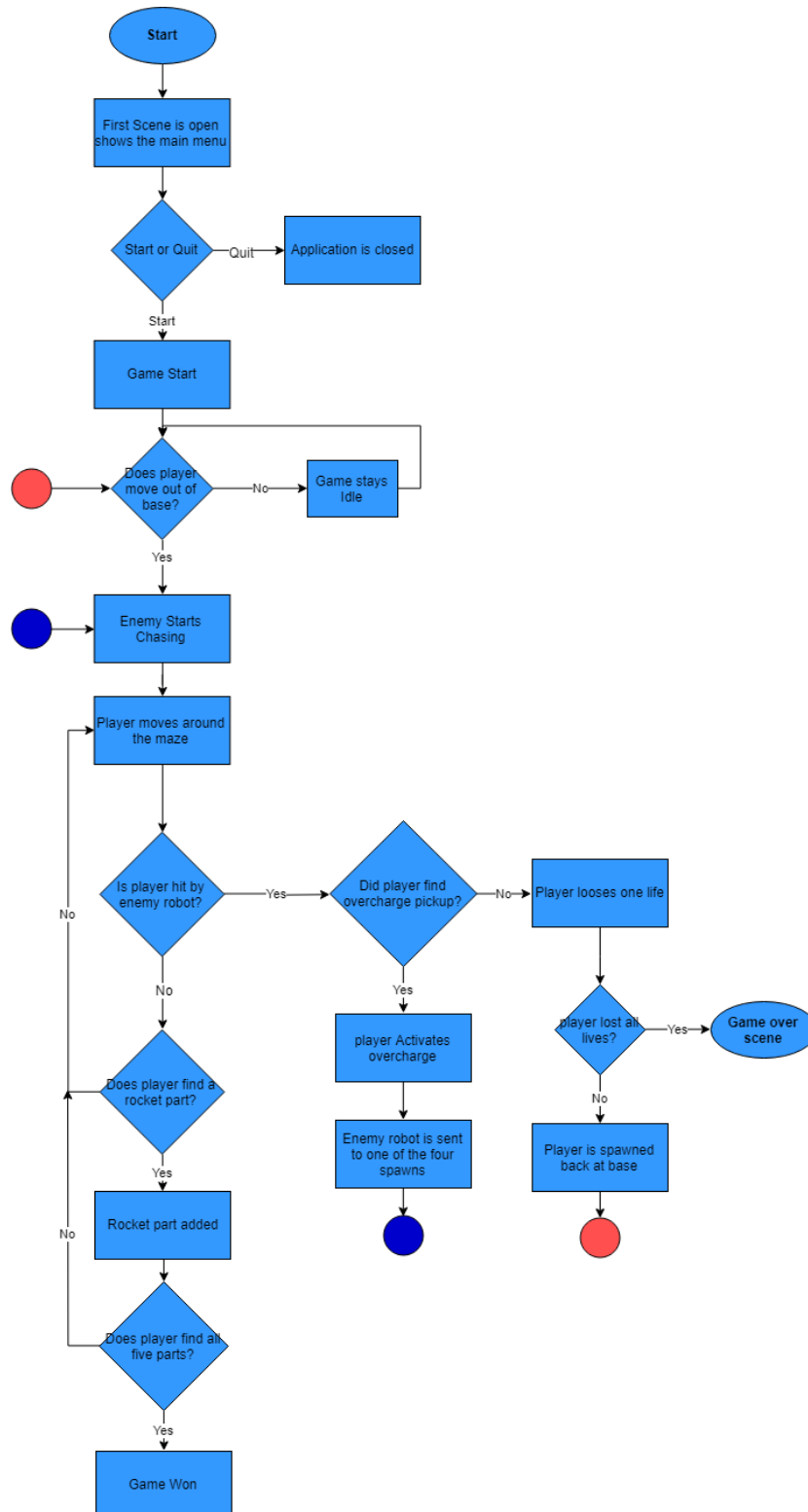


Task 2

A. **Target Device:** The platform for this game is Windows.

B. **Gameplay Flowcharts:**



C. Game Mechanics: There is a total of 4 major mechanics:

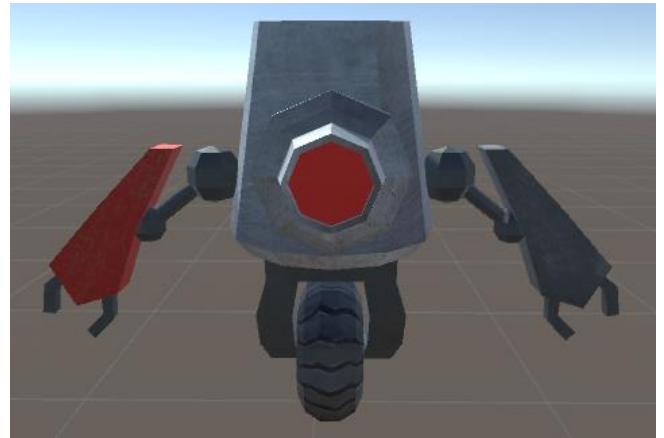
- a. Player Movement – the ability to move forward and backward and turn left and right.
- b. Player has the ability to collect rocket parts.
- c. Player has the ability to activate a self-protection (OverCharge) for 10 seconds – this will be available when the player picks up the object and will activate with the space button.
