

3D BACKWARD SHOOTER

RESEARCH TIME: 2 HOURS

START TIME: 07/09/2021 – 21:28

ESTIMATED WORK TIME: 9 HOURS

FEATURES:

- Main Character
 - Runs backward automatically
 - Shoots in front of him automatically
 - Wins by eliminating all enemies or reaching goal line
- Enemies
 - Player loses game if they touch him
 - Slightly faster than MC
- Map
 - Series of straight platforms with the last tile as goal line
 - Walls confine movement and slow the player when collided with

STRUCTURE:

- “Player” class
 - “PlayerMovement” class
 - “BulletPooling” class
 - “Pistol” class
- “Enemy” class
 - “EnemyPooling” class
 - “EnemyMovement” class
 - “EnemyAttack” class
 - “EnemyDeath” class
- “GroundGenerator” class
 - “PlatformTile” class
 - “WinningPlatformTile” class
- “GameManager” class
 - Handles game phases (PreStart, Start, GameWon, GameOver)
- “ScoreManager” class
 - Handles accruing points and OnGUI for points and game phases (You Won, You Lost, etc.)