

In class game (free for all game)

- **Make character be able to pick up objects**
- **Make player health values and damage values for projectiles**
- **Make player be able to shoot**
- **Make player be able to die when health reaches Zero**
- **Make**

Game Design Draft 1:

- **Cafeteria setting**
- **Available characters: Cook, sailor, Miner, Captain**
- **4 cosmetic characters**
- **FPS genre**
- **Weapons**
 - **Mine beam**
- **Working title: Space pirates**
- **Steampunk theme**
- **Same hitbox/Same characters**
- **2 level mess hall**
- **Vertical play**
- **Symmetrical map**
- **Hitscan weapons**
- **Energy**
 - **Energy packs**
 - **Burst percent damage**
- **Ballistics**
 - **Regular Ammo packs**
 - **Exact damage per bullet**