

## **General Idea**

I would like to create a fast-paced first person shooter in a 3D space. It will be a horde mode, arena fps similar to games in the 1990s. The horde will have monsters of different sizes and abilities. The horde will come out to attack you in waves, meaning that the next wave will wait until you've defeated every monster in the current wave. The game will end after 4 waves. You die when your health reaches 0 hp.

## **General Mechanics**

### **Weapons**

You will be able to attack from a multitude of weapons. The weapons will mimic the different types of weapons in real life: melee, pistol, shotgun, and submachine gun. Pressing the number keys will switch your weapon (1 - 4). Melee will be implemented in assignment 3 and there be more animations/balancing.

### **Air Blast**

You will hold you weapon in your right hand always and have a magical left hand which can shoot out a powerful gust of wind. This has 2 main functions. The first being that you can push away enemies for crowd control. Secondly, you can use it as a propulsive jump, greatly increasing your movement capabilities. I just have to implement the super jump in assignment 3.

### **Movement**

Your character will have the standard 4 directional movement (WASD) and be able to jump with the space key.

### **Ammunition / Health Pickups**

There will be small ammunition and health pickups that increase your ammunition for a certain weapon and increase your health respectively. (will be implemented for assignment 3).

### **Enemies**

There will be at least two types of enemies, the first is mostly complete in assignment 2 and the other needs attacking functionality.

## **Controls**

W - forward motion

A - move to the left

S - backwards motion

D - move to the right

SPACE - jump

LEFT MOUSE - Use your weapon

RIGHT MOUSE - Blast air out of your hand

1 - Melee weapon

2 - Pistol

3 - Shotgun

4 - Submachine gun

# 3GB3: A2

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## **Prefabs**

I should have prefabs for:

- Each weapon
- The enemies
- The different building blocks of the environment

## **Extra**

The back-story is that you're a patient at a top-secret government facility that does testing on a plethora of living creatures, including humans. Something goes horribly wrong with one of the experiments which causes the horde. You manage to break out and you need to kill the entire horde to escape.

The atmosphere will be desolate with a strong focus on lighting. Initially I said it would be colourful, but since the settings is in a laboratory it will most likely be grey. I will also have trouble with lighting since have real-time lighting instead of baked takes a lot more power, i.e. a lose of about 40 frames.

I want to implement eerie music in the game, I'm hoping to use music that I have composed myself.

I think the play duration will be around 10 - 20 minutes.

The air blast will be similar to Fus Ro Dah from The Elder Scrolls V: Skyrim:  
<http://imgur.com/a/RRsd5>

## **Outside Help**

- Every 3D model was taken from the asset store for free.
- Every script was written by me except for RigidbodyFirstPersonController.cs which was provided by Unity for free on the asset store
- I did Google some concepts and I commented the links that I used.
- I got the sounds from <https://www.freesound.org>