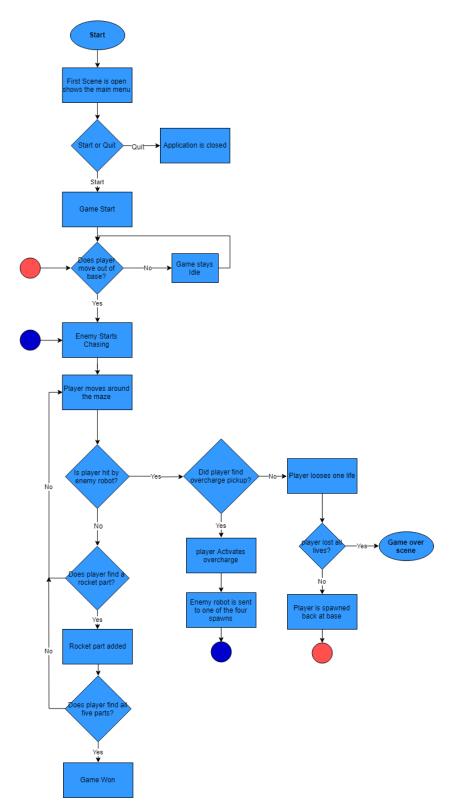
# Task 2

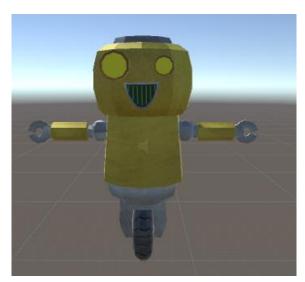
- A. **Target Device:** The platform for this game is Windows.
- B. **Gameplay Flowcharts:**



### 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:



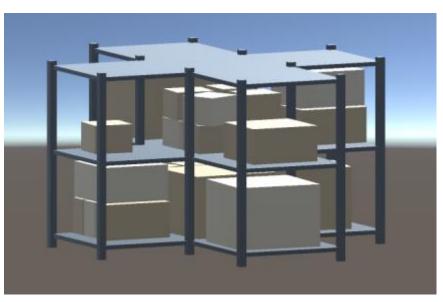


Model 2: Enemy (The enemy model)

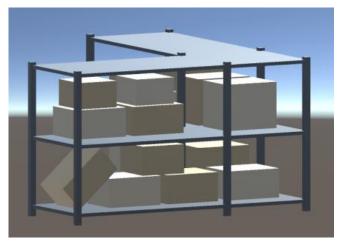
Model 1: Roll-E (The player model)



Model 3: The rocket ship



**Model 4 Shelves-1** 



**Model 4 Shelves-3** 

**Model 4 Shelves-2** 



**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

