Just Survive

Samurai Intellectual

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# Overview

## Theme / Setting / Genre

- First Person Shooter mixed with Tower Defence

## Core Gameplay Mechanics Brief

- First person player

- Tower placing and they target enemies

- AI

- guns and inventory

-Tower Shop

## Targeted platforms

- Windows 10

## Project Scope

- <Game Time Scale>

- No costs involved

- 14 weeks, 7 for alpha 1 and 7 for alpha 2

- <Team Size>

- Team

- Nick Lemmon

- Austin Brant

- Anthony D’Alessandro

- Vanessa Rakoczy

- Heidi Alipda

## Influences (Brief)

### - Killing Floor 2

- Video Game

- A wave based FPS

### - Bloons TD

- Video Game

- A Tower defence game

## The elevator Pitch

A steampunk-western first person shooter mixed with tower defense where you protect an electricity source from waves of robots.

# What sets this project apart?

- Tower Defence elements as part of a well known FPS Genre

- Western-Steampunk art style

## Core Gameplay Mechanics (Detailed)

### - AI

-The enemies move from waypoint to waypoint and they shoot at the player and generator

### - Towers and Shop System

- The towers can be purchased and placed in the world and target the Enemies

### - Player

- The main way to interact with the game. Fires weapons, gets money and interacts with the game world.

### - Shooting and Inventory

- Player can interact with weapons in the world and store them in an inventory. The weapon can deal damage and fire based on values from a GunData structure.

# Gameplay

## Gameplay (Brief)

A First person tower defence game. FPS Elements of shooting and getting shot at with the added getting of money to purchase towers.

# Assets Needed

## - 2D

Gun UI images

Tower UI images

## - 3D

Enemies

Towers

Guns

Props

## - Code

Weapon code

Tower Code

AI Code

Player Code