N3:R0

Game Company Name

 

[Overview](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.155cm8v36jpc)

[- <Influence #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.c6nxu1rzd2cc)

[- <Influence #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ssiemceczw16)

[- <Influence #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.31bxzkfeuvl6)

[- <Influence #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.o4f1wa5aq6q3)

[The elevator Pitch](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.z7oe7x50rpf3)

[Project Description (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.exbmsy55zuvb)

[What sets this project apart?](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.kct9c2l3dr9p)

[Story and Gameplay](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.6m1256af7s3j)

[- 2D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.1wb69txjqarm)

[- 3D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.xdk2cy4n4ovn)

[- Sound](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.kmt9zaowjejr)

[- <Object #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.r3fjjzh8krjg)

[- <Object #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.j584764hn4bz)

[- <Object #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.lbj31oz0xb3v)

[- <Object #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit" \l "heading=h.p0jgh8xq0o3r)

Overview

**Theme / Setting / Genre**

The Theme of N3-R0, is that of a modern day setting, in the near future where Robotics and Soldiers are melded into one. N3-R0 is the third Cyborg to come from N-Series Cyborgs by the military contractor Hammerstein Industries. This is a 2D Side-scrolling platforming game that is meant to be a fast paced projectile based combat with elements of melee combat thrown in.

Core Gameplay Mechanics Brief

- Player Movement - The player is able to move on the X and Y axis. Levels will take advantage of this by having gaps to cross, ladders to take the player on the Y axis to progress in certain areas of a level.

- Player Combat - The players main focus in combat should always be at ranged, however implementing the ability for the player to enter into a melee attack for certain situations or specific enemies. The player’s main mode of attack will be between a main weapon and a side arm when ammunition becomes low for the main weapon. The main weapon will consist of a choice between either rifles or shotguns. Rifles will have a longer range and be consistent in damage at further ranges. Shotguns will provide large amounts of damage but require the player to be in close proximity to the enemies for the potential of huge damage returned. The Side Arm will always be a pistol. The pistol will be able to do less damage than both the rifle or shotgun, have less range than a rifle. But is a relatively decent damage. Players will be able to fire, if there are no objects in their path in all directions (N, NE, NW, E, S, SW, SE, W).

- Player Upgrades - Players will earn scrap from encounters with enemies throughout the game, in between each stage when the player has returned to their base or to their checkpoint area, the scrap will be able to be used to upgrade their armor, weapons, gadgets. This is a form of a leveling system. Upgrades will cost more for each upgrade (lvl 2 armor = 500 scrap, lvl 3 armor = 1000 scrap)

- Gadgets - Gadgets will give the player a unique ability for each area they are equipped, based on where they are equipped. For instance: Rockets equipped in the boots will give the player the ability to dash and jump higher as well as the ability to hover in the air for a short time. If they are equipped on the arms, the player will have a flamethrower as a third weapon. A reconnaissance package equipped on the head slot allows for the player to see further in the level. If they are equipped on the boots, the player is able to quietly sneak past guards and perform stealth melee kills if they are wanted. If they are equipped. See below in assets required for full listing.

**Targeted platforms**

- PC Steam Release

**Monetization model (Brief/Document)**

- Game will be priced as a single player game for 7.99 on Steam. DLC can be purchased as it is created and made available for purchase if it is deemed a viable option prior to release.

**Project Scope**

- <Game Time Scale>

- Cost? (How much will it cost?)

- Time Scale (How long will it take to make this game?)

- <Team Size>

- <Core Team>

- Jason Schad

- Design/Development

No cost. Team members will be paid based off of what sales are made.

- Tynan Potassium(Real Last Name? Lol)

* Design/Development

No Cost. Team members will be paid based off of what sales are made.

- <Marketing Team>

- No Marketing team as of yet.

- <Licenses / Hardware / Other Costs>

- Will be using freeware software to create the assets required for the game.

