1. Story background

In a world where a recent spatial shift occurred, planets began replacing parts of each other. Various species gathered on one planet. Among them were dwarves, who had faced many threats. However, a new danger came from where they least expected – from the depths of their own mines.

2. Brief description of the multimedia application

A shooter designed for stress relief. The player fights enemies while progressing through dangerous underground tunnels.

3. Art style and orientation

GrimDark, inspired by Warhammer Space Marines 2 and LOTR: Return to Moria. Dark color palette. Realistic style, first-person perspective. The mood of the game is despair. Orientation: 3D.

4. Core gameplay loop

The core mechanic is shooting, with elements of unexpected changes and subversions. The player starts deep within the cave and gradually makes their way back to their base, overcoming enemies and obstacles.

5. Technologies used and why

Engine: Unreal Engine (chosen for its high performance, lighting, and physics capabilities).

Programming Language: Blueprints and C++ (for flexible game mechanics development).

Tools Used: Blender (3D modeling), Substance Painter (textures), Optional: Zbrush(Sculpting), Substance Designer(Materials)

6. Main functionalities

Combat system: Melee and ranged weapons.

Exploration: Hidden paths, destructible environments.

Survival mechanics: Limited resources, the need to find ammo.

Progression: Equipment and skill upgrades.

7. Other functionalities

Achievements for completing difficult challenges.

Challenge mode with increased difficulty conditions.

8. Graphical interfaces (GUI and menu prototype)

HUD displaying health, ammo, and flashlight status.

Inventory with equipment upgrade options.

Cave map revealing areas as the player progresses.

9. List of assets

3D models of caves, enemies, weapons, and environmental elements.

Animations for movement, shooting, and enemy attacks.

Sound effects for weapons, footsteps, monsters, and ambient environment.

UI elements including icons, menus, and inventory interface.

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