**WORKING TITLE: The Faithful**

**Overview**

In The Faithful, a third person action physics game; the player takes control of a unnamed warrior. Woken up in a battlefield surrounded by monsters trying to kill anything in their path. You must make it to the end. Fight at all costs using your gift of warrior-sense to slow down the battlefield and strike your way to victory.

**Production timeline:**

Week 1:

Slice Mechanic

Using physics in Unity, to slice meshes along a plane to hack off limbs and kill enemies around you.

Time Estimate: 2 Hours

Task Title 2  
 Description of Task 2

Time Estimate: Y Hours

(task owner if applicable)

Task… n (each project has different number of tasks, everything described in your game design should have a task listed in one of the weeks)

Week 2: <same format as week one>

Week 3: <same format as week one, leave the least essential work to the end, to make sure you don’t run out of time on implementing the core functionality>

**Gameplay Mechanics**

REPLACE THIS TEXT WITH CONTENT: Describe exactly which 2 physics and 2 AI features (per person) from our course will be part of your project. This is basically a contract that indicates what you will be graded for, it’s a commitment. Make sure it presents a good level of challenge, it’s not about simply grabbing the implementations that are already done and throw them together. Make sure it involves some work.

**AI Behaviors**

REPLACE THIS TEXT WITH CONTENT: Be very clear on which feature in your game uses which AI algorithms. Make sure its clear exactly which states or behaviors will be part of which enemy.

**Physics**

REPLACE THIS TEXT WITH CONTENT: Same as previous subsection, but for physics. Make sure you implement the physics logic yourself (Rigidbody with IsKinematic enabled). You can use the built in Unity physics engine for additional complementing features if you want to flesh out more your concept, but at least 2 features should present the challenge of being done manually (similar to the assignments that have been delivered).

Sergio

Roll to escape danger

Based on direction

Knockback on hit

// Bonus Slice equation then use kinematic after slice

Rely on ragdoll physics of unity

Guard with parry detect orientation of attack – range of parrying with shield

SPECIFIC TUTORIALS for Sections

AI

Health based attacks

Beginning not dodging

State separation using health of enemy

Trap set within level that activate based on position of player

Temporary helper (distraction)

MAYBE BOSS FIGHT?

Weapon stuck – perfect enemy |