**Title: The One**

**Genre:** First-Person Shooter

**Engine:** Unreal Engine 5

**Overview:** "The One" is a story-driven FPS set in the year 2099, where the player takes on the role of Ezio, a skilled mercenary working for the contract company NexaCorp. The game features a closed, progressive map design similar to Call of Duty, offering fast-paced action, a variety of weapons, and a gripping narrative.

**Core Mechanics:**

* FPS Shooter gameplay.
* Closed progressive map design, inspired by Call of Duty.
* Utilization of Unreal Engine 5's advanced capabilities for visuals and gameplay.

**Gameplay:**

* Players assume the role of Ezio, a cyborg mercenary.
* Players receive missions from NexaCorp to eliminate targets.
* Missions offer a mix of combat, stealth, and tactical approaches.
* Fast-paced gunplay with a variety of primary and secondary weapons.
* Equipment includes grenades for tactical advantage.

**Storyline:**

* Set in the year 2099, where Earth is plagued by crime and weaponry.
* Players play as Ezio, a mercenary working for NexaCorp.
* The protagonist becomes aware of NexaCorp's true intentions.
* NexaCorp seeks to control the world using the "Omniscient" device.
* Ezio's mission evolves from carrying out NexaCorp's tasks to stopping them.
* The ultimate goal is to destroy the "Omniscient" and save the world.

**Characters:**

* Ezio: The player's character, a cyborg mercenary.
* NexaCorp Executives: Antagonists representing the corporation's interests.
* Anti-NexaCorp Group: Rebels fighting against NexaCorp's domination.

**Weapons:**

* Primary Weapons: ARs and Shotguns, each with unique stats and features.
* Secondary Weapons: Pistols for close encounters.
* Equipments: Grenades for tactical advantage.

**Missions:**

* A series of missions that gradually uncover NexaCorp's intentions.
* Varied objectives, including infiltration, elimination, and sabotage.
* Increasing difficulty and complexity as the story progresses.

**Visual Style:**

* Utilize Unreal Engine 5's cutting-edge graphics capabilities.
* Blend futuristic and dystopian aesthetics to create the year 2099 setting.
* Visually distinctive environments for each mission.

**Sound Design:**

* Dynamic soundtrack enhancing the game's atmosphere and intensity.
* Realistic weapon sounds and environmental audio effects.

**Game Progression:**

* Linear storyline progression interspersed with side missions.
* Unlocked weapons and equipment based on mission success.
* Gradual increase in difficulty and complexity.

**Ending:**

* The player's journey culminates in a final mission to destroy the "Omniscient."
* Sacrifice of Ezio to save the world.
* Cinematic conclusion revealing the aftermath of Ezio's actions.

The Missions are yet to be decided and the scope of Work is not actually finalized.

First thing I’ll work on is player mechanics

Second The maps

Third The enemies

4th The narration