

## **High Concept:**

- Zephyr's Slaughter is an Assassin simulator combined with Pac-Man, you scour the complex killing every target with the levels resetting and getting more difficult the further you go.
- Basic arcade style game but modernized to be a first person stealth maze game. Revolutionize the industry by providing a new and more fun way to play action maze. Target demographics can include: arcade classic gamers, meticulous gamers, headstrong gamers, fps gamers, etc.
- Some features include: replayability, simplicity, and easy to learn.
- Some selling points are: can be hack and slash or stealthy (versatility), consistent map design, easy to navigate.

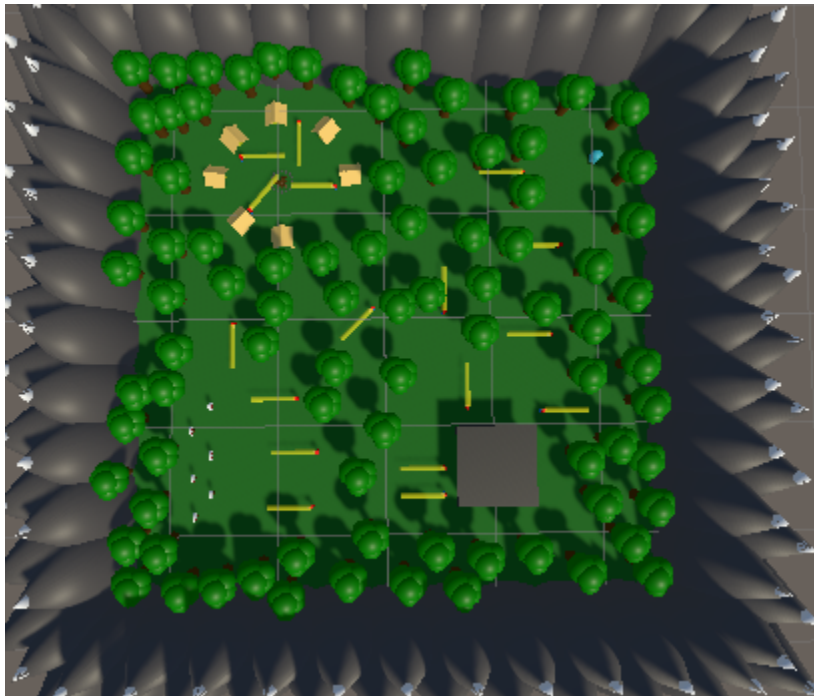
## **GamePlay:**

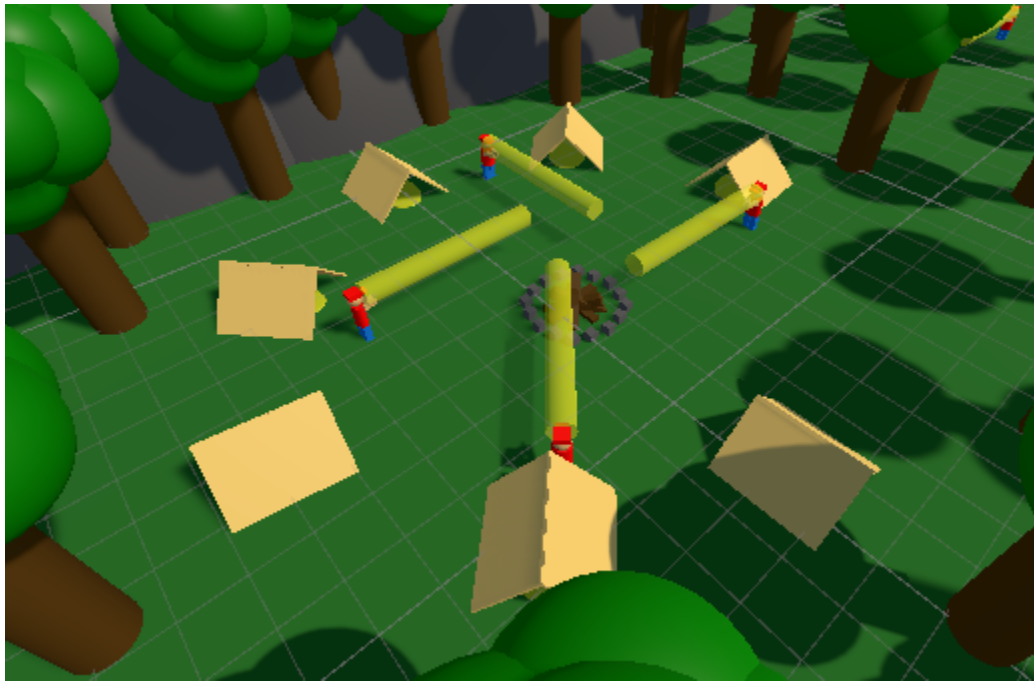
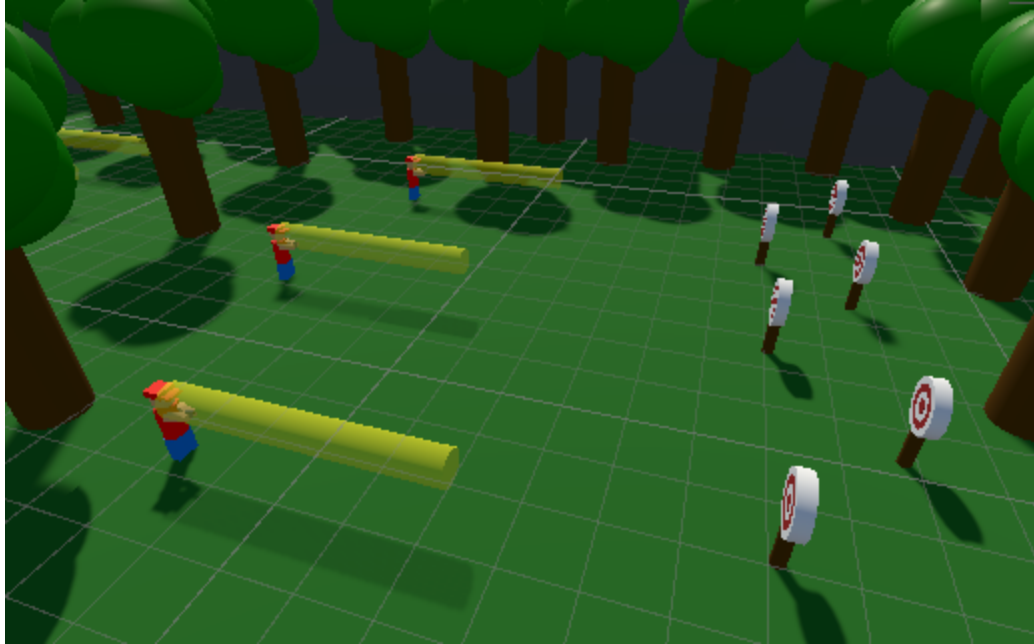
- The assassin Zephyr has one mission: kill everything in sight. Placed endlessly in the dead center of the Heartwood forest, Zephyr must face countless foes in order to progress. By eliminating everyone contained within the forest, he progresses forward to new stages which increase in difficulty.
- Make your way through the forest, staying undetected, and kill all enemies you can find.
- In the game, there is object interaction, object autonomy, variable movement, and player control.
- Systems:
  - PC control: The control of the player, movement and first person camera movement
  - NPC control: turning to constantly surveil in front of them
  - Map creation: Forest scene design, including all prefabs of trees, mountains, and POI reusable objects
  - Combat/detection: The system for dealing with PC detection by NPC and causing a game over.

