

## **Theme of the game**

### **Introduction:**

Our game is a 3D TPS (Third person shooter) game based in an alien constructed world. The player assumes role of a soldier whose mission is to shoot the numbered boxes while defending himself from enemies so that the addition of all those numbered boxes is hundred (100).

### **Mission:**

The mission is to make the addition equal to hundred by shooting the numbered boxes. Player is required to make the total before the time runs out and without losing the health.

### **Gameplay elements:**

- **Soldier:**  
The gameplay is action based where the player controls the soldier. The abilities of soldier are walking in all four directions and shooting the objects or enemies. At the start of each level the soldier has hundred life points.
- **Enemies:**  
Enemies have only one role they try to damage the health of the soldier. The attack of enemies reduces health of the soldier.
- **Boxes:**  
Each box has a number on it. The soldier can shoot a box to add that number to the total.

### **Winning:**

Player wins when the total becomes exactly hundred.

### **Losing:**

Player loses if any of the following happens:

- Time runs out and total is not hundred
- Soldier's health becomes zero