Game Name: The Risen Dead

Group Name: The Fear

Members:
- Teddy Barker
    - Gameplay Programming
    - UI
    - Level Design
- Henry Barker
    - Shaders
    - Environment Art
    - Puzzle Design
- Animesh Rajpurohit
    - Sound Design
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Game Description:

This game is a fixed camera, survival horror game demanding careful ammo, resource, and inventory management to solve your way through the puzzle centered/escape room styled map. The player must avoid being grabbed and bitten by lurking zombies throughout the play area as they explore the outskirts of a scary mansion in order to solve the puzzle to secure their entry. This is a tutorial level for a potentially larger game, so the scope in terms of level design is rather small, and depending on player experience and learning curve it should only take 5-10 minutes to complete.

Some of the fundamentals we are incorporating into this project from the class are **shaders**, mainly for use in item pickups around the map to aid in visibility, and **state machines**, used by the enemy's AI and the player controller to handle functional movement, intuitive reach and grab states, smooth bite sequences involving paired animations, and accessible aiming and shooting. If the player has any experience with the older Resident Evil titles from the late 90's/early 2000's, they will feel right at home, and if not, it's no worries. The gameplay is simple and more strategy focused than it is mechanically taxing like a lot of modern shooter titles. The controls are as follows:
- Move Forward : W / D-pad Up
- Move Backward : S / D-pad Down
- Rotate Clockwise : D / D-pad Right
- Rotate Counter Clockwise : A / D-pad Left
- Sprint : L Shift / West Face Button
- Quick Turn : Move Backward + Sprint
- Aim : Right Mouse Button / Left Shoulder Button

- Attack : Left Mouse Button / Right Shoulder Button
- Change Target : Q / Left Trigger Button
- Interact : E / South Face Button
- Inventory : Tab / North Face Button
- Close / Back : Escape / East Face Button

The Game also features a simple crafting system for the healing items - medicinal herbs. The player can combine green herbs together to strengthen their potency, or if they are lucky enough to find a red herb, they can use that to maximize healing effects. Players reload by heading to the inventory and using ammo. Overall, it's a simple style of survival-horror game that rewards risk management and exploration.