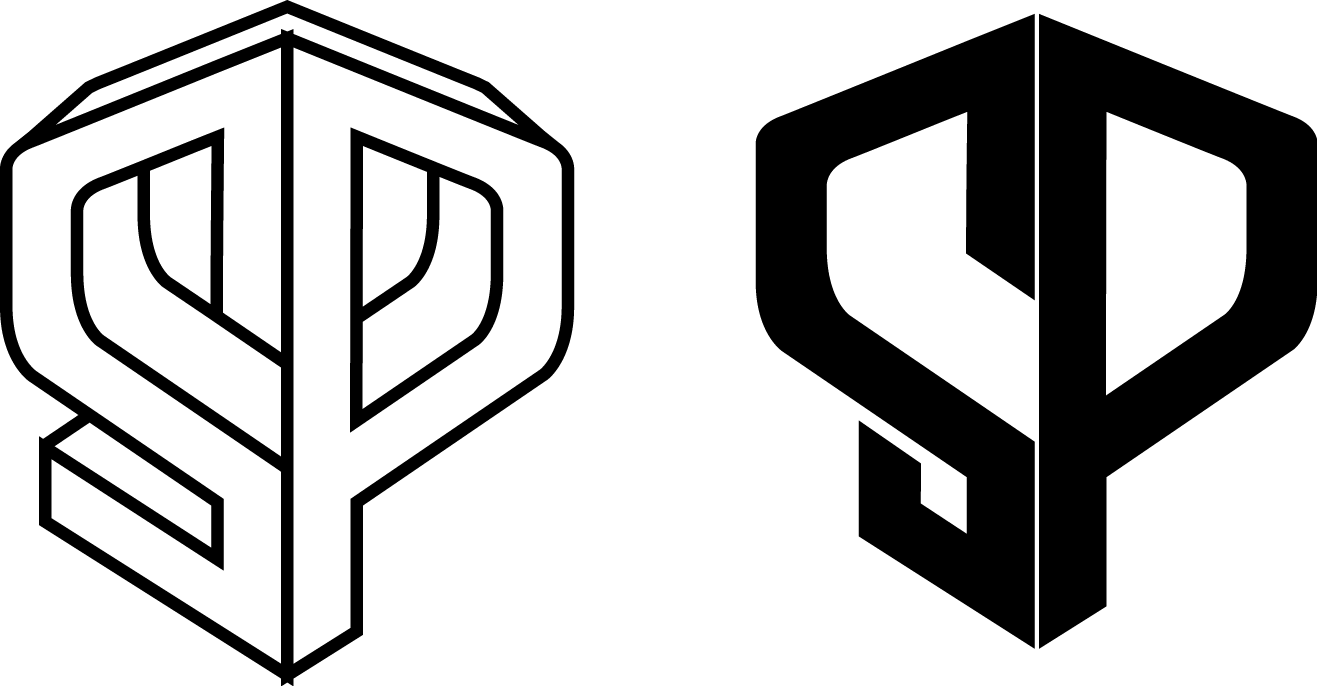
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| SP Games ltd |
| The Assassin |
| **3D Game Assignment 3** |
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| March 11th 2016 |

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Version History

1. Version 0.0

Preparing the prefabs and gathering all the assets required for the game.

1. Version 1.0

Developing Terrain and making the platform.

1. Version 1.1

Generating Enemies and developing the first person shooting.

1. Version 1.2

Game developed and all set with the score values.

# **Game Overview**

*The game is a battle against Zombies. The player has to save himself from the zombies or else they will kill him.*

# **Game Play Mechanics**

*The game will be first person shooting game in which the main player would have sniper. The task of the player would be to kill all the zombies.*

# **Camera**

*First Person View.*

# **Controls**

*The player movement will be through (W, A, S, D). The player will jump through SPACEBAR key and will duck through left ALT key.*

# **Game World**

*The game environment will be shooting environment.*

# **Levels**

*At each level the precision of the point of shoot or the accuracy increases. That means the player has to try to shoot the head. At each*

# **Game Progression**

*The game will start with introducing the situation of the platform and the task player need to complete.*

# **Characters**

*The character will be a person holding a sniper in his hand.*

# **Non-player Characters**

All the other objects like gun and walls and trees will be the non-player characters.

# **Enemies**

*Enemies will be the zombies coming towards the player.*

# **Weapons**

*There will be one primary weapon and one secondary weapon.*

# **Items**

*Walls and all the obstacles in the game can hinder the user while playing.*

# **Script**

* *Player Control* 
  + *This script will contain coding related to main player.*
* *Enemy Control* 
  + *This script will contain coding related to enemy player.*
* *Bullet Controller* 
  + *This script will contain coding related to the bullet fired from the gun.*
* *Game Controller*
  + *Game Controller script will contain coding related to the collision and scoring system.*

# **Scoring**

*The scoring system will be simple. There would be two things. First would be the score. Killing each enemy will increase the score by 100. The second thing would be lives. Player lives will decrease if is unable to kill the zombies.*

# **Future Features**

* *Functionality of the game would be improved.*
* *More levels would be added.*

# **Interface Sketch**

* + 