Game Author: Hanjia Zhang

Game Name:

Game Description:

Top-down shooting game, the game is level-based, and each level is a large room. Players need to complete specific tasks to complete the task.

Game Mechanics (Minimum 3):

* Battle Fog
  + The player has a fan-shaped "vision" setting (fog), and the player can only see the enemies that appear in the "vision". In the same way, the enemy also has vision and will attack the player only when the player appears in the vision.
* Different missions
  + Kill all enemies, Defuse the bomb(random way to get the passcode to defuse the bomb), and Rescue hostages.
* Preparation page
  + Players allow to bring only one weapon into the game, there are three weapons for pick AR, Shotgun, and Sniper rifle. Choose the right weapon for the battlefield.

Plan of Implementation:

The game needs 7 game scenes in total, 3 for levels, 1 for Start, 1 for the winning scene, 1 for the loss scene, and 1 for prepare scene. I’m planning to use:

1, Virtual Asset: Simply use blocks.

2, Dialogue Manager

3, Vision cone 2D (<https://godotassetlibrary.com/asset/FLoC69/vision-cone-2d> )

4,Audio(<https://www.epidemicsound.com/sound-effects/guns/?_us=adwords&_usx=11406651755_&utm_source=google&utm_medium=paidsearch&utm_campaign=11406651755&utm_term=&gclid=Cj0KCQiAx6ugBhCcARIsAGNmMbj8Drvdtnrg_FX9XtV7fTssgCskFETWRMClM-6lhn5Gluq1svrrnWUaAiulEALw_wcB> )

Week 1 Deliverable: For week 1, I want to ensure the basic player movements including aim, gun systems, and the random spawn for both enemies and the “bomb” code. Also, if possible, I want to do random spawn players’ start positions.