



# OPERATION PHOENIX

Rise from the Ashes to Save What's  
Lost

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LOADING PLEASE WAIT ...

42%

A tall saguaro cactus stands in the center of a desert landscape. The cactus has a single main trunk and two smaller arms branching out. The ground is sandy with sparse, low-lying desert vegetation. The sky is a deep, dark blue, suggesting dusk or dawn. The title 'Game Overview' is written in a large, white, outlined font, with 'Game' on the top line and 'Overview' on the bottom line. A thin white vertical line is positioned to the right of the text.

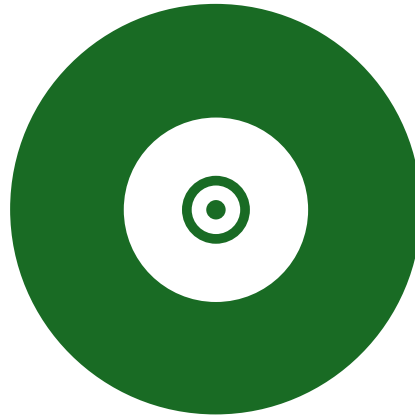
# Game Overview

- "Jack 'Razor' Matthews, a burned-out ex-soldier, must become the phoenix of his own destiny when his son is taken by the Serpent Syndicate. Two missions stand between him and redemption."
- Key Features:
- Level 1: Training Ground (regain skills)
- Level 2: Desert Stronghold (rescue mission)

# Game Rules



OBJECTIVES:



LEVEL 1: COMPLETE DRILLS  
(TARGETS, TIME TRIALS)



LEVEL 2: STEALTH/COMBAT TO  
RETRIEVE INTEL (F KEY)

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# Setting & Environment

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- Level 1 (Training Ground):
  - Blender-made equipment, Mixamo drill instructor
  - Audio: Gun range echoes, radio chatter
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- Level 2 (Desert):
  - Make Human character, CC0 Sci-Fi Car
  - Hazards: Quicksand, sandstorm visibility

