**Capstone Planning Document**

## **Description:**

For my Capstone Project (Shooter Monsters) , I will be building a game for carboard that invokes fear in the player where it ‘s easy to move and hit the monsters.

To begin the experience, viewers will see a welcome panel that contents three buttons, Play (for load the game scene) , Help ( that explains how to move on the scene and win the game) and Quit (for leaving the game). When they select the Play button, they will see a town and some monsters.

The user must kill the monsters and looks for a yellow star in the city while he is attacked by them . He will have a specific number of bullets to use and a degree of health that will dim as he is attacked. If the user enters to the tunnel that is below the yellow star, the experience fades and it restarts.

When the degree of health or bullet’s number will be zero, game over’s panel appears , The user can restart or quit the game.

**Features And Dependencies:**

1. Game Loop
   1. Start screen with help button to show the player how to move around the scene and hit monsters
   2. Procedural navigation mesh to have monster walk around objects

***Revised: Will use Unity Navigation to simplify this effect***

* 1. Game over scene after lose the game – Restarting or Exit the game

***Revised: Will add GUI button***

* 1. Game Mechanic
     1. Player autowalks around the scene

***Revised: add colliders in each walls***

* + 1. Monsters pursue the player for attacking him
    2. Reducing Degree of Health slider when player is attacked
    3. Number of bullets decreasing while hitting the monsters
    4. Score and collecting points
    5. High Score database – ***Not implemented***

1. Other Effects
   1. Particle Effects to simulate monster’s attack
   2. Arm and weapons animations to simulate shooting
   3. Spatial Sound effects for monster animations, player marching, ambient sounds
   4. a display panel with a yellow star and collider in the entrance to tunnel to make sure that players win the game