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Game Engines

Milestone 2

1. Specifications:
   1. FPS Shooter
   2. Shield health system (shield regenerates, health doesn’t or is very slow)
   3. Weapons powered by shield (reloading subtracts from shield)
   4. Environmental storytelling
   5. Adaptive music system (music changes to something more intense when in combat)
2. Include the main premise of the game.
   1. The story takes place in a world largely unexplored. It is filled with a predatory animal species which only preys on humans, they are called reapers. Humans are gifted with auras which function more or less like a shield. Humans are also sparse and are setup in small villages. One establishment, Elys resides in the northern part of the world where the environment is cold but has no reapers. Given the safety, Atlas has a thriving population and focuses on technology & exploration. One revolutionary invention was of human clones which age quicker but also have enhanced auras.
3. Include any storyline that you might have so far.
   1. The player takes control of Zeke, a young clone with an aura which functions as a shield. They are sent to explore a nearby village.
4. Include what the game will do/does.
5. It’s more or less an FPS shooter for me to practice development in Unity. It’s also to help me experiment with game design ideas, such as powering weapons with a shield instead of ammo pickups in traditional games.
6. Include the types of machines you plan to target (PC, Mac, mobile, web, etc.).
7. PC
8. General proof of concept like a storyboard; examples of this could be hand-drawn pictures, slides, screenshots, etc.
9. Here’s a picture of trello which I use to put in creative thoughts / design ideas.