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GAME3030

**The Survival**

Build Notes

Character (The Player)

* Character Movement
  + W – Move Up
  + S – Move Down
  + A – Move Left
  + D – Move Right
* Player can quit the game during gameplay by pressing the “ESC” key.
* Character Shooting
  + By using Left Mouse Click (Can Kill the enemies)
* Character Skills
  + Skill 1 slows the enemy within the tube (model will change later)
  + Skill 2 will kill the enemy within the range of tube after few seconds.
  + Skills have cooldowns of 3 seconds.

Enemy

* Enemy Spawner
  + Enemies will spawn from this object and will move toward the player (there is only 1 object of this type, but will have move of these later.

UIs

* Currently have 2 scenes, Main and Game scenes.
  + Main has play game button, and quit buttons
  + Game Scene will display back to main button once the level has reached Stage 4 and all enemies are dead.