

# **Prepare workspace and assets for game development.**

## **Target Device:**

- PC

## **Gameplay Flowcharts:**

- Player:
- If buttons are pressed Move around,
- If buttons are pressed shoot,
- if player touches enemies he takes damage,
- if health is 0 player dies.
- Enemies:
- If it is time spawn,
- If Player is alive go to position,
- If Player is in range attack him,
- If enemy is hit by bullet take damage,
- If health is 0 enemy dies,
- If enemy dies give score.

## **Game Mechanics:**

- Move
- Shoot

## **Game Objectives:**

- Survive
- Kill/ Score points

## **Visual Assets:**

- Environment

- Player
- Enemies:
- Zombunny
- Zombear
- Hellephant
- Gunfire

### **UI Elements:**

- Score
- Health
- Game Over Screen
- Taking Damage

### **Game Scenes:**

- Bedroom(Scene01)