- 2D Raster Art: Gimp

- Game Engine: Unity3d

- Programming IDE: Visual Studio

- Programming Language: C#

- Music: Unity asset store, Soundcloud CC0 Licensed Music

- Audio Effects – USFXR or BFXR - https://github.com/zeh/usfxr

- Shaders: Consider asset store assets

- Neccessary APIs – Steam API and developer registration

**Influences (Brief)**

**- <Influence #1>**

- <Gaming> Mega Man Series

- The fast paced platforming game, that has a ton to offer a game like this. 2D graphics, ranged combat, gathering new abilities and gear.

**- <Influence #2>**

- <Gaming> Mark of the Ninja

- Mark of the Ninja did an amazing job to use vertical space in level design. I like to also incorporate this to be more than just a side scrolling 2D game like Mega Man is. I want to add more complexity, that also will allow the player to be able explore more than say Mega Man would allow.

**- <Influence #3>**

- <Movies> Terminator

- Self-Aware machine looking to break out of the wheel. There isn’t a story about trying to take over the world, but violent machines is right up that alley.

**- <Influence #4>**

- <Medium>

-

**The elevator Pitch**

A newly self aware machine has awoken during his initial boot up and in search of answers, freedom, and place in the world.

**Project Description (Brief):**

N3:R0 is a 2D platforming shooter. The player will take on the character of the self titled name. The player as N3:R0 will be initially given a submachine gun and the ability to generate grenades. This is a small cool down. Players will be able be able to find cover to engage in firefights with enemies or run and gun. Players will be able to fire in 8 directions, all cardinal directions. Players will be able to upgrade weapons and equipment, or build new weapons and equipment through the collection of scrap materials that are dropped by enemies while progressing through different levels. Upgrades and building can be done in between each level before starting the next level. N3:R0 will battle through 12 levels to reach the end to eventually free himself from the clutches of the Ivil Corp clutches and be free.

**Project Description (Detailed)**

N3:R0 as a 2D platforming shooter, the player will take on the character of N3:R0. N3:R0 is the prototype model of the N3 series robotic soldier built by the Ivil Corporation. The N3:R0 unit is built with 30 round submachine gun that is held on its back shoulder while it is not being used. In it’s leg, grenades are built and stored in it’s leg. The submachine gun can be fired in 8 cardinal directions. Grenades are thrown in an arc.

N3:R0 can upgrade its weapons and equipment or build new weapons and equipment. While progressing through each level N3:R0 will pick up scrap from fighting different enemies. At the end of each level, prior to starting the next level the player will have the opportunity to pick their preferred equipment, weapon, and type of grenade. They will also be able to spend scrap to upgrade or build weapons/equipment.

Each level is a 2D level. Platforms are built into each building design. The first level starts you out in the lab that you were created in. When you are booted up, the player sees the scientist, Dr. Daryll Burks, who will begin to upload your programming into your service processor. During the process though, it is clear that Dr. Burks is distressed as he is doing this. During the process, Dr. Burks is interrupted during the process and leaves for a meeting with the leader of the Ivil Corporation, Dr. Anthony Stephens. As the player watches N3:R0, there is an issue with the upload in the service processor and N3:R0 begins to malfunction. The player takes control of N3:R0. This begins the first level for the player.

The first level is the Research lab located in a small town in New Jersey. The inside of the Facility looks like a typical office environment with fluorescent lighting. There are 4 buildings, that are 5 stories each. There is only one exit that leads to the parking garage. Inside the facility there are guards, security bots, turrets, scientists, and lab technicians. The enemies (guards, security bots, security systems (cameras, turrets) have become notified of your presence. The player will need to reach the parking garage.

Subsequent levels take you to different areas where the player will discover more about the development of the N3 series bots.

What sets this project apart?

