**TECHNICAL DESIGN DOCUMENT**

Standard File Formats:

* 3D Models – FBX
* Sound Format – WAV b 192kbps
* Images -

- **Mechanics**

- Player Character

- Basic Movement

- Walk and run

- Crouch

- Lean

- Breathing Mechanic

- Breathe Meter

- Passed out condition

- Healing Stations

- Basic world interaction

- Object interact

- Door Interact

- Basic Inventory System

- Keycards

- Save Card

- *Handy-Man*

- Menus (Pause menu)

- Show basic inventory

- Heart Rate?

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- Monster

- Idle Search

- Alert State

- Chase State

- Other Characters?