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Assessment No.6 - Develop a Survival Game
Game Design and Development With Unity 3

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Elevator Pitch

A land lost to history where all were living in harmony and peace until that dreadful day where the lands were engulfed in flames and water turned to blood spilled over the land. The land was flead and forgotten when the nuclear storm hit the land and everything died in the smoke of death's cloak. 200 years have passed and the people of the lands beyond the sea decided to return and see the what is left of death's cloak and if life can return to the land of prosperity. You were chosen to investigate and report back what you find in hopes to return the land to its former glory.

Accident when getting to the island

Schedule

Week 1

- Create a Game Design Document.
- Plan game mechanics and looks

Notes :

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Week 2

- Work on art and base mechanics like movement, health and AI

Notes :

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Week 3

- Work on art and map layout

Notes :

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Week 4

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Notes :

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Week 5

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Notes :

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Week 6

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Notes :

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Week 7

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Notes :

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Inspiration

Player

Environment

Enemies

https://www.artstation.com/artwork/3oJ46D	

Overview

Core Gameplay Mechanics

- Building
- Resource gathering
- Kombat
- Crafting

Targeted platform

- Windows

Assets Needed

3D

- Health kit
- Trease
- Food
- Water bottle
- buildings

Code

- Movement
- Bace building
- Equipment builder
- Food creation
- Pickup system
- Inventory
- Combat
- Chopping trees

Audio

-

GUI

- Health and stamina
- Settings
- Main menu
- Pause menu
- Inventory
- crafting

Graphical User Interface(GUI)

- Health and stamina
- Settings
- Main menu
- Pause menu
- Inventory
- crafting
-

Sound

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Visual Effects

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Bibliography