**Game Proposal**

**Frederic Levesque**

For my proposal, nothing too exciting. My first person shooter is going to be collect all the collectibles around the map before you get killed by mobs. It will have power ups for health and ammo. After x amount of seconds, mobs are going to pop up at select location on the map trying to find you (using raycasting probably). If your health is depleted to 0 you lose but if you find all the collectibles, you win the game!