**GDD**

**Main Concept**

A 3D scene showcasing a Level for a potential game level. The theme is a Sci-fi Scientific Lab and the gameplay that could potentially be added to the level would be a Horde Survival game.

**Story**

A sci-fi Scientific Laboratory in the arctic that has experienced a breach from one of their experiments, causing unprecedented amounts of damage and chaos, and has recently been abandoned.

**Level Design**

The level will consist of 3 different floors, Floor 0 will be the spawning area that contains security and access to the next floor. Floor -1 will contain rooms designed to make a liveable habitat for humans, containing a cafeteria, medical ward and other commodities. On the final floor, Floor -2 will be where all the research regarding an Entity they discovered deep within the Ice of the Arctic. It will contain an Armoury, Research facilities and a detainment cell meant to keep the Entity subdued.

**Art**

The textures used in the scene will be pixel-art made by me using Aseprite. I will also create normal maps, roughness maps and more using Aseprite to make materials feel realistic to how they would be in real life. It could also help me save time modelling and ram usage by using less vertices per model by using textures to create indents.

**VFX**

All the VFX will be made in Blender itself. I will add various particle effects to add life to the scene, have animated textures on various surfaces and add lighting and shadows for a cinematic look.