**Apocalypse Alphagram**

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**Features**

* Character Movement

1. Character Movement ( w,a,s,d)
2. Character Jump (Space)
3. Crouch ( C )
4. Fire ( Mouse – Left Button)
5. Zoom in Out ( Mouse – Right Button)
6. Pickup ( F )

* Inventory System
  + Inventory Item Change ( G , 1, 2 , 3, 4 )
* Dynamic Inventory Slots for different guns
* Dynamic Ammo Icon
* Different Gun Type
  + AR
  + SMG
  + Pistol
* Gun Pickup Widget ( Dynamic)
* Ammo Pickup Widget ( Dynamic)
* Gun Rarity
  + Damaged
  + Common
  + Uncommon
  + Rare
  + Legendary
* Different Ammo
  + 9mm
  + AR Ammo
* Auto Ammo pickup
* Gun Fire
  + Auto
  + Manual
* Gun Swap If inventory is full
* Auto Inventory Slot animation before gun pickup
* Muzzle Flash
* Smoke Beam
* Hit Flash
* Reload System
  + Auto when Magazine is Finished
  + Manual by Clicking R
* Health Bar
  + Enemy
  + Character
* Healing Medicine ( Increase Health Percentage )
* Explosive Barrels ( Decrease Health for both Character And Enemy)
* Enemy Damage
  + Body Shot
  + Headshot
* Enemy AI
  + Patrols Between Two Points
  + Chase to Attack if character enters enemy’s zone
  + Attacks when character shoot him
* Different Animation Montage
* Usage of Data Table
* Different Crosshair for Different Guns