# Game Core Document – Group 2 EWI3620TU

## Team Members

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## Theme & interpretation

Multiple game themes are combined in the game idea. Below is an overview of each theme and its interpretation (on a very high level) is outlined:

* ‘You only get one **skill**’: Each player will only get one specific chosen or assigned skill with which he or she can solve puzzles (for example swimming, shooting, flying, etc.)
* ‘Unconventional weapon’: Basically each item in the game scene can be picked up by the player and can be used to eliminate possible enemies or obstacles.
* ’10 seconds’: The ‘puzzles’ presented to the player will have to be solved in a limited amount of time.

## Game concept

## Game components

***Computer graphics***

* 3D animated models (★★★): Creating basic models and then adjusting them using a rather complicated sequence of shape keys (e.g. for different types of faces, plants, etc…) These models will then also be animated in game (think of player movement, environmental movement, etc..).
* Particle systems (★): Particle systems will be used to create various effects such as smoke, water falling down and splashing, etc..
* Animated Textures (★): Will be used to create water reservoirs, flames, etc..
* Adaptive camera (★★): An adaptive camera will be used that always captures both players by adjusting its orientation to that of both players, making it more challenging to implement than a standard 3rd person camera.
* Interactive camera (★): Camera shakes/alters when interacting with the environment (such as explosions, hits, etc..)
* Start, pause, end screen (★): Relatively easy to add to your game, but necessary
* High scores, Options & Credits (3x ★): Relatively easy to add to your game, but necessary

## Schedule

Sda

## Github link

<https://github.com/danielbrouwer08/EWI3620TU_Group_2>