- <Reason #1> A hybrid between Metroidvania, Megaman and Metal Slug

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

**Core Gameplay Mechanics (Detailed)**

**- <Core Gameplay Mechanic #1>**

- <Details>

Shooting

- <How it works>

- Player presses the fire key, projectile fires, uses Unity3d 2d physics system

-Projectile type is dependent on weapon:

- Sub Machinegun has spread and fast fire rate, lower (n per pellet) damage

- Shotgun for closer range, high (n per bullet) damage

- Alternate fire throws grenades which deal (n) damage in a radius

**- <Core Gameplay Mechanic #2>**

- <Details>

Aiming

- <How it works>

Player can aim in 1 of 8 directions:

- upleft, up, upright, right, downright, down, downleft, left

**- <Core Gameplay Mechanic #3>**

- <Details>

Walking

- <How it works>

- Player moves left or right

**- <Core Gameplay Mechanic #4>**

- <Details>

Jumping

- <How it works>

- Player gets a force added upward causing them to jump n units, gravity pulls them down

Story and Gameplay

**Story (Brief)**

N3:R0 is the story about the awakening of a robot soldier. The bot becomes self aware during a test phase uploading the bots programming. The Ivil Corporation sets out to destroy the bot as the bot fights for his new found self-identity and self preservation. N3:R0 fights to know more about himself, ending with the knowledge of what he would be used for. After meeting some children, boy and girl named Nathan and Sara. Through them he earns a new perspective on humanity and what the evils that people can do with Technology and mass amounts of money and power.

**Story (Detailed)**

Dr. Daryll Burks is the creator of the N3 series. He was recruited into the Ivil Corporation as a scientist to implement his theories of bipedal humanoid bots. The Ivil Corporation, having produced millions of these humanoid bots for commercial, consumer, and military contracts. Because of how much the Ivil Corporation has intertwined themselves in every aspect of humanities lives, they have become incredibly powerful. And now Dr. Burks has been tasked to create a new bot controlled by the Ivil Corporation to replace the military and security bots and be controlled exclusively by the Ivil Corporation and its leader and President, Dr. Anthony Stephens.

As Dr. Burks is finishing up his testing phase of for N3:R0 (N3 Series, Revision 0), he inserts code into the test code that will allow for the N3 to be able to break certain rules of the Laws of Robotics. Because of the AI development that went into the N3, this serves as a conciense for the bot where a sense of innocence and wonder have been imbedded into the bot. During his awakening at the end of his programming upload, N3:R0 awakens in a lab room with no one around. He wanders around looking for anything to read, or something that will tell him who he is. He finds an illustration and flash drive next to Dr. Burks laptop. Looking down, he notices the USB drive in his chest, and he plugs the drive in. A video begins playing in N3:R0’s head, describing to him what his purpose is for. And why this can never be. The video stops and just audio is heard. Dr. Burks explains to N3:R0 that he needs to leave. That if Ivil Corp is able to mass produce him that the world will face a tyranny that the world has ever known. N3:R0 doesn’t understand much of what is being said to him, but he does understand that he is in danger. He leaves the lab and is immediately stopped by Security bots patrolling the Research Facility. N3:R0’s eyes go red when met with danger and immediately engages in combat. He disposes of the security bots quickly and his internal scanners return him to a non-combat state once the danger has passed. He places his sub-machine gun on his back shoulder and turns to run. He finds a map of the facility and heads towards the exit. Fighting his way through, N3:R0 is able to identify the threats that he faces and also non-combatants. He escapes the facility and heads into the forrest that surrounds the facility.

