1. Team Project Members (1%)
   * Thomas: Artist (Music, sound and programmer)
   * Matteo: design(Maps design of the map)
   * Tommy: programmer( AI, Movement)
2. Game Information (1%)
   * Title: After the Fall
   * Tagline: Fight to survive in a relentless world where every decision matters. Scavenge, craft, and battle the elements—because in this brutal survival game, only the strongest endure.
   * Genre: Action, Survival.
   * Target Audience: Any age, any audience, people with a survival mindset.
   * Goal: Survival in a world kind of like Rust, The Forest
3. Major Mechanics Descriptions (1%)
   * Scavenging & Crafting – Explore the vast, unforgiving world to gather essential resources like food, water, and materials. Use a deep crafting system to create weapons, tools, and shelters to increase your chances of survival.
4. World/Level Design Draft (1%)
   * The game takes place in a post-apocalyptic wilderness, blending harsh natural environments with remnants of a lost civilization. Players must navigate diverse biomes, each with unique challenges and resources.
5. Task Breakdown for Next Deliverables (1%)

## Deliverable 1: Game Description & Core Mechanics

### Tasks & Assignments:

1. Core Mechanics Definition – Outline at least two core mechanics, including gameplay functionality. (Assigned to: Game Designer – Matteo, Mechanics Programmer – Thomas, Tommy)  
   * Deadline:
2. Player Experience & Gameplay Flow – Describe how players will interact with the mechanics and the world. (Assigned to: UX Designer – Thomas)  
   * Deadline:

## Deliverable 2: Game World Concept & Layout

### Tasks & Assignments:

1. World Design & Biomes Definition – Define environments, terrain types, and challenges for each area. (Assigned to: World Designer – Matteo, Environmental Artist – Thomas)  
   * Deadline:
2. Level Layouts & Key Locations – Design rough layouts of major locations, including safe zones and danger areas. (Assigned to: Level Designer – Thomas, Matteo, Tommy)  
   * Deadline:
3. Concept Art & Visual References – Create sketches or digital concepts of the game world. (Assigned to: Concept Artist – Thomas)  
   * Deadline:
4. Dynamic Elements & Environmental Interactions – Define how weather, loot, and hazards affect gameplay. (Assigned to: Game Designer – Matteo, Systems Programmer – Tommy  
   * Deadline:
5. Final Review – Gather all elements into a document or presentation. (Assigned to: Project Manager – [Name])  
   * Deadline: