First Person Shooter High Concept For Unity

My game idea is that you play as medicine inside of a human. Where you main goal is to destroy the virus that are infecting the human body.

It’s a team based first person shooter.

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| Team one ( medicine ):   * players look like pills. * spawn in needle. * they have flashlights. * their main weapons are:   + Pill shooter   + Needles as melee   + If players on this team walk over an acid shot they get hurt. | Team two ( virus ):   * players look like blobs. * spawn in a stomach like room. * they have night vision. * their main weapons are:   + trow acid   + fists as melee * they can “scream” and make loud noise to scare the other team. * acid shots stick to surfaces for (10 seconds) * faster than the medicine team |

level overview:

* Very dark to add more tension.
* Tunnels and tubes everywhere.
* one big room (like the room in avp where they wait to go into the temple.)
* The Level is mirrored on both sides

Goal:

* Team with the most kills at the end win.