemies)

1 strong attack (deals damage to enemies)

1 block

Item use (potion drink)

Stunned (not player controlled)

Death (not player controlled)

Pick up essence (no animation)

\*\*\*No walk backwards or swimming

Enemy movements

1 basic attack (deals damage to player)

1 strong attack (deals damage to player)

Spawn point

Death

Drop Essence

Aggro combat radius

De-aggro combat radius

**Game Engine**

Splash Screens (may be used to mask game loading)

Music in main menu

Main Menu

Start Game

Options

Controller Map

Credits

Exit Game

In-Game Menu (Will ‘Pause’ the game)

Return to Game

Options

Controller Map

Main Menu (Game state will not be saved)

Exit Game

Options (transparent overlay Main/In-Game Menu)

Sound(on/off)

Brightness

Video Settings (preset by unity 6 different options)

Resolution

Controller Map (transparent overlay Main/In-Game Menu)

Shows the mapping of the player controllers

Credits (New scene)

User Interface

Health bar

Stamina Bar

Currently Equipped Items

Essence Counter

**Stretch Goals**

Multi-player (co-op,LAN connection)

Save feature

Boss Enemy

Inventory Menu