

The Plan

Backstory: you are in an old abandoned robot factory, but you quickly realize you're not alone. The factory produced robots, but they were never shut down. You must escape the factory without being seen, or suffer the consequences by remaining their prisoner for the rest of eternity.

What is needed:

———— = completed

———— = Integrated
Not complete

- MainMenu
- Tutorial
- Levels / story checkpoints
- Backstory
- Storyline

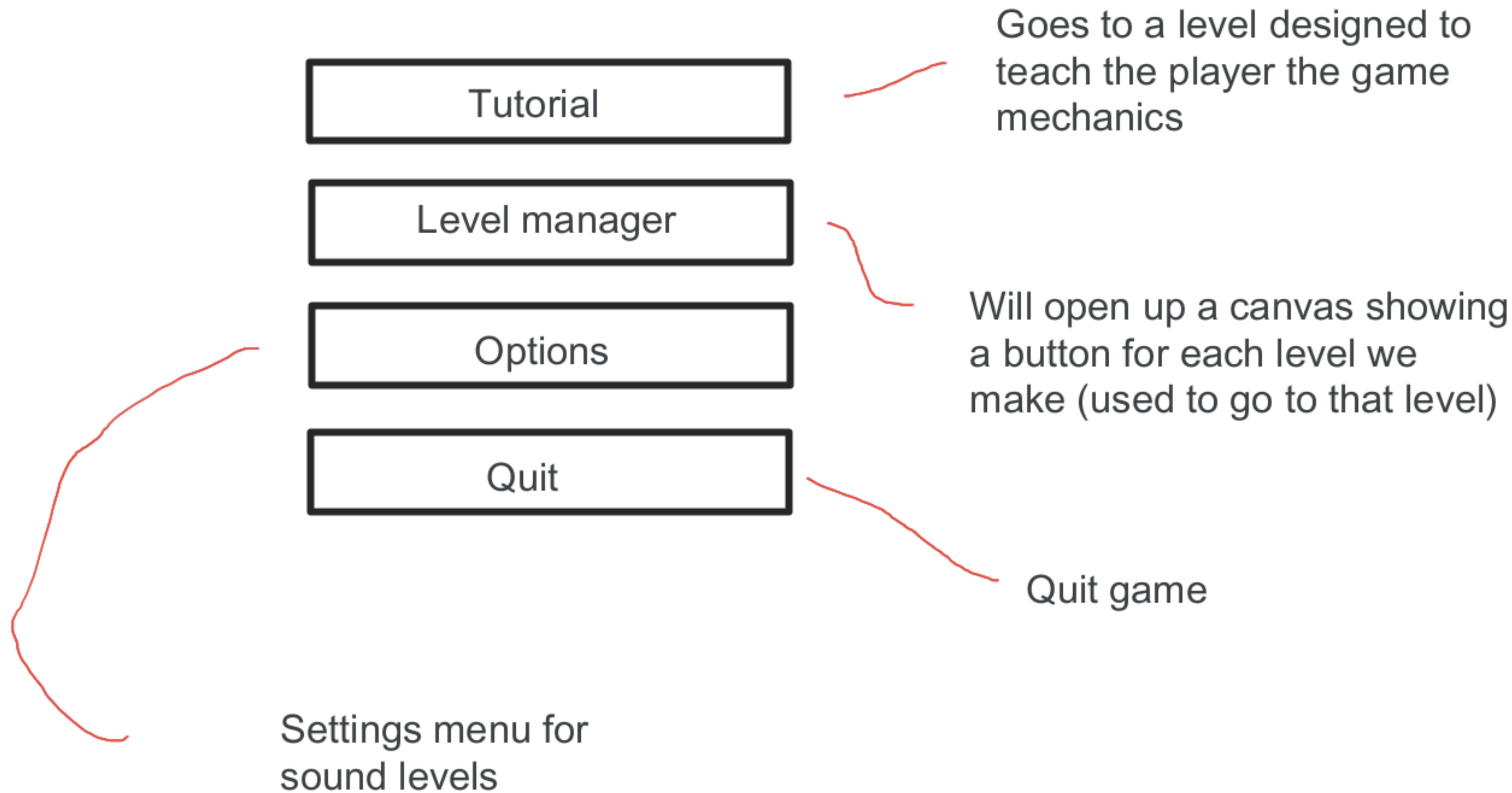
Enemy Types

Normal - follow a designated pathway

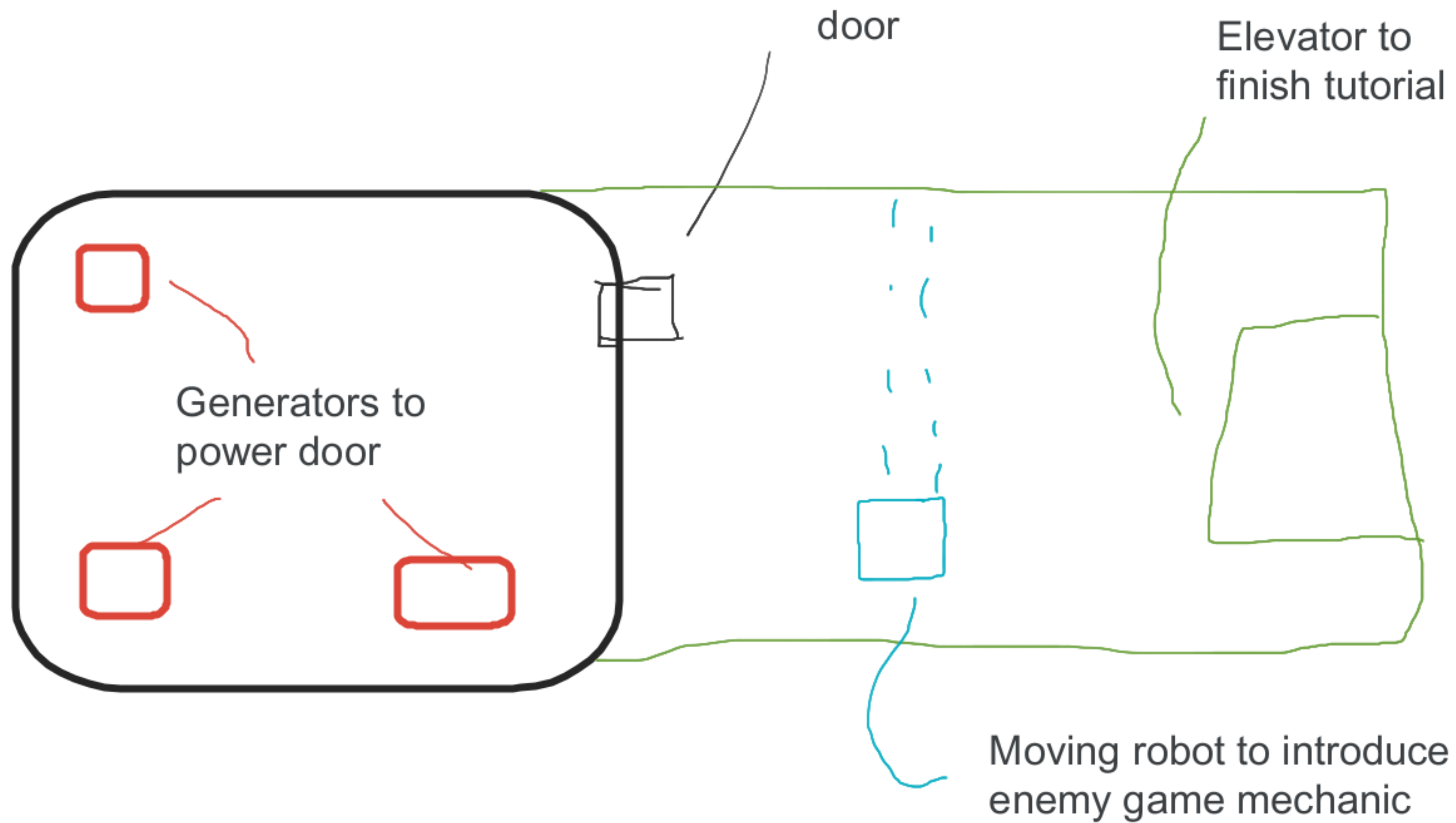
Attack - constantly go towards the player

