3D Shooter Game, title in-progress

The Project is a First-Person Shooter video game that utilizes procedural generation to build a maze-like structure for the player to traverse for each level. The player is required to locate the exit of the maze, while encountering several different enemies. Each enemy defeated removes random parts of the inner maze, possibly removing obstacles for the player to the exit. This project can give players entertainment, while also providing novelty at having to navigate through completely unfamiliar and challenging maps during gameplay. The target audience of the output of this project is gamers, and is intended to be a single-player experience. This project will require a game engine that supports 3D models and renders, as well as either an asset store or a team member proficient in 3D modeling. This project may also require an app deployment system or test machines for development and testing purposes.