- d. Artificial intelligence will follow the player by using a system called nav-mesh.

D. Game Objectives: The objective of this game is for the player to try and collect the spaceship parts without being caught from the enemy AI so he can escape.

E. Visual Assets :



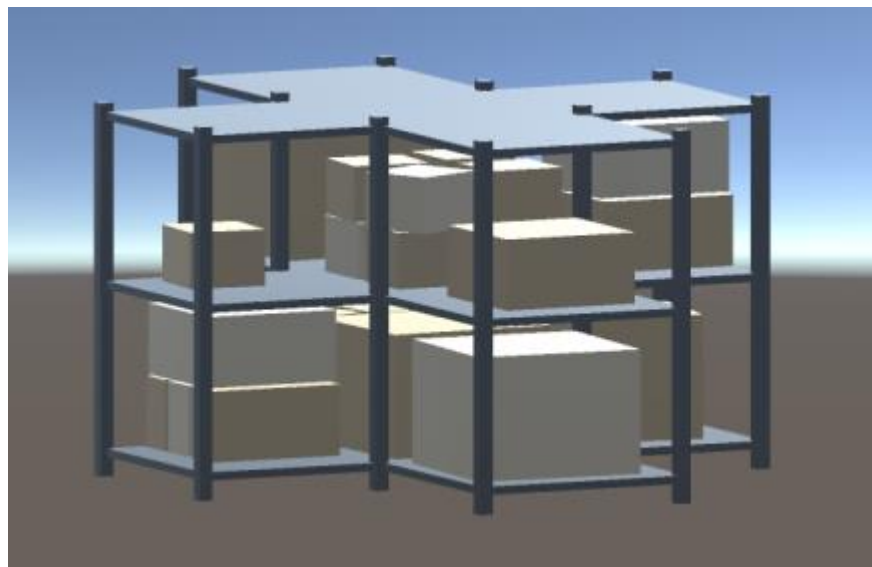
Model 1 : Roll-E (The player model)



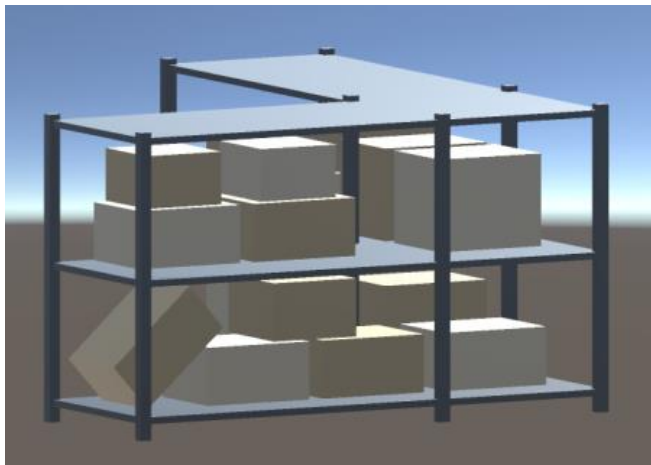
Model 2: Enemy (The enemy model)