Explosion - blow up when disabled

Main Menu



Tutorial level

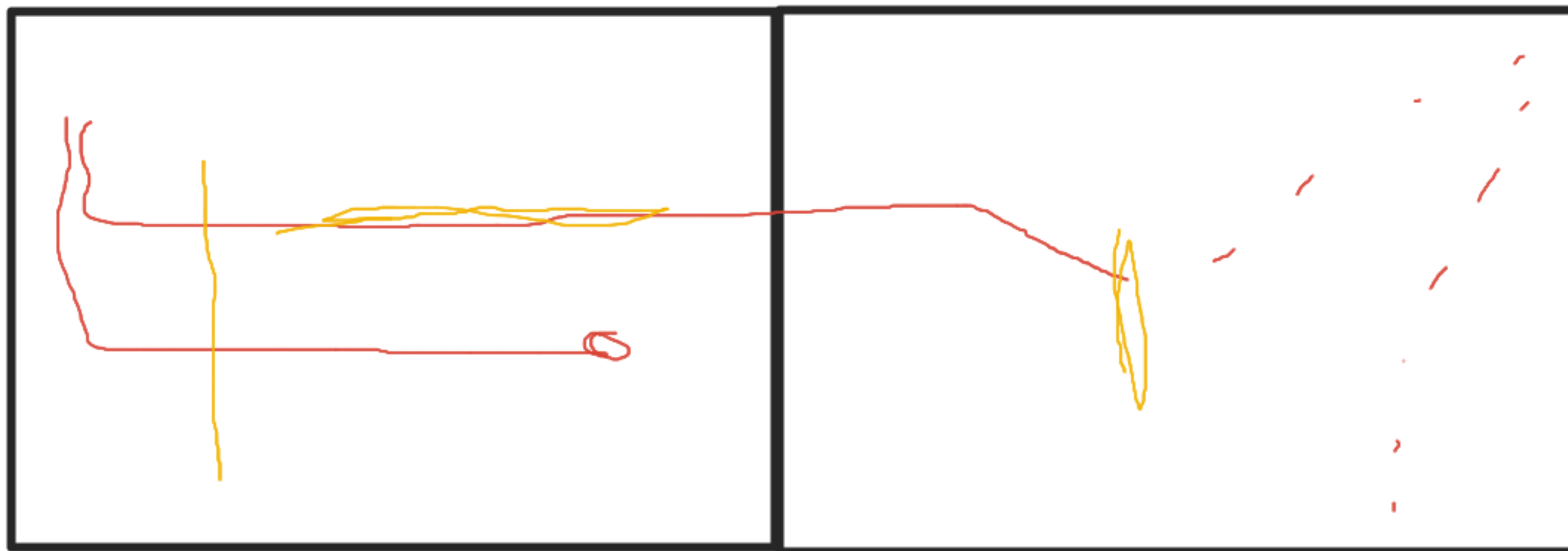


Mission
objectives

Key mapping for object use

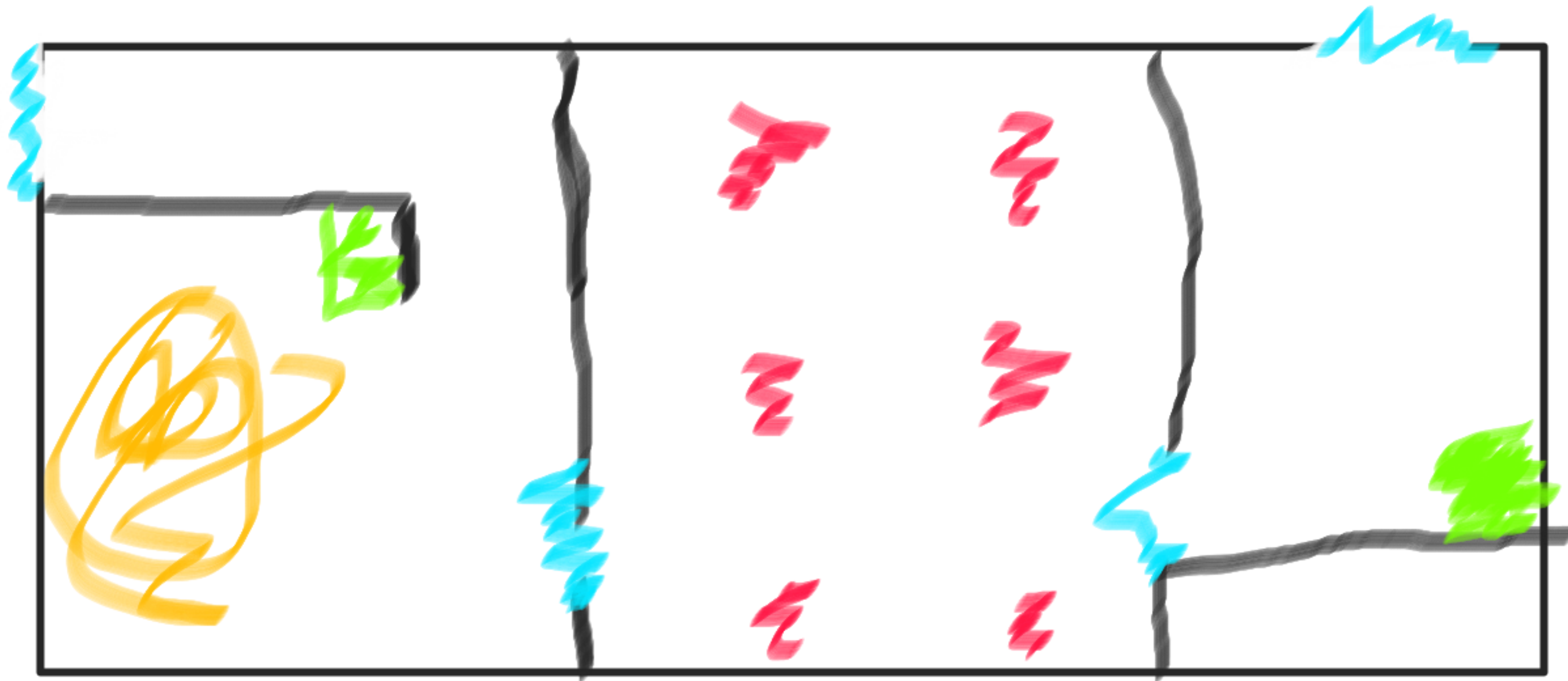
Level1

Enemy Path
Player Path



Level2 - office level

 Servers

