

# GDD: 2D Game

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## 1.Context

This 2D game was produced in the context of our three-weeks long project using Java. The game is a 2D stealth-based game where the player uses the environment to perform eliminations, which was built using Swing, a Java-native framework.

## 2.Concept

You are an aspiring serial killer trying to make your way in a city where serial killers thrive, this is your first murderhouse, your only goal is to murder every person in the house. (you didn't have enough money to buy a weapon, just barely enough to buy your new serial killer costume). You have to use weapons that you find in the house to kill them. But be careful, victims are on high-alert because they know they are a target. Use your instinct to slip through their wariness, remember to take advantage of the environment to succeed in your task. If you get caught, it's game over.

## 3.Look and Feel

The principal inspiration for our game is The Happyhills Homicide, which features a masked killer as the protagonist. For the sake of testing and development, we have decided to use free-to-use assets in order to better assess the correctness of our code, which explains why the theme intended for the game does not match with the product in development.

Contrary to the Happyhills Homicide's colorful tone, we have decided to make our game's aesthetics more dark, as the town is ridden with other killers and would make the ambiance more serious and more ominous.

As for the point of view of the game, the point of view we have decided to go for would be on the side like The Happyhills Homicide, with the entire screen available to be seen for the first level. The camera would remain on the same Y axis, though it would be able to slide left or right in future levels where the map becomes larger.

The art and design draws inspiration from games such as The Happyhills Homicide and Party Hard, two games that use a pixelated style but manage to feel immersive and appealing, which in turn explains why we went for a pixel-style game.

## 4. Game Design

As mentioned in the summary, the player's goal is to kill every NPC on the map and to not get "busted", which happens when the player comes into contact with an NPC. In order to kill all the NPCs, the player has to find a weapon on the map and use it to kill everyone. The core mechanics of the game are stealth and timing, as the player needs to smartly navigate the house and roaming NPCs to grab keys or weapons to advance further.

The resources available are of three types, being: weapons, keys, and hiding spots. The player is able to perform interactions and are all mandatory elements to use during a playthrough.

The movement is the same for the player and the NPCs, the only movement allowed is going left and right, the reason being that we intended the movement to be easy so that the player's attention would not be too heavy on the movement, but more on strategy and correctly timing their actions.

As soon as the player enters the game, they can notice that the NPCs have different behaviors. Some patrol left and right in a room, some NPCs' positions are fixed but look left and right, multiple behaviors are planned to be added the more the game progresses.

The audio is an important part of the immersion, which is why the audio design we went for feels clunky and quite unsettling.

## 5. User interface

The game includes a main menu with three buttons, being: "PLAY", "OPTIONS", and "QUIT". In-game, the settings may also be changed when pressing the "Esc" key, effectively pausing the game and allowing settings change, such as modifying the audio or setting the window to fullscreen.

## 6. Conclusion

Serial Killer Simulator (or SKS) mixes stealth elements and challenging gameplay. The environment is your friend, use it wisely to kill your targets and become the greatest threat in the city.