The chosen genre for our game is shooter and its core mechanic is trapping instead of shooting.

What should be mentioned:

* Starting menu featuring play, instructions and quit button
* Game start and map: starting position for the player character allows him to have visibility of all 3 possible paths. Each path is marked with a wooden sign that leads to the shed, which is a key point during the game. It is the only location traps can be collected.
* In game instructions 1. Mainly Visual (e.g: main menu background, wooden sign next to shed)
* 3D assets featured in the game are in their final state and development would not continue on them as they reached the wanted style
* Chaotic rat movement around the map, rats can sneak through objects and get on other lanes
* Going through game s loop : pick trap, find bait, catch rats.

Wanted in the final build:

* Implementation of the scoring system
* Visual feedback for score
* Depending on playtest feedback – possible map changes
* End game condition added to the game

Not so important for the video if it is too long:

* shed + (wanted at the start of the game): player starts in front of a trap with bait in which a rat is being trapped (suggesting what the player has to do in the game)
* visual ques for controls