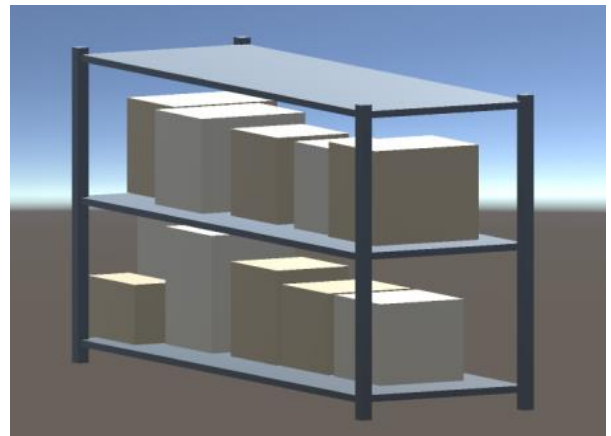
Model 3: The rocket ship



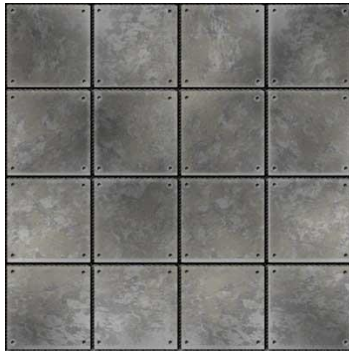
Model 4 Shelves-1



Model 4 Shelves-2



Model 4 Shelves-3



Metal Floor Texture

F. Ui Elements :

Rocket ship parts



Power Up



