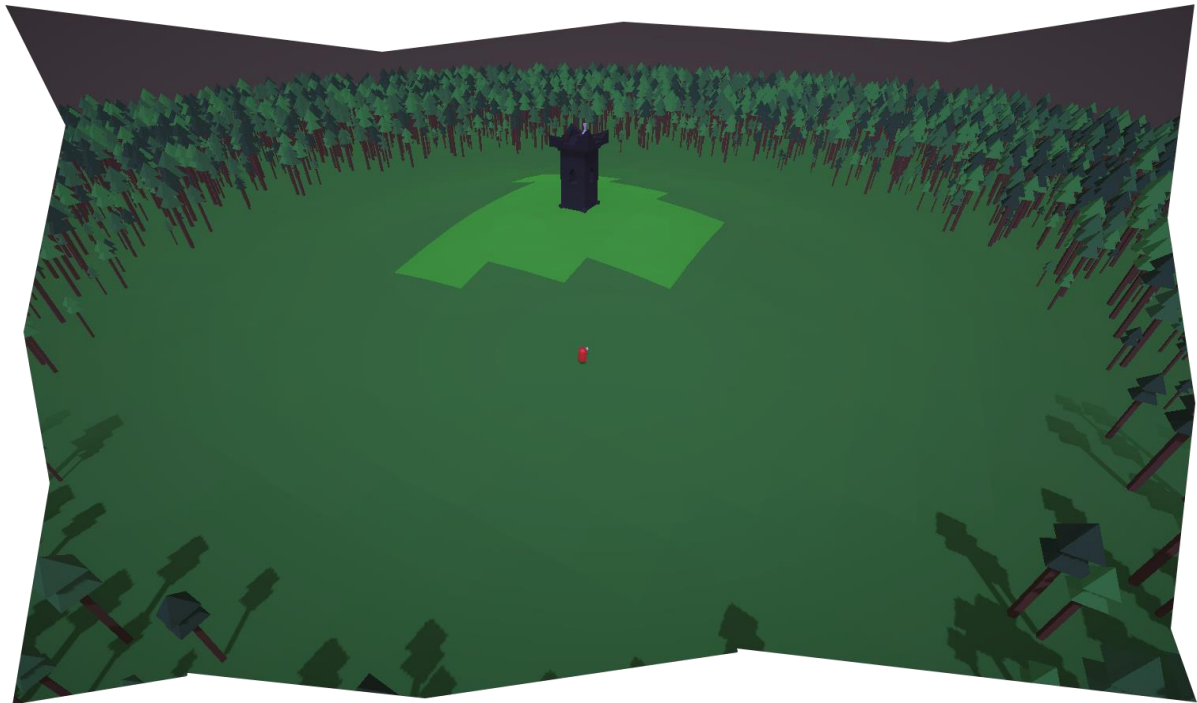


# Scientist's Doom

## Team #3

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## Genre

Cooperative action rts survival

## Core Design

Up to 4 players join forces in coop mode to defend a castle from swarms of enemies. During incoming waves players control their characters, shoot or use abilities and collect resources from fallen enemies. In-between the waves players can upgrade the castle with towers that also shoot at the incoming enemies either automatically or based on player input. The idea is to interconnect the abilities, so that a player can for example push the enemies to one place and then aim a strong attack from the castle at that place; e.g., the player presses shift and the towers now shoot toward the cursor. The game's

storyline revolves around a mad scientist, who has been forced to seek shelter in an abandoned castle, guarded by 4 mercenaries - the players.

## Feature List

- GUI
- Animated characters
- Skills + stats system
- Real-time lighting
- Enemy, tower AI
- Physics (castle destruction, projectiles, particles)
- Network COOP
- NavMesh pathfinding
- In game edit/play mod - castle editing and building
- Items - weapons, armor, resources

## Game Design

- 3D low-poly graphics
- Medieval-ish dark-ish atmosphere
- Aerial / 3rd person view
- PC platform (mainly windows)
- Themed music
- Simple GUI with important info (HP, Mana, resources, timer...)

## Controls

- Mouse to move character and shoot
- Keyboard to use skills