# The Battle of Hihnorac

## Plot Summary

In the year 2854 of the Galactic Calendar, The Unanian Empire has sent out Hihnorac, a Civilian Transport and Colonization ship holding several hundred million citizens, all heading towards an unnamed newly claimed planet. During this trip though, not everything goes according to plan leaving the ship heavily damaged in unknown territory and facing a war with an unknown enemy.

## Gameplay

The game will be a first person shooter set inside of a spaceship as a war is going on within the halls. The player will have to use both magic and their weaponry to both defeat enemies and solve problems in the level. The main goal of each level will be to reach the end, but throughout the levels they may hit specific tasks such as going to collect an item from a room, or making their way to a weapons cache.

The player will have an energy shield which will auto regenerate when out of combat for a period of time. Magic will be tied into an energy meter which will auto regenerate as its not being used. Weapons will need to have Ammunition.

## Controls

WSAD- Movement

Mouse- Direction

Space- Jump

Shift- Sprint

Ctrl- Crouch

Tab- Switch Weapon

R- Reload

E- Action Button

Left Mouse Button- Shoot Weapon

Middle Mouse Button- Melee

Right Mouse Button- Use Magic

Escape- pause

## Game Mechanics

### Obstacles

The main obstacle in the levels will be the enemies which you will have to defeat. Other obstacles will include cover that will be placed down in the hallways/rooms and also locked doors which you can get around by defending the area

### Power-Ups/Pick-Ups

Pickups which you can get will mainly be more ammo for your weapons. Other pickups will be other types of weapons. I am planning on having 3-4 different weapons which the player can pick up.

### Enemies

The enemies will be other Aliens which will be roaming the hallways. The AI for the enemies will be simple in that they will just move towards the player and shoot once they see them. I am planning on having 1-2 different Enemy types

## Environment Ideas

The Environment will take place inside of the various halls and rooms of the Unanian Colonization ship “Hihnorac”. Every level will have a specific start point and end point where once they enter the region they will transition to the next level. Inside the levels; the walls, floor and roof will all have a metallic type look to it with the various sceneries in the level being made of wood, metal or some plants. I am planning to have 2-3 different levels to play around in.