**Final Assignment Example**

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**Concept**

Kaya, our character finds himself in a never-ending nightmare after drinking an unknown drink from a stranger . He must fight with nightmare creatures to survive in his dream. He must fight until he wakes up. Kaya has to pick up materials find in his dream to fight with creatures. His dream will have stages. As the drink circulates in his blood there will be more creatures with different abilities. He will have to kill nightmare creatures to pass each stage.

**Objective:**

The player must survive for the duration of the timed level by fending off the impending horde of nightmare creatures. Player must use materials in levels to pick the best gun for certain creatures.

**Core System**

Third Person Shooter:

* Character Controls:  
  WASD for movement. R to reload.
* Camera Controls:

Mouse Y and X

* Weapon Controls

Left click to shoot, Right click to aim, Scroll Wheal to swap between weapon slots

* Enemies

Zombies following player

* Damage

Pistol

**Supporting System**

Inventory:

The player should be able to store weapons and consumables in their inventory for use at a later point.

* Weapon Pick Up

Green Objects on map representing pistols

* Item Pick Up

Health,

* Item Consumption
* Inventory UI