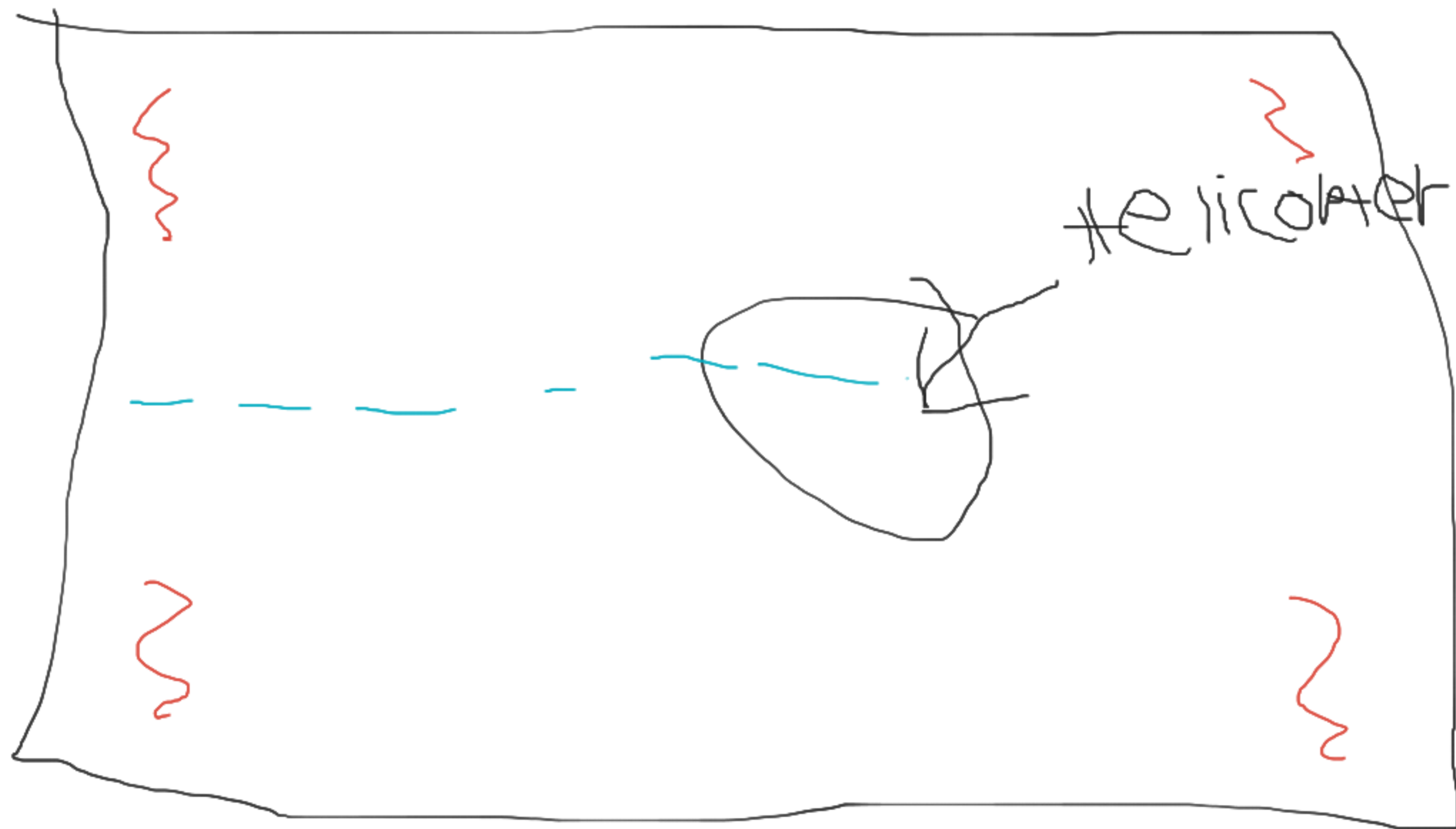


 office area

 Doors

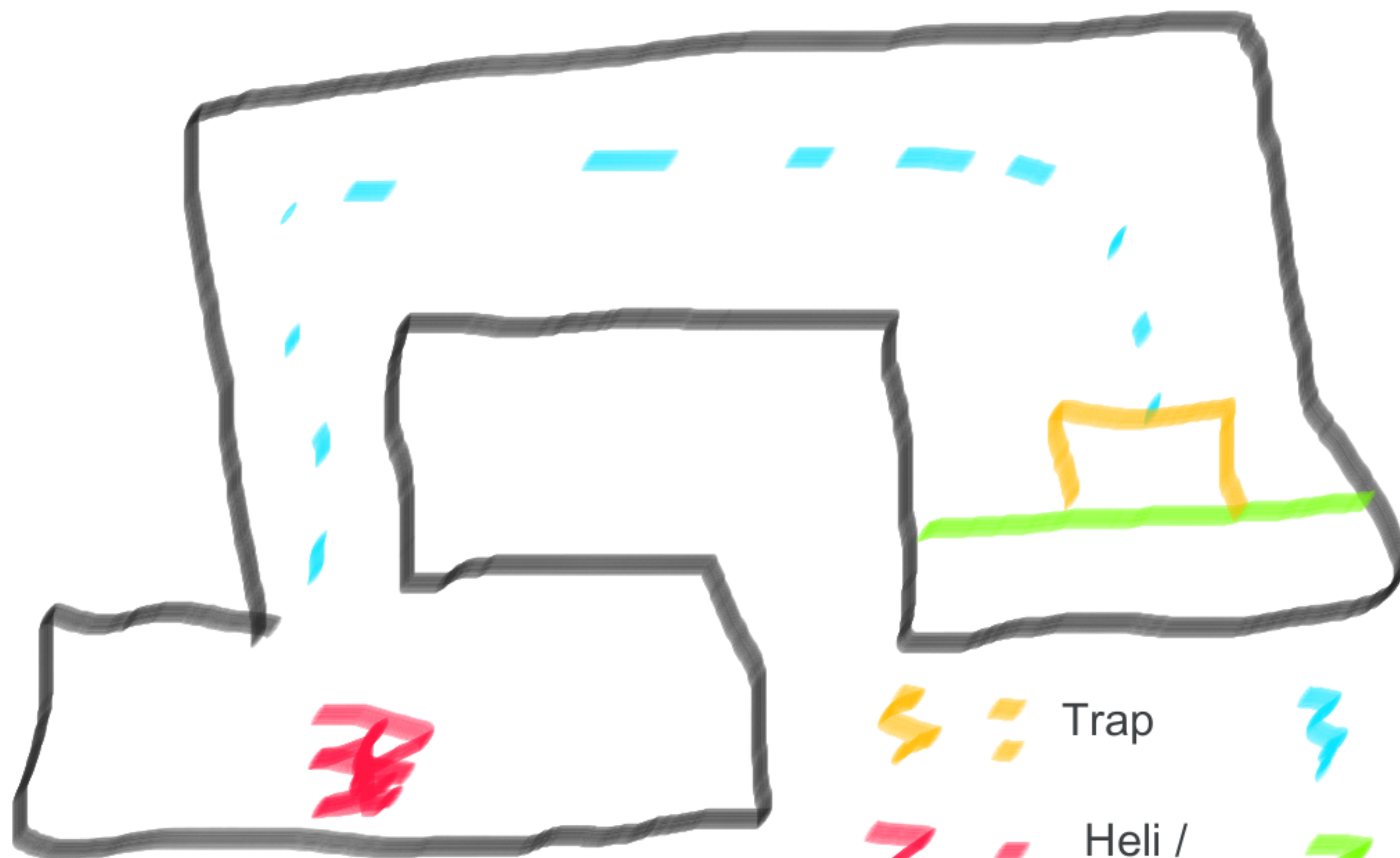
 Notes

Helicopter Level



Σ = Enemy Spawn

Final level



Trap



Player Path



Heli /
Spawn



Trapped
Workers

Lucas

Griff

Tyson

Aidan

Still to do



-Finish all maps general



-Fix all UI



-Finish main menu



-Finish settings and add to all maps



-Fix lighting



-Create sound effects



-Creat Robot sounds



Finish Cutscene



Put Game on Itch / Website



Voice overs



WASTED

(Guess You Shoud Have Run)

Final Scene

Script

Credits

Mainmenu

Script

At Last, All that work to save your fellow workers and you fell into my trap!! heheheh literally though..... Now you and your friends will never escape.... Wait noo, thats not supposed to be there, no , noooooooooo