

## Unity Project

### Pilot

- Standard assets
- Sprint button
- Instructions for the player
- Double jump
- Wall run
- Initially 100 health
- Fire while having ammo
- Switch weapon
- Empty titan fall meter
- Titan fall meter increase by killing enemy (pilot->10. Titan->50)
- Titan fall meter max 100
- After titan fall meter full, press a button to call a titan and meter set to zero again
- Return to pilot if titan dies
- If the titan is close you press embark titan button to enter titan
- Lose points according to weapon used
- No damage for 3 seconds -> health generates 5 hp per sec till 100
- Game over screen

### Titan

- Standard assets
- Sprint
- Titan no jump and no crouch
- Avoid bullets by dash
- Dash meter max 3
- 5 seconds for 1 dash in the meter
- Invincible in the dash
- 400 hp
- Defensive ability button to activate defensive ability
- Defense ability cooldown 15 seconds
- Core ability button when core ability meter full
- Core ability meter initially empty
- Core ability meter fills by 10->pilot and 50->titan and max 100
- Core ability meter doesn't increase while using core ability
- Core ability meter set to zero after using core ability
- Disembark button returns to pilot
- Lose points according to weapon used

#### Enemy Pilot

- Stand idle or walk around in patterns
- Attack player when he enters enemy range
- Hp 100
- Health bar above him
- Lose points according to weapon used
- Fires in a fixed interval while player in range

#### Enemy Titan

- Stand idle or walk around in patterns
- Attack player when he enters enemy range
- Hp 400
- Health bar above him
- Lose points according to weapon used
- Fires in a fixed interval while player in range

#### Pilot Controls

- Sprint left shift with movement
- Double jump press space while midair
- Left mouse to fire
- Reload R
- Z to switch weapons
- Embark by E
- Pause with esc

#### Titan Controls

- Sprint left shift with movement
- Space with movement to dash
- Left mouse to fire
- Reload R
- Z to switch weapons
- Disembark by E
- Pause with esc
- F for defensive ability
- V for titan core

#### Loadout

- 2 heavy weapons and 3 primary weapons
- Choose one heavy and one primary

### Primary weapons

- Each weapon has damage amount
- Firing mode (automatic or single shot)
- Fire rate
- Ammo count
- Range
- Check description for different kinds

### Heavy weapons

- Check description

### Titans model

- Choose two titans based on primary weapon, defensive ability and core ability

### Combat Level

- Kill all enemies before reaching the end
- Enemy pilots and enemy titans
- 12 pilot
- 6 titans
- 3 enemy pilot types
- 2 enemy titan types
- At reaching the end either go to next level or credits

### Parkour Level

- Use platforming abilities to reach the end
- Dies by falling into the void
- At reaching the end either go to next level or credits

### Screens

### Animations