**War Child – 3RD Person Shooter**

**Jonathan Parsons & Gavin McGuire– 11/22/2019**

**Game Overview:**

War Child is a 3rd person shooter game where the player chooses between 3 different mission styles (Exterminate, Defend, Loot) to unlock resources and new Missions as they finish the current mission and gather the resources. Resources can be used in “The Foundry” where players can create different weapons to be used in the game. The weapons are equipped in the ‘Arsenal’ menu screen, where the unlocked weapons available are shown and other weapons can be added later when created in the foundry. Players navigate the missions and unlock new ones as they go.

**Plot:**

**Mercenary Wanted:** A new planet has been located in the farthest reaches of the known galaxy. Bounty missions are available for the local population to be cleared away, locations to be defended, and items of interest to be collected. If this sounds like a job your interested in, sign up for the next ship out!

**Setting:**

In the future, corporations have higher interest in the race for resources found and gathered on extraterrestrial bodies. Rare materials have been located on distant planets, worth billions in local earth currency. You are the mercenary that accepted the job, now’s the time to pull up the socks and get some work done! Acquire different contracts for different missions to gather materials for your arsenal foundry. The planets are harsh and populated with aliens that are not happy about you taking their stuff and squatting in their temples and energy plants.

**Core Gameplay:**

The player will start in the main menu where they can choose their weapons in the ‘Arsenal’ screen, or jump right into the game in the ‘Navigation’ screen. ‘Exterminate’ missions will have the player eliminating a set number of enemies and collect resources dropped by enemies to use in the foundry later. ‘Defense’ missions will have the player defend a location for 5 waves of enemies and can collect resources dropped from them. ‘Retrieval’ missions will have the player searching a level for an item and escaping the level with said item. When the missions are complete, other missions will be unlocked for the player to do. Resources gathered will be tallied into a resource manager in the ‘Foundry’. Where the player can create new weapons to use in the game.

**Environment Elements:**

The Environment will be on 3 different styles of 3 differently designed maps.

For ‘Extermination’ missions the levels will have enemies placed around the map to be destroyed. Multi leveled buildings and areas with places to hide behind for the enemies and player to dodge incoming projectiles. When all enemies have been destroyed, the player will have a win screen and exit to the main menu.

For ‘Defense’ missions the levels will have enemies spawn in from spawn points and move inwards to seek out the central location the player will be defending. 1 – 5 waves will have the number of enemies spawning increase until the 5th wave is complete. The player will be met with a win screen and exit to the main menu.

For ‘Retrieval’ missions the levels will have a specific item randomly placed on the map for the player to seek out and collect, and return to the entrance to escape with the item. Enemies will continually spawn as the player attempts to retrieve the item. When the player brings the item to the escape area, they are met with a win screen and return to the main menu.

The First map design will be a building like environment with industrial feel to the design. The Second map design will be a temple like environment with mystical ruins feel to the design. The Third map design will be a forest like environment with tribal feel to the design.

Resources found when the player eliminates enemies will have a mineral like look to them with different colours and names to represent difference in tier of loot.

**Weapons:**

-Pistol: Starting weapon of the player. Base Damage weapon with base accuracy, rate of fire, and reload.

-Rifle: Long range weapon with higher damage and accuracy but lower rate of fire and reload.

-Shotgun: Short range weapon with higher damage but lower accuracy and rate of fire.

-Pistol (laser): Higher damage version of the starting pistol with a slower rate of fire and reload.

-Rifle (laser): Higher damage version of the rifle. Shoots 2 bolts at once with a slower rate of fire and reload.

-Shotgun (laser): Higher damage version of the shotgun. Shoots single laser slugs with better accuracy, even slower rate of fire and reload.

**Enemies:**

**All enemies/bosses have states they change through (wander/attack/dead/etc.)**

**Ranged:**

Rifle Users - Long Range enemy. High damage low rate of fire/reload /accuracy.

Rifle (Laser) Users - Same as rifle with higher damage/reload /accuracy.

**Close Range:**

Shotgun Users – Close Range enemy. Higher damage, lower rate of fire/ reload/ accuracy.

Pistol Users – Close Range enemy. Regular damage/rate of fire/reload/accuracy.

Shotgun (Laser) Users – Same as Shotgun with higher damage/rate of fire/reload/accuracy.

Pistol (Laser) Users – Same as Pistol with higher damage/rate of fire/reload/accuracy.

**Flyers:**

Rifle Users - Long Range enemy with flying. High damage low rate of fire/reload /accuracy.

Rifle (Laser) Users - Same as rifle with higher damage/reload /accuracy.

Pistol Users – Close Range enemy with flying. Regular damage/rate of fire/reload/accuracy.

Pistol (Laser) Users – Same as Pistol with higher damage/rate of fire/reload/accuracy.

**Bosses:**

**Big Boy Laser** – Larger enemy with larger version of Rifle (Laser) weapon that does double laser damage. Slow moving boss but heavy hitter.

**Levitator Dude** – Larger enemy with larger version of Pistol (Laser) weapon that does double damage. Fast moving boss that flies around the boss arena.

**Menu and General Game Usage:**

Start Screen (Start of Application)

Navigation: - Mission Select Screen

Arsenal: - Weapon Select and customization Screen

Foundry: - Weapon Creation Screen

Credits: - Shows the Credits for the game.

Exit: - Exits the game.

Menu (When the game is paused):

Resume: - Resumes the Game.

Back: - When in the credits or settings menu, will return to pause menu.

Quit: - Returns to the Start Screen

**Interface Usage:**

***Movement Controls for Keyboard Use:***

‘W’ Key or Up Arrow– Move Forward

‘S’ Key or Down Arrow – Move Backward

‘A’ Key or Left Arrow – Move Left

‘D’ Key or Right Arrow – Move Right

Mouse Move – Look Reticle Movement

***Movement Controls for Controller Use (Xbox):***

Left Joystick - Movement

‘X’ Button - Reload

‘Y’ Button – Weapon Toggle

‘B’ Button – Crouch

Right Joystick – Look Reticle Movement