* Mechanics
  + Present a table outlining the mechanics of the game.

|  |  |  |  |
| --- | --- | --- | --- |
| Mechanic | Use (if explanation needed) | Trigger/Control (if needed) | Controller Trigger |
| Jump |  | Space bar | Xbox A button  PlayStation X button  Switch B button |
| Movement |  | W, A, S, D, or arrow keys | All controllers left joystick |
| Crouch |  | Shift key | Xbox B button  PlayStation O button  Switch A button |
| Inventory/hotbar | Your storage for items you find | The mouse scroll wheel & number keys (Not the num pad) to change what you are holding | All controllers bumper buttons |
| Use item | Use the current item that is in your hand | Left mouse click &or Q key | All controllers right trigger |
| Interact | Use to interact with an interactable | Right mouse click &or E key | Either all controllers left trigger or  Xbox X button  PlayStation qbutton  Switch Y button |

* Code
  + Outline what coding will the game need
  + Specify with pseudo-code how the main mechanics will be implemented.
  + Include examples of code that could be used in the game.
* Physics
  + Specify what physics the game will need.
    - It will need the rigid body physics for at least the gravity physics.
  + Explain how these physics will be implemented.
    - By applying the rigid body component to the player character.
* AI
  + Specify what AI the game will need.
  + Explain how the AI will be implemented.
* Sound engineering
  + Outline how the sound will be implemented into the game engine.
    - All the sounds are planned to be 3dimensional & have a depth of field effect.
    - There would be footstep sounds from the player character when they walk.
      * It would be implemented by making it play each time the player character steps.
    - There would be an eerie(s) sound that plays randomly & at random depth of field.
      * It would be implemented by making it trigger at certain areas &or on a random timer controller program.
* Prototype and testing
  + Specify how the game will look in the following phases.
    - Prototype
      * It would be very minimalistic in design, but it would have most of the controls & mechanics.
    - Alpha
      * It would have at least some of the maze layout done.
    - Beta
  + Explain how the game will be tested throughout production.