Metal Gear

Term Project

Game Design Document

Deadline: 11:58pm Monday 19th of December

Guidelines

Use Unity and C# to create this project. Once you are done, build the project into a .exe file and compress it in a folder and submit it to guc.dmet904@gmail.com. The Folder name should be in the following format TEAM#_PROJECT.

Game Design

Gameplay

The player controls a character (Solid Snake) in an indoors environment. The goal of the player is to reach his goal and avoid to be seen by enemies. When the player is seen, he automatically loses the game.

There will be **two** levels in the game.

[Note: levels will be uploaded to the MET to choose from separately]

Level 1:
- Choose from one of the levels presented in this document.
- This level will contain only enemies that patrol and move around the environment and a destination goal.

- **Goal:** Solid Snake must reach the specific destination goal without being seen by the enemy in order to finish the level. Once he does, he goes automatically to **Level 2.**

Level 2:
- Level 2 is a boss battle. Choose from the different level designs labeled boss.
- The player will have to beat the boss in order to finish the level and win the game.
- After that the credits will roll.

Rules of Play:
1. The character is controlled in a 3rd person perspective (Like MiniProject 2)
2. The character can hide in a box
3. The player can't move when he is in the box.
4. The player can crawl.
5. The player can move while crawling.
6. The player can't use weapons when crawling.
7. Enemies walk in patterns.
8. The player can pick up items.
9. The player can activate items.
10. The player can use weapons.
11. The player can pick up weapons.
12. The player can make distractions (example: coughing, knocking) in order to lure enemies to his position.
13. The player chooses which item to use.
14. The player chooses which weapon to use.
15. The player has health points : 100.
16. The enemy has health points: 40.
17. The player loses health points (20) when he gets hit by gun.
18. The enemy loses health points (20) when he gets hit by gun.
19. The player loses when he is seen by an enemy.
20. The enemy gets distracted by (example coughing, knocking) by player and goes to check them out.
21. After the enemy checks the distraction and finds nothing, he returns to his original walk pattern (see Rule 4).
22. The enemy has field of vision.
23. If the player is in this field of vision he is considered seen.
24. When the player is crawling behind a short object the enemy should not see them.
25. Enemy can use weapon (example shoot a gun).
26. Boss can use weapon (example shoot a gun).
27. Boss has health points: 200.

Technical

Screens

1. Title Screen
    a. Options
        i. Mute Sound
        ii. How to Play
        iii. Credits
    b. Start Game (Goes to Game Screen)
2. Game
    a. Pause
    b. Choose Item
    c. Choose Weapon
3. Game Over Screen
    a. Restart
    b. Quit
4. Pause screen
   a. Resume
    b. Restart
    c. Quit

Controls

1. The player moves right and left using the left arrow and right arrow, or A and D for left and right respectively.
2. The player uses the mouse to control the camera (3rd person view)
3. The player crawls by pressing shift
4. The player jumps by pressing space
5. The player Attacks by clicking the left click
6. The player opens item menu by pressing R
7. The player opens weapons menu by pressing F
8. The player chooses items/weapons from the menu by the arrows and then pressing Enter to confirm choice. Or by simply using the cursor of the mouse to select it.
9. The player activates and deactivates items by pressing alt. (This means if the player presses alt it activates the item they selected from the menu. If they press again, it unselects the item.)
10. The player can pause the game by pressing ESC or P

