**Final Year Project – Initial rough plans and ideas**

***Pre-supervisor meeting***

Game engine of choice – Godot engine

* Documentation
* Tutorials

Ideas:

* First person shooter
* Dungeon crawler
* 3rd person horror?

Features and mechanics:

* Player customization – main concept is a class system with rank/levelled attributes to give depth to gameplay and player choice, if time, provide appearance customisation.
* Consumables/power-ups
* Puzzles and problems to solve – spanning over various levels?
* Multi-level design – procedurally generated map?
* Various enemies/bosses

Initial game inspirations:

-Doom

-Half life

-Binding of Isaac

-Diablo series

-Silent Hill

Research to be done:

* Further research into the game engine, its documentation and its workflow
* Books and papers for project plan abstract
* History of such games and research into their mechanics