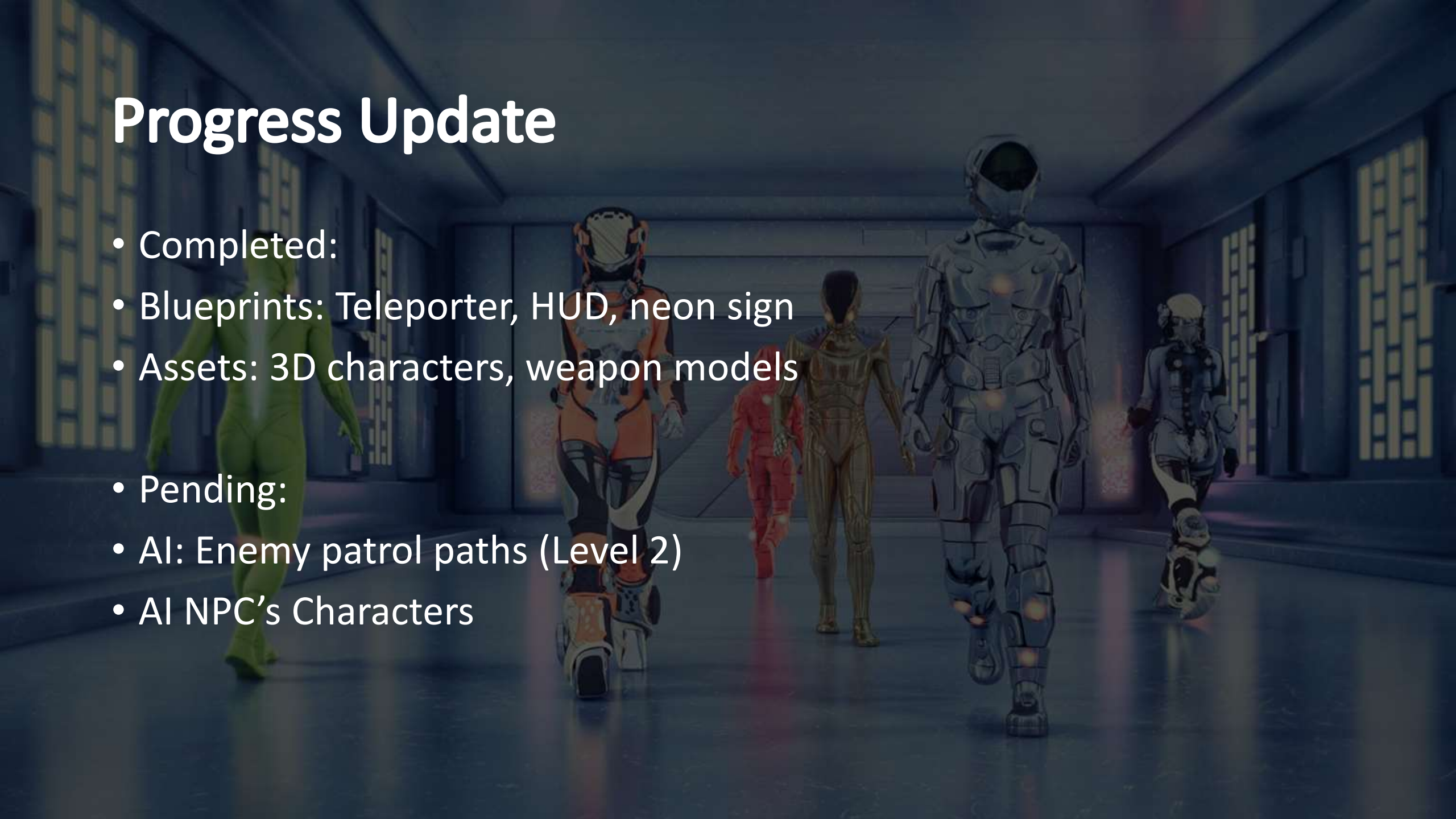


# Game Controls

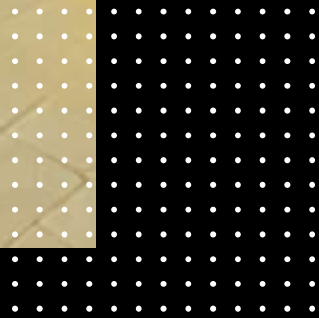
- Movement: Arrow Keys
- Combat: Mouse left Click (shoot), Space (jump)
- Focus: Mouse right click
- Interact: F (intel/doors)
- Pause/Quit: ESC

# Progress Update

- Completed:
- Blueprints: Teleporter, HUD, neon sign
- Assets: 3D characters, weapon models
- Pending:
- AI: Enemy patrol paths (Level 2)
- AI NPC's Characters







# Visuals & Assets

- Characters:
- Jack: Mixamo animations (cover, reload, Shoot)
- Enemies: MakeHuman + Blender (desert camo)
- Environment:
- Training Ground: Modular shooting range, barracks
- Desert: CC0 rocks, ruins, dynamic weather

# Attributions

- FREE Sci-Fi Vehicle 001 - public domain (CC0), Unity Fan youtube channel, <https://sketchfab.com/3d-models/free-sci-fi-vehicle-001-public-domain-cc0-2903fb9c39db49d8965e98ae21d5eef5>
- Launch image, picsart, <https://picsart.com/create/editor?category=text&projectId=67f500c24e039eca8e8171d2>
- Cyberpunk Moonlight Sonata, Joth, <https://opengameart.org/content/cyberpunk-moonlight-sonata>
- Another space background track, yd, <https://opengameart.org/content/another-space-background-track>
- GitHub Link- <https://github.com/SUKH2022/OperationPhoenix>
- Assets for character animations- <https://www.fab.com/listings/98ff449d-79db-4f54-9303-75486c4fb9d9>
- Weapons- <https://www.fab.com/listings/8aeb9c48-b404-4dcd-9e56-1d0ecedba7f5>
- Level\_2- <https://www.fab.com/listings/c935ca3e-dbb1-4b7d-a080-65de129c60bd>





# Thank You!

“Click Start to Begin the Mission”