**Project proposal template**

**Project Title (Game name): Liberty Falls**

1. Game description:

**Zombies! My end Goal is to Reach a certain amount of point so that I am able to escape. You earn points by killing zombies, and zombies can do damage to You.** In Liberty Falls, you find yourself in a desperate fight for survival against relentless waves of zombies. Your only chance to escape is to reach a target score by eliminating the undead and navigating through treacherous environments filled with obstacles and strategic challenges. Each zombie you defeat earns you points, but be warned—they won’t go down without a fight, and every encounter puts you at risk of taking damage. Gather resources, use your wits, and harness powerful upgrades as you make your way through abandoned urban landscapes and eerie interiors. Your ultimate goal: survive, score high, and secure your escape from the nightmare of Liberty Falls. To win you must survive Scene 1’s Lockdown and exit through the front door, where you’ll reach “Scene 2”. Your Ultimate Goal is to “ESCAPE”, this is ONLY achievable through both surviving and earning enough points by shooting the zombies. You must purchase the ‘Exit’ by gaining enough points to buy it; before that, you must acquire a certain key by interacting with one of the cars in Scene 2.

Main character model(s):

Soldier (Named Dempsey)

1. First environment models (obstacles, collectibles, target): All models are textured
2. **Living room (couch) - obstacle**
3. **Door –obstacle (this door opens up after timer finishes, it’s also purchasable to enter the second environment)**
4. **Child cubes –obstacle**
5. **TV –obstacle**
6. **Table- obstacle**
7. **Window – obstacle**
8. **Lamp – collectible (once collected, it’s a moving light source)**
9. **Weapon 1 – collectible**
10. **Invincibility power-up –collectible**
11. **Double Tap perk –collectible**
12. **Zombies –target**
13. Second environment models (obstacles, collectibles, target): All models are textured
14. **Gas station – Obstacle (will blow when timer runs out)**
15. **Fence – Obstacle (zombies can jump over that fence)**
16. **Exit – Obstacle (purchase exit to win the game)**
17. **Fuel pump – Obstacle**
18. **Truck – Obstacle**
19. **Juggernog Perk machine (increases maximum health) – Collectible**
20. **Double points – Collectible**
21. **Gun model – Collectible**
22. **Car – Collectible (obtain key to open gate)**
23. **Sun – Light source (Transitions from moon to sun after a certain time)**
24. **Moon – Light source**
25. **Beasts – Target**
26. A first person shooter point of view will be implemented. The camera is the player’s eye.
27. A third person shooter point of view will be implemented. The camera is behind and slightly above the player (the upper part of the player is visible to the camera).
28. Navigation through the game is done using the keyboard and the mouse:
29. **The keyboard keys are used to move the player are WASD**
30. **The 1 2 3 (top view, side view, front view respectively) alternate between camera views with 0 as free view mode. Mode 4, camera moves with player.**
31. **E is used to interact with objects (that should animate afterwards)**
32. **R is used to reload weapon**
33. **Spacebar is used to jump**
34. **P is used to toggle to first person**
35. **T is used to toggle to third person**
36. **Mouse button is used to shoot and move player**
37. **In free view mode you can move the camera with UHJK or (with mouse not required).**
38. The score is displayed on the screen.
39. The timer is also displayed on screen – with a separate “Lockdown” timer for first scene. Also a timer where the Gas Station Fuel pump explodes and you Lose the Game.
40. Generation of animations with every user interaction will be implemented:
41. **Interacting with the living room door removes it from place (Opens door) – Translation and rotation**
42. **Recoil when shooting zombies – Translation (weapon model)**
43. **Zombies staggering back - Translation**
44. **Turning on lamp (generates light) – Translate handle**
45. **Adjusting window (moves window to the side) - Translation**
46. **Can push child cubes over and they can move around - Rotate and Translate**
47. **Can interact with weapon and equip it - Translate and Rotate**
48. **Player can reload weapon – Translate hands**
49. **Interact with coach to equip new Weapon – Translate and rotate gun model to player hands.**
50. **Interact with Perk Machine 1 to gain extra health – Machine disappears**
51. **Interact with table for Extra points**
52. **Interact with Car 1 gains keys and car is removed- Translate upwards**
53. **Interact with perk machine 2 – Translate Upwards and disappears**
54. **Purchase weapon 2 – Translate and rotate weapon to player hands**
55. **Interact with “Exit” Fence to exit the scene – Game ends and Fence Translates upwards and disappears.**
56. **Player scales down (when ducking).**
57. **Player legs (animate) when moving.**
58. **Light lamp (movable light source that translates into scene)**
59. **Sun light source (translates into scene).**
60. There is a light source that changes its color intensity and a light source moving in the scene:
61. **the sun (daylight) is the light source and its intensity changes from white to darker intensity representing the night.**
62. **Light coming from Lamp when you pick it up, also light source translates (movable light source) with the player s**
63. **Light coming from window in first room and its intensity changes from white to darker representing the night**