PRIMAL MECH

-First Person

-Hans Bähr

-Adlersflügel

-Mutter Eliza

-Mech Wolf

-Mech Eagle

-Future apocalyptic setting, gloomy effects, dark skies, overgrowth, nature taking back the city.

-Humanity fled earth and returned after 2 centuries only to find there former home overrun by robots.

-Level interaction, destroyable objects and buildings

-Goal is to destroy the nano power core, which when destroyed will deactivate all enemy units

-12+

W, A, S, D Walking, shift is dash, space is jump, weapons are a mini gun a rocket launcher and a retractable blade.

-Companion

-Sounds when moving, shooting, swinging melee, taking damage, dealing damage, enemy sounds, Ambient sounds, background noises, voice overs

-Abandoned city with crumbling buildings and wrecked vehicles a lot of plants and dirt, cracked streets.

-Why this location? Because its suits the games setting

-3 levels: The tutorial level, the main level and the boss level

-4 NPC’s

-3 Sorts of weapons, Minigun, rocket launcher, retractable blade

- Level interaction, destroyable objects and buildings and land mines

-Level traps land mines ( falling building? )

-Level borders made up out of junk, fallen buildings etc.

-Player plays through the game inside of a mecha suit

-Mech uses one mini gun, one rocket launcher and a retractable blade

- Health pickup is a canister containing nano bots, which when opened releases a swarm of nano bots who then repair you.

- W, A, S, D Walking, shift is dash, space is jump, Left click is fire, Right click is aim, Scroll is weapon swap, Q is melee, look around by panning your mouse

-Enemies are Animals taken over by nano tech and transformed into mech beasts, a wolf and some kind of bird

-Level objectives are destroy all enemies and secure enemy power core

-Ammo drops at check points and rocket launcher ammo less often

-Health and shield are displayed in the COCKpit and your health doesn’t regenerate but your shield does over time. Shield displays hexagon pattern when depleted, health damage is displayed by red flashing on the screen. You can see which weapon is selected at the moment.

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-Player is joined by flying companion

-NPC’s display crucial information to the player, like when it takes damage, when it dies etc.

-The mother ships AI, Mutter Eliza, relays instructional information to the player

-The players companion indicates the locations of health and ammo drops to the player,  
after a specific event, the companion gets the ability to assist the main character in combat by attacking enemies.

-AI: Path finding (Robert), Collision detection (?)