

Game Overview

Core Mechanic:

- Running
- Jumping
- Crouching
- Attacking

Game Stats:

- Weapon(s)
- Healing item(s)
- Other PowerUps (maybe)

Game Description: 3D FP action-adventure

Controls

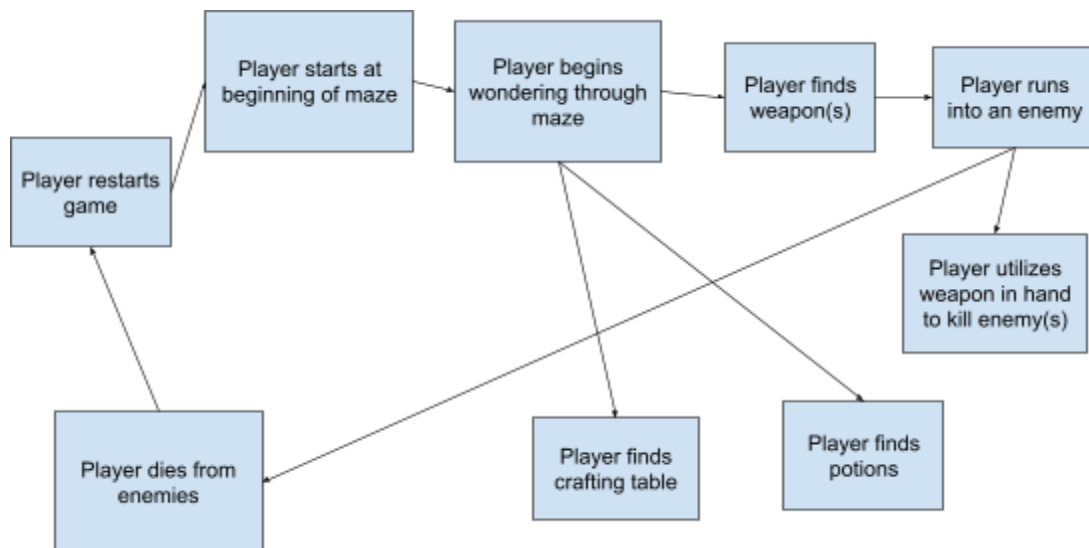
- WASD to move
- Spacebar to jump
- Hold CTRL to crouch
- Use mouse to look around
- Right click on mouse to pick up items and weapons

Gameplay

This is a 3D first-person action-adventure game. The goal for the player is to escape the maze without dying. The player is given weapons, tools, and potions around the map which the player can utilize to aid in their escape.

The player must find their way through the maze as there will be obstacles blocking the way as well as puzzles that can be solved.

Core Loop



To-Do

- Theme: Forest-like theme with a huge abandoned facility
- Modifications to maze (Add rest areas, enlarge the facility, make crouch areas bigger so the player is able to crouch walk through)
- Add trap areas, doors and assets you will see in the facility and in the maze
- Add environmental elements such as trees, grass, etc.
- Modify the Ui (start screen ui image(maybe a screenshot within the game or an animation?!?!))Different types of buttons instead of the generic color that's currently there.
- Add a animation transition when player clicks button to play the game
- Add lights in the facility and lights in the maze
- Add sound effects into the game

- Make lights turn on and off based on time of day
- Gather good attack animations for weapon(s)
- Have at least one weapon working before alpha playtest

Side Note: Push often and only push what you changed. It's best to push small rather than in huge chunks. DO NOT keep pushing the Project settings\Packages and the .json file please leave it where it is. I put it in the ignored list which now shouldn't be showing up in changes and something you are unable to push but double check whenever you go to push. Also if you need help with anything you can ask each other and one of us may have the answer.

- Update to a newer version of unity, 2021.2 or newer, then add DECALS for the carpet and other areas.
- Add LODS group to anything that may need it

Assets Needed

- Environment- foliage (some done), desk/chairs/office stuff (got some), lab stuff, chain link fence (done)
- Camps, tree logs

Key Art

<https://www.artstation.com/artwork/X141BR>



<https://alanobrien.artstation.com/projects/nmBzO>

Weekly Dues

- Must report what you have done each week
- Group meeting every week

Timeline

Week 1	Design Document
Week 2	Need to have maze completed
Week 3	Implementing asset and models needed for game
Weeks 4 - 7	Work on core mechanics of game
Week 8	Alpha Playtest
Week 9	Fix bugs and errors reported from playtesters
Weeks 10 - 12	Add more to the game (weapons, potions, etc) to make it more complex and a longer play through
Week 13	Incorporate necessary sound (music, sound effects) & do credits. Final play through and touch ups on any bugs.
Week 14	Beta Playtest & fix any minor bugs/issues found from playtesters
Week 15	Publish

Links to imported assets for credits

https://www.google.com/url?sa=i&url=https%3A%2F%2Fwallpaperset.com%2Fmaze-wallpapers&psig=AOvVaw0HnErZMLo_ZgF9PYFqJrOg&ust=1673990369805000&source=images&cd=vfe&ved=0CA8QjRxqFwoTCIDirZ2CzfwCFQAAAAAdAAAAABAk

