GDD of xyz

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## Story background

MC is looking for the clues around a closed restricted area that is full of monsters to find her family/mystery behind her family disappearance.

## Brief description of the multimedia application

3D Shooter from first person perspective. Main goal is to kill monsters and/or robots in Cyberpunk city within a time limit in a closed area.

## Art style and orientation

Low poly 3D, first-person perspective, cyberpunk themed visuals.

## Core gameplay loop

Shoot waves of monsters, collecting lore objects.

## Technologies used and why

Blender

ZBrush

Maya

Substance 3Dpainter

Unreal/Unity

C#

## Main functionalities

Shooting, exploration, survival, collecting objects.

## Other Functionalities

Monster shooting score

Heal drops

Mini game

## Graphical interfaces (GUI and menu prototype)

Health bar, timer, score.

## List of assets

Comprehensive inventory of 3D models, textures, sounds, animations, and UI elements.

* Buildings
* Obstacles
* Boxes
* Street lights
* Staircase
* Gun
* Mini Aircraft
* Main menu
* Health bar