Wild Hunt

Zachary Brennan

CIT216-01

02/27/20

**Concept:**

**Platform**

The mains and only platforms that this game will be presented for is PC. I have no intentions of implementing console controls as it would just take unnecessary time and effort for something that wouldn’t be used. I feel the gameplay could benefit from being controller based, but at the end of the day I believe the current idea of mouse and keyboard works better. The fact that I am avoiding console controls basically negates any other platform than PC. I think PC is the best way to experience the game I plan to create anyways.

**Premise**

Wild Hunt is a Roguelike game with an emphasis on Norse Mythology. You play as a Norse Viking making your way through procedurally generated map. The gameplay you will go through is that of a side scroller with melee and ranged combat.

**Target Rating**

As of now I want to make the target rating be PG-13. The main reason is I want to add a particle effect of blood coming off the enemies. If I add any dialog, I don’t want to constrict the dialog to PG standards especially for Vikings. This rating has the best outcome for the game keeping it true to the main ideas.

**Target Market**

The target market of this game would be teens and young adults. The age range would probably be from 16 years old to 20 years old. As I said with the rating, I don’t want to shy away from any language added and I also want the inclusion of blood particles. I find that those demographics are usually more skilled at games, making it so I can add difficulty to the game overall. That is an important factor for these types of roguelikes being fun in the general scheme of gaming.

**Goals**

The main goal for this game outside of being fun, would be for it to provide a challenge to the player. I want the mechanics of the enemies and the player to flow well, but add difficult challenges for the player to overcome. That with the randomness of the levels is a big part of that. I find that these types of games go well with challenge which has always been a big factor of my passion for them. That coupled with the Norse theme seem like a great combo for a game.

**Game Story Elements:**

**Backstory**

Zandergoose the Unchained was a man of many mysteries. At one point, he was believed to be one of the gods, but he was no god. He knew what a god was… Corrupt. Evil. Selfish. These traits were what he aspired to overcome. He wanted to show his people that they didn’t need gods to overcome the frailty of man. This was his story to overcome the gods of old and press on into the future.

**Synopsis**

Zandergoose wakes up in a cell, busted open by an unknown entity. Placed there by his fellow man for heresy, he decides to venture out into the frigid cold in search of those who claim the title of god. Putting them down is the only option to show that man needs no dictators to proceed in life. This was his quest and he knew he had to finish it.

The gods feared Zandergoose for he knew the truth. In response to his sudden exodus from his ceil, they raised the dead and had their minions out waiting for him. They needed to stop him at all costs, but they were not prepared for his determination. Their minions couldn’t hold a candle to him and neither could any of them.

The first of the gods he was after is the God of Thunder himself, Thor. His pride, greed, and his ego would be his downfall because Zandergoose was the strongest Viking warrior alive. Thor knew he had no chance, so he began to flee. Zandergoose was certain it was a matter of time before he would catchup to the coward. This is where the story begins, and where Zandergoose tells his tale.

**Game Elements:**

**Challenges**

Zandergoose will have a multitude of challenges to face along his journey. Of course, he will have the obligatory boss fighting and enemies, but those both related to a huge challenge within the game itself. The Viking will have access to a ranged ability where he throws his weaponry in a forward line.

This ability will able to one shot any low-level creature and deal massive damage to bosses. After his weapon hits a creature, it will bounce upwards into a direction. The weapon will lay on the ground and the player will not have access to combat until they collect the weapon. This is a huge combative challenge that the player will need to juggle to stay ahead of the enemies.

The other main challenge I believe will occur is the fact that the levels are procedurally generated. This will cause variety between levels and make it a different experience every time. I want the player to get a feel of challenge from this, having no two level the same. I believe variety can be a challenging thing to overcome.

I plan to have two different boosts that can be bought between levels. I want the player to want to go out of their way to collect the currency in the game. I believe if they don’t the game can be a lot harder, so adding exploration and possible deaths to get the money. I don’t want the boosts to be cheap, so going through the normal level might not be enough to get it.

**Strategies**

The strategy to fight against the range combat challenges is to pick the correct times to use the ranged attack. Using it while swarmed with enemies is an obvious misstep. Using it against a boss can get some good damage, but could be risk. I think this is all about playstyle and figuring out a rhythm for individual playstyles. I think it can be overcome by smart play and analysis.

Variety can add replay-ability and challenge. Not knowing what is coming can be an interesting thing to overcome. I believe the best way to go about this challenge is to not worry about it as much. Thinking about it to much can cause for the player to get distracted. If they do want to think about it a lot, it is possible to see patterns in the generated levels. This is definitely over thinking it, but it can be beneficial if the player wants to play that way.

The final challenge about economic problems can be solved by exploration. I feel the player can figure this one out pretty simply. I want the boosts to be good and making the player strive for them. This will make them want to explore solving their problem.

**Level Structure**

The amount of levels I wanted to complete would be an infinite amount, or at least a high number. After a few the player would fight a boss and then complete more levels repeating that pattern. Maybe after 20 or so there would be a final boss that would allow the player to end the game. Each level would a snowy theme, but if it was a finished game it would probably change as you progressed.

Being a procedurally generated game, the levels will have different tile sets that fit together. They will be randomly ordered and have a pretty linear direction. They player will be able to see where to go, but will also see some offshoot areas that they can explore. This design will allow for exploration, but also not confuse the player on where to go.

**Interface Design**

The player will have a simple main menu, a death screen, a win screen, and a pause. The pause will be very simple, it would just allow them to restart or exit the game. This is to make the menu system not overly complex for the player, but also give them the necessary functions that they would need.