

Idea Sheet

The Shooter: Settings

- Big warehouse - office up front - range in back - open range behind
- At first, shooting stalls/aisles/lanes. Like normal gun range
- Lots of concrete, big windows
- Impressive place, grand, palatial
- Lots of people milling about
- Weapon closet where they choose weapons from - locker room?
- Table with guns for each level for selection
- Big marquee out front "League of Shooters"
- Statuary out front with statues of all the past Top League Shooters
- Starts with simple shooting targets in front in lanes, turn front and back
- Harder level smaller targets, longer distance
- Next level are moving targets, rotating, up, down, forward back
- Harder levels have open and closing windows in front of shooter so they have to time their shot when their window is open
- Lanes have video screens and speakers for info and chatting
- Google-glass like eye goggles with game info and headphones for chat with other shooters
 - Chats for story, talk to reveal story points?
 - Players chat and give directions and hints. Hard levels can give bad advice! Easy setting can have more hints from chats
 - Players can taunt and distract each other
- Weapons
 - Level 1 - pistols, paint guns? Pellet guns Tracer rounds?
 - Level 2 - better pistols? Auto pistols? Same pistols? Ammo??
 - L3 - rifles
 - L4 - semi-auto, submachine guns, assault rifles

- Over the shoulder shooting?
- **Shooting is 1st person** once they step into the lane
- Mouse controls target, keyboard controls character?
- Targets come in and go away faster to make it harder
- VR goggles, all shooting is done in VR
- Timed shooting tests, get as many as you can
- **Shoot a target and another comes in, hit as many as you can before time runs out**
- Straight shooting, fixed targets, points for where you hit them
- Individual shooting, one at a time, or all at once?
- Players watch others as they shoot
- Shooters are on moving platforms
- **Shoot from a vehicle**
 - Car/**truck**
 - Horseback
 - **motorcycle**
 - Running from being shot at with rubber bullets
- **Third person view when in vehicle**
 - Mouse on shooting, keyboard on vehicle?
 - Obstacle course for vehicle, ramps, bumps, etc
- Shooting while player is moving or running, also at moving targets
- Final level - trick shooting, blindfolds, trampoline
- Final - **targets shoot back**
- Final level - **Multiple shooters in arena**
- **Maze arena**, targets jump in and out on rollers or mechanized arms
- **Deathmatch! Jane rigs it to try to kill Jake**
- Western style shoot-out at end? Jake vs Jane - quickdraw?
- Robots shoot at you in L4 while you try to shoot them down, Jane rigs a robot with real bullets
- Targets all around you in upper levels, **must negotiate obstacles**
- Robots or other players sneak up on the shooter