Coursework game idea

Basic concept - First person, wave based against cpu enemies, health is used to fire bullets (health slowly recharges)

Goal – survive waves, achieve high score

Rules – health drops to 0, time limit runs to 0 = loss

Player mode –

Visual assets – map, player model, enemy models, guns, bullets, possibly pickups?

Visual interface – slightly different to usual fps, perhaps single bar in bottom centre of screen OR health bar integrated to character or weapon model somehow