Concept

**Theme**

Action – Fighting with the possibility of death [Weapons (Melee/Projectile)]

Adventure – Open world explore around to find new areas and pick up items [Weapons, Food, Items, Clothing, Misc.]

Level Design

**Viewpoint**

Experimental stage:

1st person: See through the characters eyes for more immersive gameplay.

3rd person: See it from above the shoulder. It is a popular type used in explorative shooter type games.

Eagle view: This type of view point is no longer as popular as it is not as immersive and would likely not go with my type of game.

**Environments**

Based on: reland (Realistic [Country fantasy])

Time: 2022 (Modern [Same technology])

City: Betford

**Main character**

Gender: Male

Age: 29

Family: 1 (Killed in intro)

Height 6’1ft

Body: average

Inventory Slots: 10 (More with bags [Can only carry one at a time])

Health: 100 (Not including with clothing/armour or improved [shirt/pants/shoes separate and stats points])

Stamina: 100 (Can be improved [Stats points])

**Support Character**

None

Character Design

**NPC**

Main Story NPC: Yes

Quest type NPC: Yes

General NPC (Just to talk): Yes (likely statements only)

Treasure Clues (None quest): Yes (You can try to see if the myths are real)

**Interface**

Health, Stamina, Inventory

Inventory: Storage, Equips, Hotbar

**Buttons**

Start screen: Start button.

Main menu: Start, New game, Continue, Load, Settings, Exit.

Pause Menu: Start, Exit, Settings.

Settings Screen: Controls, Graphics, Audio, General, Misc.

**Obstacles**

Weapons: guns, knives

Food: ready made Food (Noodles), Vegtables, Caned meals.

**Obstacles**

Enemies: Gangs, Hostile people (Bad people that just want to scavenger and raid), starving people, greedy people.

Locked Areas: Homes, Stores, Boxes.

Barrier: End of world (Tutorial/Trial)

Assets

UI Design