Passion Project

Goal of the project

- To make fps parkour video game with insane parkour mechanics.

- To make Parkour game with next generation of graphics.

- To make sure that players gets the best experience to run over the futuristic sci fi city.

Requirements to make the game

- Create the open world science friction map

- Need to make main character of the game

- Need to make short story of the game

- Need to make science fiction weapons and characters

- No super powers for the game

- Need to add parkour mechanics of the main character

- Need to add the intense levels of the game

- Need to UI/UX design and riot game

- Need to add skill tree

- Need to add clusters around the map so that they can upgrade the skills of the game to have fun experience

- Need to add the final boss hand to hand combat with intense fight of the game

- The overall purpose of the game is to give the gamers a fun parkour experience

Competitive online Multiplayer Game

Theme of the game

- It's combination of both American and football Parkour Free running game which requires lot of team work and decision making to win the game.

Goal of the game

- The team consists of 4 players and have 15 minutes of gameplay.
- If player wins the game in competitive mode they get credits and PC(Power Credits) which is used to increase the ranks of the game.
- If the scores were tie then there will be sudden death match and first person to score wins.

Set Up Of The Game

- There will be two teams team A and team B. Each Team consists of 4 players.
- There will be two goal post Players can use their strategy skills to win their game.
- Players can use different powers of gaulet gadget which consists of electric, regenerate.
- Players can only choose one power of the gaulet.
- People can't use their powers on themselves except for regenerate.
- The gualet has a delay of 15 seconds so that players can't spam or abuse the powers.
- There are two different types of mode : Casual and Competitive.
- There are no rules of the game.

Ranking System

There are total of ranking system. It consist of

- NOOB = 1,2,3
- Amateur = 1,2,3
- Semi Pro = 1,2,3
- Veteran = 1,2,3
- Expert = 1,2,3
- Pro = 1,2,3
- Rank of Master = 1,2,3

Prototype to make a game

- Need to add moving train
- Need to add sci fi buildings
- Need to implement parkour mechanics
- The user should use the rooftops of the building, land on the bridge, and jump the train
- Sneak inside the train and knock one of the guard by using stealth mechanics
- Need to implement combat mechanics for both AI and the user
- Then use parkour mechanics to take down the AI.
- Need to add destruction of train scene at the end
- The final goal of this scene is that kara is to track and destroy the supermassive weapon

Game concept

- The main protagonist of the game is female character name kara

- The goal of the criminal organization is to build a super secret weapon to take down the world government and become the rulers of the galaxy.

- Kara's father was the lead architecture software of the criminal organization name-----. The director of the criminal organization, Kara's father, disapproves of the organization's activity and understands that what he is doing is wrong.

- He discovers the truth about the organization's true intentions, which are to seize control of the galaxy. Then, he phones her daughter and asks her to visit his office. Following her daughter's arrival, her father accompanied her to the Vice President's office. The Intel and secret data are then downloaded within the VP office. The vice president was on his way to the office when he noticed that security had been compromised and that the door had been unlocked while they were downloading the intelligence on the super-mass weapon. The VP then activates the emergency button he was carrying in his pocket, alerting them. As the guards and VP ran through the office, Kara's father told her to flee and jump out the window. In addition, he gave his father some advice on three things his daughter should keep in mind throughout her life: run, survive, and protect. When VP tried to shoot Kara, her father defended her and ordered her to go and not look back as her father was dying. The game has now started. She never wavered from her resolve to stop the super-massive weapon from destroying the galaxy.

Last 2 parts of the gameplay

- In the last second part of the mission, the final boss of battle begins.

- The Chairman of the criminal organization has completed building one of his secret weapon, which capable of destroying big buildings and bulletproof tanks. With missiles he attacked at the base where Kara lives. Then the mech jumps right on to the street. Skip some part ----Then when the mech uses it left hand to kara. The hand is on the building then she climbed the left hand and hijacked the mech and when she opend it was a robot controlling the mech. She disabled the controller and then she attacked the building by saying "this is for my father". She killed the Vp but somehow the chairman and the super weapon has survived. It was the final phase and there is only 15 min left to activate the super massive portal. Then she has to fight with the chairman and finally she was able to destroy the weapon. But somehow the chairman managed to injure Kara and she kills the chairman with the device from where she took the portal, but the top of the building started to collapse. By the time she was about to escape out of moving building the exit point has been collapsed. She found alternate route and then escaped the building and finally she managed to survive. Everyone in the city was saved and she became hero to the city and they lived in the peace and a happy ending.