Graphics

Style Attributes

Inside a military facility in the middle of Africa. The place is full of large cargo containers, weapons, security cameras, elevators, metal doors, and more. Use this mood board for examples:
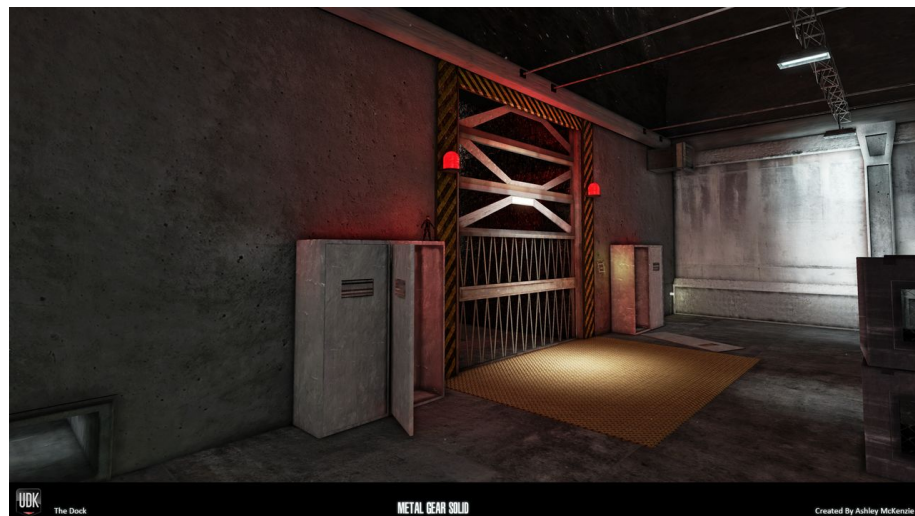
Graphics Needed

1. Character
    a. Solid Snake (Main Player)
        i. Animations:
            1. Idle
            2. Hit
            3. Walking
            4. Crawling Idle
            5. Crawling Moving
            6. Jumping
            7. Active (aiming)

8. Shooting
b. Big Boss (Boss and Villain)
    i. Animations
        1. Idle
        2. Hit
        3. Walking
        4. Jumping
        5. Active (aiming)
        6. Shooting
c. Soldier
    i. Animations
        1. Idle
        2. Hit
        3. Walking
        4. Jumping
        5. Active (aiming)
        6. Shooting
2. Items and Weapons (all pick up items should rotate to tell the user that he can pick them up)
    a. Cardboard Box (Item snake uses to hide)
    b. M9 gun (Solid Snake's Gun)
    c. AK47 (Soldiers)
    d. Patriot Gun (Big Boss gun)
    e. Cigarettes (Snake can smoke [this extra])
    f. Rations (Increases health of Solid Snake by 50)
    g. Cardkey to open door.
    h. Extra: Lighter and Spray (used as a flamethrower) [If you want to use that. You can, if you don't want to it's fine)
3. Ambient
    a. Cargo
    b. Security Cameras
    c. Doors
    d. Elevators
    e. Chairs and desks
    f. Crates
    g. etc (You can add as much objects as you want, but make sure it would fit the scene or a concept. Example: balloons in the middle of the scene would not make sense since it is a game in the middle of a military facility. However, you can add balloons and a cake as if it is the aftermath of a birthday party the soldiers threw for one of their colleagues. Add objects but make them make sense.)

Sounds/Music

Style Attributes

The music has a relaxed feel when player is sneaking so to create a relaxing environment for the gamer, here is an example.
https://www.youtube.com/watch?v=38OrYAAYISk
When playing the boss the music needs to be a bit upbeat. Here is another example:
https://www.youtube.com/watch?v=j1PynZAkGk0

Sounds Needed

1. Effects
   a. Footsteps of Solid Snake when he walks.
   b. Enemy walking
   c. Environment ambience
      i. Light
      ii. Noise surveillance camera makes
      iii. Doors opening and closing
2. Feedback
   a. When Solid Snake is hit
   b. When Solid Snake dies (he screams)
   c. When you open any menu
   d. When you hover over an item or weapon to select
   e. When you activate and deactivate items
   f. When enemy is hit.
   g. Gun fire.
   h. When enemy dies
   i. Picking up an item or weapon

Music Needed

1. Slow-paced track for the main menu and pause.
2. Exciting and tensing track for the game when fighting boss.
3. Slow and relaxing music when sneaking