Unreal Shooter GDD

Genre

Third-person Shooter

Platform

PC

Gameplay

Player must navigate through a linear level with 4 rooms of enemies(2 AI enemies in each room), pick-up ammunition and health along the way and reach the level end point.

MAP

Rules

- Level must be completed within the level timer of 60 seconds.
- Killing enemies restore level timer by 5 seconds.

- Ammunition pickup disappear after being picked up by the player.
- Player takes damage (5) when being hit by enemy bullets.
- Enemies takes damage (25) when being hit by bullets.
- Enemies stop moving and shooting after being defeated, body disappears.
- Player ammunition is decreased by 1 after each shot.
- Game End - Victory Condition: Player reaches the end point before time runs out.
- Game End - Lose Condition: Player runs out of time. Level restarts.
- Game End - Lose Condition: Player runs out of health. Level restarts.

Player

Player Inputs

- W, A, S, D = Movement
- Space = Jump
- Walk over the items = Pick-up items
- Left mouse click = Shoot
- Right mouse click = Hold to aim

Player Stats

- HP = 100
- Damage = 25
- Ammunition max = 80
- Ammunition start = 80

Enemies

Enemy 1 (Red) Stats

- HP = 100
- Damage = 5
- Fire rate = Nil
- Drop = Nil

Items

Ammunition Pickup

The Ammunition Ammo are placed around in the level. They contain 30 ammunitions and can be picked up by the player. When the player picks up the Ammunition Bundle, the item disappears.

Health Pickup

The Health pickup are placed around in the level. They contain 20 health and can be picked up by the player. When the player picks up the health pickup, the item disappears.