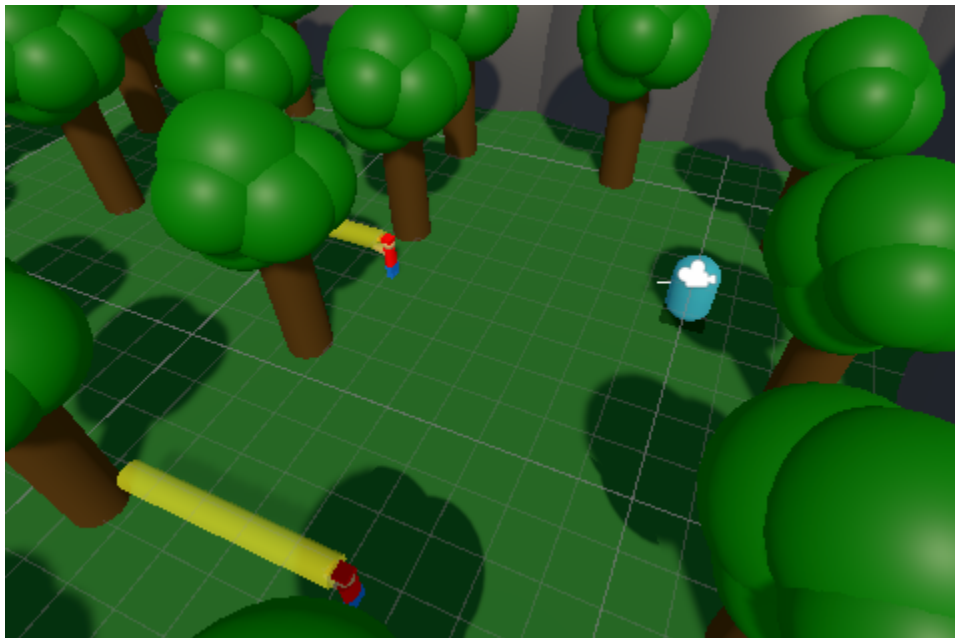
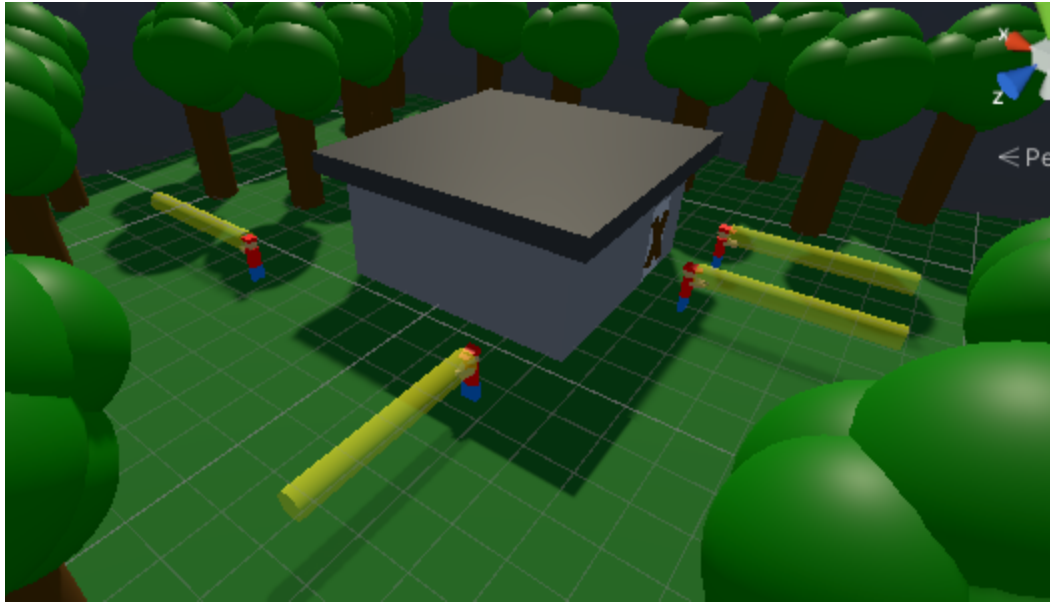
## **Game Content:**

- Forest layout has the start point and 3 places of interest: a campsite, a building, and a firing range. This basic polygon forest is surrounded entirely by mountains for some unknown reason.
- Weapons: Knife/dagger, coated with a deadly poison, kills enemies on sight
- Enemy design: Basic poly design, with red to indicate danger. Vision cylinder is fully exposed, and contact with it is game over.
- PC design: Capsule with rigidbody.

## **Map Screenshots:**







## **Timeline:**

- Initial GDD: 11/04/2022
- General Game content (written) completed: 11/08/2022
- Prototype finished (pre-testing/tweaks): 11/16/2022
- Intermediate GDD & Prototype: 11/18/2022 (incompleted)

- Game in a usable stage: 12/02/2022
- Game in a playable stage: 12/08/2022
- Game tweaks completed: 12/09/2022
- Final GDD & (mostly Alpha) Game Project: 12/17/2022