Astral

# Project Overview

## High Concept and Mockup

The Player fights their way through endless waves of enemies collecting energy from them that they can spend after death for stat upgrades to improve the next run with the goal of getting to the highest wave they can.

## Character

The player controls a is a non verbal person in a spacesuit holding a gun.

## Camera

The camera will be in a first person position.

## Controls

WASD – Movement

SHIFT – Sprint

ESC – Pause

LMB – Primary fire/Menu Navigation

RMB – Secondary fire

F - Interact

# Game States

Each **section or phase** of your game, such as a main menu, a battle, overworld navigation, or credits screen, should be described below. Each section should be accompanied by a **UI wireframe**, indicating **what UI elements are needed** and **their positions** on the screen.

You will need at least the following: a **Splash Screen**, a **Main Menu**, and a **Gameplay** screen; sections for each are added below. If your game will have more, please add new sections for them.

## Splash Screen

## Main Menu

## Gameplay

## Shop Menu

# Roadmap

Provide an **overview** of the time taken to create this project and **the objectives that will be completed** by each section of time. (This doesn’t need to be super detailed – bullet points and lists will do fine)

|  |  |
| --- | --- |
| **Week** | **Objectives** |
| 1 | Make environment and moving player |
| 2 | Make enemy behaviour, wave system, and shooting/killing functionality |
| 3 | Add currency system, death/respawn system, and game saving/loading. |
| 4 | Create new states for the shop system between runs, the splash screen, and the main menu for ‘New Game’, ‘Load Game’, and ‘Credits’ buttons (Maybe a Settings button if we get around to it. |
| 5 | Port to Android |

# Credits

Ryan Ashtari – Game Director

## Third-Party Works

If you are using any assets or plugins, please list them below.