**To Do:**

**Download assets in favorites**

**Make gun models scale correctly**

**Blur camera on pauses**

**Make player death, design a death page, game over etc**

**Make new powerups work, ie times 2 score, times 2 money, invincible for 10 seconds**

**Player animation and model**

**Code architecture** *list of scripts and what they do*

* Move in relation to
  + Moves attached gameobject in relation to another object with keyboard input.
  + Ie moves player in relation to camera
  + Rotates player from camera (may be best to use a raycast from the camera centre to the terrain and point the player at that position?)
* Top down cam
  + Camera follows object, ie player.
  + Camera moves with mouse or is static
* Gun manager
  + We have a table that contains every gun and details about each gun, ie fire rate
  + The shoot script tracks which gun is currently equipped and which is in side slot
  + Tracks bullets in chamber, ammo left, time since last bullet etc
  + If shooting is available, shoots forward a bullet
* Inventory manager and script.
  + Keeps a track of the inventory
* Player stats manager
  + Keeps a track of health and perks gained etc
* Game stats manager
  + Records info about game stats, highscores, missions complete
* Game manager
  + Keeps track of enemies spawned and enemies to spawn, round at, score etc
* Enemy script.
  + Ai to walk towards player
  + Damage to player if close
* Trigger script
  + Attach to a gameobject we want to be a trigger
* UI manager
  + Sorts out all the UI
* Animation manager

Main menu scene

* UI manager has several states:
  + Normal
  + Settings pop up
  + Mission pop up
  + Leaderboard pop up
  + Horde Mode pop up

Idea

Have rewards for getting to certain rounds on each level

Ie +1 to score multiplier

Guns and stats

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Gun name | Max Bullets | Bullets in Clip | Reload speed (seconds) | Fire rate  (bullets per minute) | Gun weight  (multiplies speed) | Damage |  |
| smg | 300 | 12 | 0.5 | 600 | 0.9 | 0.5 |  |
| Lmg |  |  |  |  |  |  |  |
| Sniper | 60 | 6 | 3 | 30 | 0.7 | 5 |  |
| Pistol |  |  |  |  |  |  |  |
| Shotgun |  |  |  |  |  |  |  |
| Rifle |  |  |  |  |  |  |  |
| Unarmed | 0 | 0 | 0 | 0 | 1 | 0 |  |

Model list:

SMG

LMG

Sniper

Pistol

Shotgun

Player

Enemies