**GAME IDEA PROPOSAL**

**Name: Tan Jun Yuan**

**Game title:**  **Zhooter shot**

**GAME DESIGN**

**Description:**

|  |
| --- |
| Player will move around in a town fight off zombies with a pistol to protect him from getting eaten by them. He must protect himself and kill off as many zombies as he can to survive. |

**CONTROLS AND CAMERA**

**List of inputs:**

|  |  |
| --- | --- |
| **Input** | **Functionality** |
| W, A, S, D | Movements (up, left, down, right) |
| space | shoot |
| Mouse0(left mouse) | Shoot |
| R | Reload ammo |
| Shift key | Run |
| C | Add Score (Cheat) |

**Camera features:**

|  |  |
| --- | --- |
| **Feature** | **Description** |
| Main camera | Follow player movement and rotate when player turn |
|  |  |
|  |  |

**3D MODELS AND ANIMATIONS**

**List of models and animations:**

|  |  |
| --- | --- |
| **Model** | **Animation** |
| Player | Idle state |
| Player | Running state |
| Player | Dead state |
| Player | Shoot state |
| Enemy | Run state |
| Enemy | Death state |

**USER INTERFACE DISPLAY**

**List of user interfaces:**

|  |  |  |
| --- | --- | --- |
| **Information** | **Type of UI** | **Description** |
| Health bar | sprite | Player Health Bar |
| Health bar | sprite | Enemy Health bar |
| Pause Menu | Sprite | When press escape Pause menu will pop-up on game scene when played |
| Play Button | Button | When press on Main Menu, Lose, Win Scene there will be a play button when click it will change scene to game scene |
| Option button | button | It will disable Main Menu and enable option menu |
| Quit button | button | When press It will close the game |
| Volume slider | slider | Will change use volume mixer to set volume |
| Back button | button | Go back to main menu |
| Menu Button | button | When press on Pause Menu, lose Scene, win Scene there will be a menu button when click change scene to menu scene |
| Retry button | button | When press Go to Game Scene |
|  |  |  |

**BACKGROUND MUSIC AND SOUND EFFECTS**

**List of background music:**

|  |  |
| --- | --- |
| **Audio name** | **Description** |
| MenuBGM | Menu Background music |
| Game BGM | Game Background music |

**List of sound effects:**

|  |  |
| --- | --- |
| **Audio name** | **Description** |
| Gun\_Pistol\_Shot13 | When spacebar is press will play is sound |
| Gun\_Ammo\_reload | When Gun ammo is empty in the gun it will make a reload |
| Game Win | When Scene change to Win Scene will play once |
| Game lose | When Scene change to Lose Scene will play once |
| Hit\_zombies | When bullet hit zombie play sound |

**POST PROCESSING**

**List of effects:**

|  |
| --- |
|  |
|  |
|  |
|  |
|  |

**CREDITS**

Thanks to:

|  |  |
| --- | --- |
| Health Bar | <https://www.youtube.com/watch?v=BLfNP4Sc_iA> |
| Character | https://assetstore.unity.com/packages/3d/characters/humanoids/adventurer-blake-158728 | |
| Town | https://assetstore.unity.com/packages/3d/environments/simplepoly-town-pack-62400 |