Polytechnic Institute of Cávado and Ave

Advanced 3D Programming

**Game idea**

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CONTENT

Table of Contents

1. [Game idea 3](#_Toc71211922)

# Game idea

The game I'm about to work on is going to be a simple 2D player chaser game. It will include AI enemies that will chase the player, and the player will have to avoid the obstacles and shoot the enemies that will chase him. It will also include multiple scenes like the Main menu scene, the "you've lost" scene if a player gets shot by the enemies, and the victory scene if the player ends up winning the game.

Shaders will be included too. Their properties will change depending on the situation the player is in at that moment (if the player is losing health).