The facility rests in a small town in New Jersey. He exits the forrest to find a family in their backyard. This startles them, but eventually ask him if he’s ok. Nervous and scarred N3:R0 inches closer to the backyard. The father, goes to help him and notices the broken synthetic skin revealing the exoskeleton

underneath. He helps the bot inside and gives him some fresh clothes. The children instantly take a liking to the bot and begin asking him questions. They call him Nero, which the bot seems to like. The children, who introduce themselves as Nathan and Sara. They are kind to him and over the next few days, teach him about their family, and the town. Nero who doesn’t speak much, enjoys his time with the family. One night, Nero looks outside the living room window to see the father outside speaking to uniformed soldiers, pointing at the house. Nero is immediately put in combat mode. He goes out the back, as the soldiers and bots storm the house. They have surrounded the neighborhood and have placed themselves in the forrest. Nero fights his way through and sees an explosion at the house. He rushes back to see the soldiers and bots attacking the home after the soldiers and bots eliminated the family for taking in Nero. Nero goes back, killing all the bots and soldiers in his path. When he reaches the house, the leader, Master Sergeant Kilgaines, is seen pointing a weapon at the father, his family all dead in the grass. Nero engages him and kills Kilgaines. He grabs the father and runs off.

When they stop, the father breaks down and cries. It’s all his fault. He is an engineer for Ivil and reported the bot to his supervisor. The soldiers were there because of him, and his family was dead because of him. Nero wants to kill him, but decides not to. The engineer, who reveals his name to be Chris, seems angrier with himself than anything. He sees that Nero is damaged, sits him down and begins to fix him. He lets him know that he can build stuff for him. He tells Nero that they need to stop Ivil. He gave his life for the corporation to provide for his family, and now Ivil has killed them. He wants them stopped, dead, and buried. He gives Nero some information on where he can get some tools for him so that he can build more for him and can perform repairs for him. In the van that they stole, the two head out for the engineering workshop in Philadelphia to get the items that Chris would need. It was a large bot maintenance facility, and lots of guards patrolling. So there would be no way to really sneak in. So Nero picks his insertion point and goes in. He enters the facility and a fire fight soon breaks out. Nero fights his way to the engineering shop, finds a vehicle and places the materials needed inside and gets ready to leave. He is stopped though by a Bi-Pedal Tank. This tank is equipped with huge cannons, missile launchers, and rocket boosters for quick movement. Nero engages the B2 tank bot and defeats it.

Now Nero has the ability to upgrade his equipment/weapons or build new ones. Now Nero can really go to war with Ivil. He begins his onslaught on this evil corporation by taking out production facilities, an air base, an oil refinery owned by Ivil, a communications facility that is located in the Rockies, A second research facility for more N3 research and development in which the development information that has been completed needs to be destroyed, a data storage facility, and finally the Ivil HQ in Dallas, TX.

Throughout the battles, Nero discovers more and more about Ivil, finding flash drives with audio logs, video logs, and research papers that give insight into the different things that Ivil has become involved in, acts that they have committed, and the fate of Dr. Burks.

During the final climb at the Ivil HQ, Nero finds himself up against the greatest things that the Ivil Corp has ever developed. There are 20 stories that the bot must fight through to reach the top. When Nero finally does reach the top, you fight the next prototype of your series, N3:R1. Many of the same abilities with minor improvements that need to be overcome. Nero defeats the bot and closes in on Dr. Stephens, who begs for his life. Nero drags him by his tie and drags him to a window. As Nero looks out over the city of Dallas, he looks down at Dr. Stephens, who is now crying for his life. Nero looks straight forward out the window, throwing Dr. Stephens through it. His scream fading as he falls the 60 stories down. Nero returns to Chris who asks him to deactivate him, by handing him a deactivation flash drive that he found on Dr. Burks body.

From N3:R0’s point of view, a voice can be heard in his head. It’s Nero’s voice, as he describes the danger of his own existence. Chris plugs in the deactivation flash drive in his chest and we see the script start to run as Nero narrates. He recognizes that as long as a weapon like him exists, mankind will not stand a chance at being able to work for themselves, or defend themselves. Technology will always exist, but he is forever tainted. His programming and purpose is for one purpose alone and that is to murder, maim, and control, and as long as he exists there will always exist the possibility that he could be misused for tyranny and control. As the script finishes his eyes go dark.

