# GAM 207 Module Eight Activity Template

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| Student Name | Erica Southworth |
| Date | 6/24/2019 |
| Working Title | 3rd Person Shooter |
| Description of Play Experience | Single player game where the main character collect objects in a 3D world to heal health, energy and mood before the timer runs out. Players movement is limited to walking around on the landscape and jumping. |
| Goal | Collect items to bring health, energy, and mood to full strength while exploring the world on each level before the timer runs out. |
| Interface and Controls | Computer mouse and keyboard |
| Game Flow |  |
| Level Design | The first level is an open landscape, the second level is a modern office building, and the third level is the combined office building and landscape from the previous two levels. |
| Art Direction | The theme is Modern and Realistic 3d art. |