Multimedia Project Documentation

**Team Members of:**



2022

**Project Link:** [**https://drive.google.com/drive/folders/1-tyuWS65b8vbp5myeTX3ND8euQRrLVGM?usp=sharing**](https://drive.google.com/drive/folders/1-tyuWS65b8vbp5myeTX3ND8euQRrLVGM?usp=sharing)

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## **Game Introduction**

* The game is talking about a first-person shooter (FPS), and the goal of the player is to kill all the enemy monsters without taking too much damage and reach to the highest place of the game touching the flag to Win.
* If the player’s health drops to zero, then the player dies, and the game is over.
* As the game is an FPS the main camera is fixed at the eye level of the player throughout the game.
* The player has a variety of movements they can perform, and those movements will be described in this documentation.
* The player’s main attack weapon is a gun used to shoot the enemy.
* The Enemy models have their own animation that differs from state to state.
* The Enemy AI controls the enemy movement and reactions towards the player.

## **The Player**

# Movement:

Here is a list of all the movements the player can perform:

* Movement

A picture containing graphical user interface

Description automatically generated

* Jumping

A screenshot of a computer

Description automatically generated with medium confidence

Graphical user interface, diagram

Description automatically generated

* Sliding

Graphical user interface, application

Description automatically generated

* Wall running

Diagram

Description automatically generated

Graphical user interface

Description automatically generated

Graphical user interface, application

Description automatically generated

* Grappling & Swinging

Graphical user interface, diagram

Description automatically generated

Timeline

Description automatically generated

Graphical user interface

Description automatically generated

A picture containing diagram

Description automatically generated



* Climbing

Graphical user interface, chart, funnel chart

Description automatically generated

Diagram

Description automatically generated

Graphical user interface

Description automatically generated

Graphical user interface

Description automatically generated with medium confidence

* Ledge Grappling

Graphical user interface, text, application

Description automatically generated



Graphical user interface, application

Description automatically generated

Icon

Description automatically generated with medium confidence

* Crouching

Graphical user interface, application

Description automatically generated

* Some of Advancing Movement Sloping

Diagram

Description automatically generated

Diagram

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

Graphical user interface, diagram

Description automatically generated

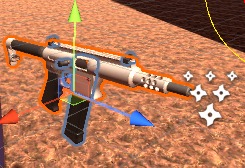
Graphical user interface, icon

Description automatically generated

# Attack:

* The player owns a set of weapons such as:

1. Carbine
2. Shotgun
3. Pistol





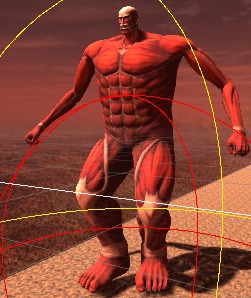
## The Enemy

# Animation:

**The animation is consisting of the following stats:**

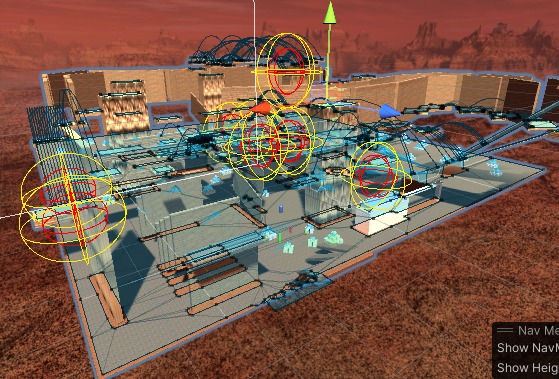
* For locomotion: idle and walking
* For attacks: hand swing and foot stomp
* Death animation
* Damage taken animation

A picture containing ground, outdoor, sport

Description automatically generatedDiagram

Description automatically generated

# AI:

The Enemy AI using the **Nav Mesh Agent** that give the enemy ability to track the player in the blue region and also limit the enemy movement within the boundary given its radius and height and the jump distance and able to climb on objects 

## Game UI Elements

# Player Health Bar:

Measures the player health

# Game over screen:

