

# Project Plan

We are planning to make a first person shooter that is based in a shooting range. This will have a variety of moving targets short range and at a greater distance. We will also be involving the use of buildings as obstacles to help increase the difficulty. The targets when hit will be animated to fall backwards to simulate a person dying when shot. To help the user with aiming the gun we will be adding crosshair's into the game that will move along with the users mouse to identify where they are aiming.

The player will be able to move around behind the starting wall of the range to allow for different angles to attempt to hit the targets from. The gun for the player will be animated so that when he fires a shot in the game the gun will have some sort of simulated recoil.

Each time the player hits a target they will receive points which will be displayed on the screen. This will also trigger the target falling over and being removed from the game to both simulate a kill and also to keep the computer requirements low.

As we progress through the creating of the game we are planning to add extras to the game. These things could include achievements, limited player bullets, bullet holes that appear when hitting a wall, and a pause screen.

Tasks			
	Nick	James	Lachlan
Level 1 Art			
Level 1 Layout			
Level 2 Art			
Level 2 Layout			
Target Art			
Target move Script			
Target Spawn Script			
Target Spawn Manager			
Player Art			
Player Move Script			
Player Shoot Script			
Player Camera			
Player Crosshair			
Bullethole Art			
Bullethole Script			
Game Menu			
GUI			
Game Over Menu			
Scene linkup			
Project Plan			