Background for Rocket Parts



Life hearths



Mini Map

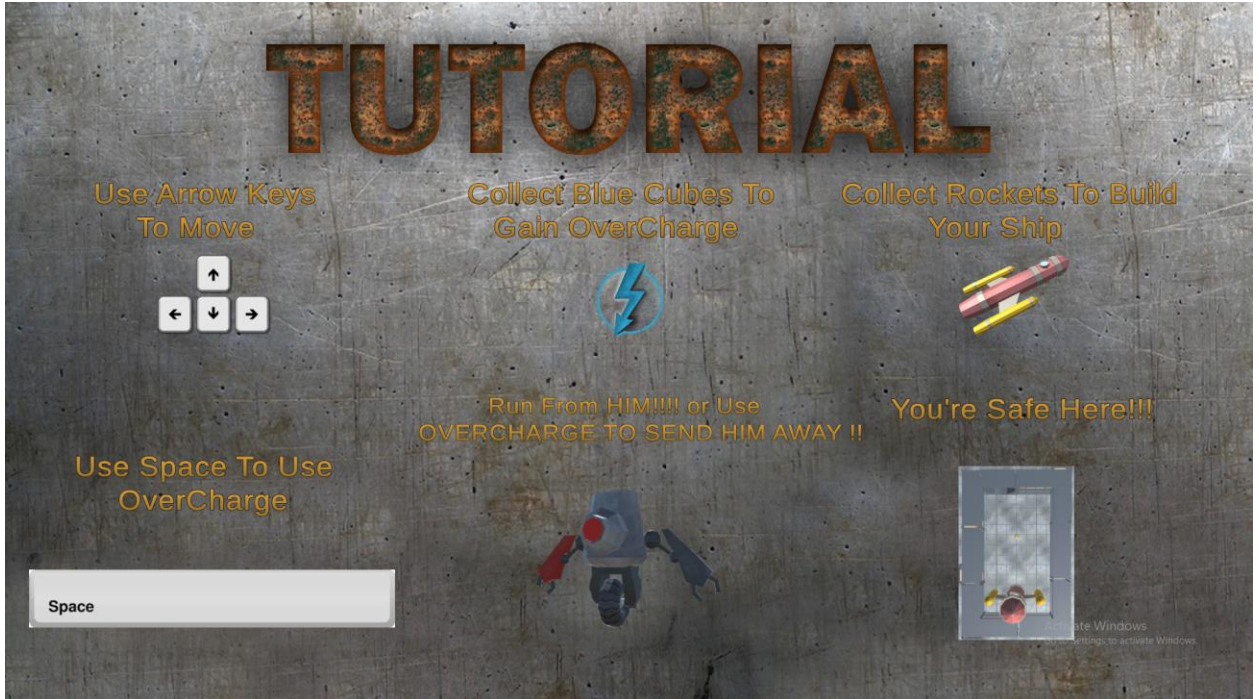


Background for Hearths and power ups

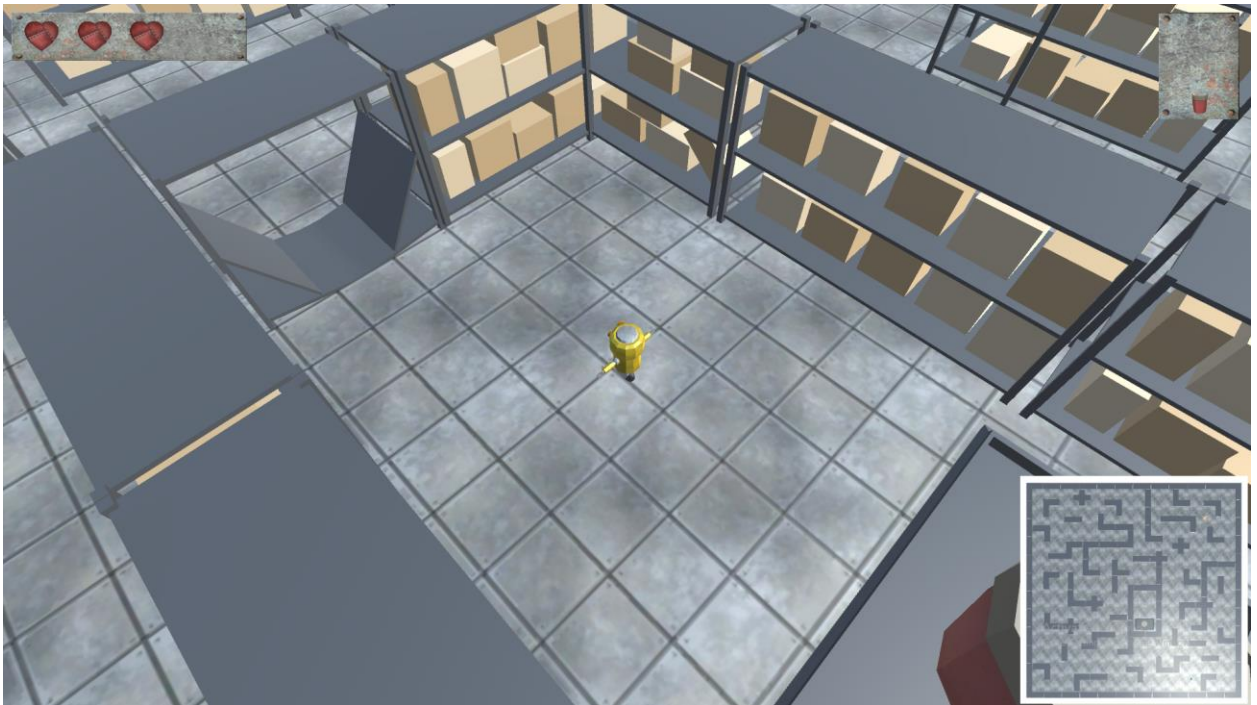
G. Game Scenes : Main Menu



Tutorial Page



Main Game



Game Over screen



Winning screen