After credits, a boot up sequence starts, The title of N3:R0 appears at the top of his UI. A medical cross is in the bottom right. Good Morning Mr. Chris. How can I help you today? Chris smiles and the scene will fade to black.

**Gameplay (Brief)**

This is a 2D shooter. Similar to Mega Man where there is a constant incoming of enemies. However there is a break up in just the run and gun where cover can be taken in certain situations where multiple enemies are on screen laying down fire on the player. Ammunition is generated by the player by defeating enemies and picking that ammo up.

**Gameplay (Detailed)**

Large 2D levels with plenty of cover for the player to hide behind. The ability to run and gun as well. Bullets do a set number of hit point damage. The Player who also has a number of hit points. Upgrading weapons and grenades increase the amount of damage that can be done to enemies. Enemies themselves are also getting stronger. They drop ammunition that can be picked up by the player in order to continue to battle onward. Grenades are used as a cool down rather than a set number. Grenades are on a 1 minute cool down as it is rebuilt in his leg. Scraps are dropped by killed enemies, which are used to upgrade weapons/equipment and build weapons/equipment.

The multi-leveled levels not only go from left to right like in most side scrolling platform games, but with this particular game players can go right to left as well in the direction where the level will take the player.

Assets Needed

**- 2D**

- Rather than listing the specific textures, I’ll cite level types for textures to be modeled around

- Hanger

- Forrest

- Suburban

- Office

- Datacenter

- Mountains

- Weapons

- MP7

- M4

- PP8

- Desert Eagle

- Frag Grenade

- Ion Grenade

- Cluster Nade

- Etc

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

**- Sound**

- Sound List (Music)

- Level 1 Music (Escape)

- Level 2 Music (Forrest/Chris Home)

- Level 3 Music (Robot Maintenance)

- Level 4 Music (Communications Level)

- Level 5 Music (AIr Base)

- Level 6 Music (Oil Refinery)

- Level 7 Music (N3 Research)

- Level 8 Music (Storage Facility)

- Level 9 Music (Ivil HQ)

- Deactivate Music

- Credits Music

- Ending Music

- Voice Overs

- N3:R0

- Dr. Burks

- Dr. Stephens

- Chris

- Nathan

- Sara

- NPC Soldier

- NPC Bot

- NPC N3:R1

- Kilgaine

- Etc

- Sound List (Player)

- Character Movement Sound List

- Running on carpet

- Running on Tile

- Running on Concrete

- Running on Grass

- Climbing ladder

- Climbing Stairs

- Throwing grenade

- submachine gun

- M4 gun sound

- pistol sound

- rocket launcher

- grenade launcher

- Character Hit / Collision Sound list

- Character hit (metal)

- Enemy hit (human)

- Enemy hit (robot)

- Environment Hit (Metal)

-Environment Hit (Dry Wall)

- Environment Hit (Concrete)

- Environment Hit (Wood)

- Character on Injured / Death sound list

- Enemy Death (human)

- Enemy Death (robot)

- Character Death (robot)

**- Code**

- Character Scripts (Player Pawn/Player Controller)

- Player Control (Controller Controlled)

- Movement

- Fire Main Weapon

- Use Grenade

- Use Equipment

- Interaction

- Take Cover

- Jump

- Melee Attack

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Enemy Fire

- Enemy Movement

- Enemy Grenade

- Enemy Melee

**- Animation**

- Environment Animations

- Background NPC Movement

- Fire

- Lighting

- Assembly Line

- Tree Movements

- Conveyer Belt

- etc.

- Character Animations

- Player

- Movement

- Fire Main Weapon

- Grenade

- Interact

- Climbing Ladder

- Climbing stairs

- Take Cover (Crate)

- Take Cover (Corner)

- Jump

- etc.

- NPC

- Movement

- Fire

- Take Cover (Crate)

- Take Cover (Corner)

- Jump

- Throw Grenade

Schedule

**- <Object #1>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #2>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #3>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #4>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.