Game Description
1DV437 Introduction to Game Programming
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VS

VS is a singelplayer game where the player controls an AI-thirdperson character. Several characters can be chosen and each character has various abilities which can be used to incapacitate randomly spawned enemies. Killed enemies will award experience which eventually will level up the character and unlock stronger abilities. VS game idea is inspired by the famous Warcraft 3 modification "Rabbits vs Sheep".

Game Objectives

The goal of the player is to be the last player left. Every time a character eliminate an enemy two new enemies will spawn on the opponents map. If any character have more than 150 enemies on the map for longer then 10 seconds or dies he loses. A player gets one point per won match. The game is finished when one player get the score of three.

Feature List

The game **will** have the following features:

Player
- The player will move to the mouse position when the left mouse button is clicked.
- The player can also move forward, backwards, left and right with keyboard buttons.
- The player can attack enemies.
- Each player will have four abilities. These abilities can be executed with buttons 1,2,3 and 4.
- Each character will have different ablilities.
- Each character will also have an passive ability.
- The player can level up and upgrade abilities.

- The player will have health, which is reduced when hit and increased when healed.
- The player will have energy, which is reduced when using an ability and increased over time.
- Abilities will cost energy.

AI-enemy
- The ai-enemy will be the players opponent, controlling a character.
- The ai-enemy will have different levels of difficulty.

Enemy
- Enemies will spawn randomly at increasing rate on players map.
- When one enemy dies on a map, two new ones will spawn on the opponents maps.
- Enemies will move to player and attack at spawn.
- Enemies will deal damage.
- Enemies will receive damage when hit by player.
- Enemies will have sound effects.

Camera
- The camera will follow the player oblique from above.

Meny
- The game will have a start meny.

CharacterSelection
- The player will be able to select a character before match start.

Game Controller
- The game will ask both player if ready before start. Then have a 3 seconds countdown.
- A game will be best of five matches.
- When the game is over, the player will be asked to return to main meny or restart game.
- The player information, such as health, energy, level, experience, abilities, will be shown in the center bottom of the screen.
- The game information, such as current enemy count, kill count and timer, will be displayed at the top right of the screen.

Game World
- The game world will consist of a square area.
- The player can not leave the game map.
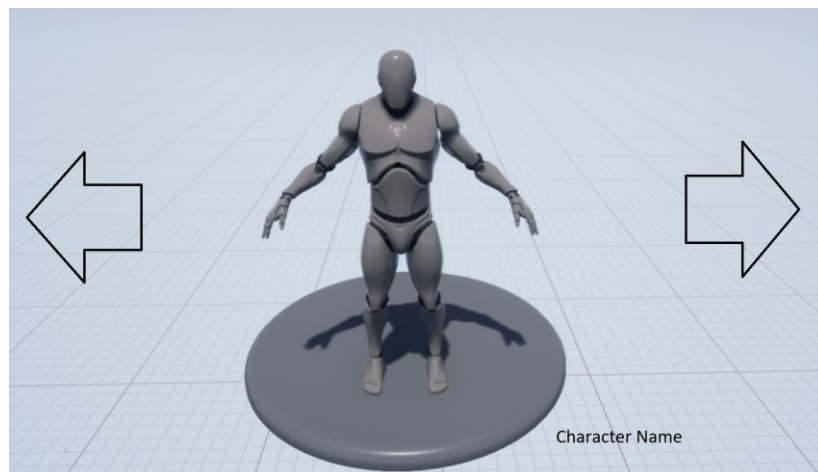- The game will have background sound.

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Prototype of Game View

Meny
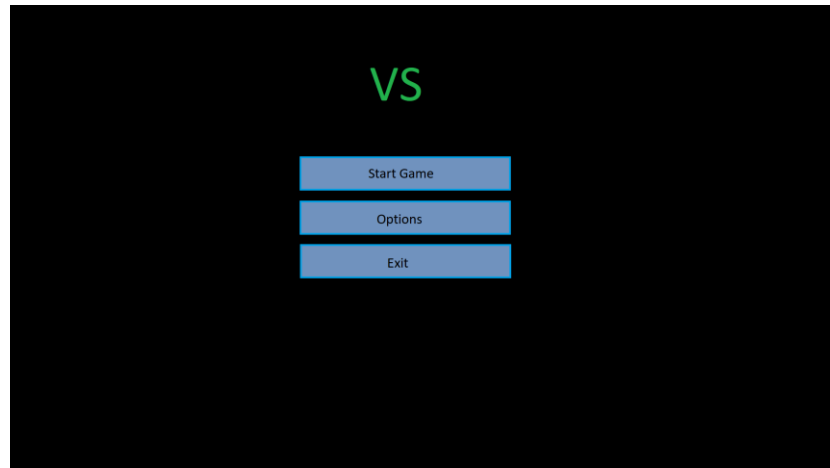
These images are from a prototype game I made in Unreal Engine.

Character Selection

Game

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Assets

I will use the following assets from Unity Asset Store in my game:

- Skybox for the sky
  https://www.assetstore.unity3d.com/en/#!/content/4183
- TextMesh Pro for advanced text rendering
  https://www.assetstore.unity3d.com/en/#!/content/4183
- Magic Pack for character animation
  https://www.assetstore.unity3d.com/en/#!/content/36269
- Warrior Pack Bundle 3 Free for character animation and mesh
  https://www.assetstore.unity3d.com/en/#!/content/47320
- RPG Character Mecanim Animation Pack for character animation
  https://www.assetstore.unity3d.com/en/#!/content/65284
- Unity Particle Pack for particle effects
  https://www.assetstore.unity3d.com/en/#!/content/73777
- Yughues Free Ground Materials for ground material
  https://www.assetstore.unity3d.com/en/#!/content/13001
- Level 1 Monster Pack for enemy animation and mesh
  https://www.assetstore.unity3d.com/en/#!/content/77703
- Medieval Gold for enemy gold drop.
  https://www.assetstore.unity3d.com/en/#!/content/14162
- PowerUp particles for enemy power up drop
  https://www.assetstore.unity3d.com/en/#!/content/16458