**I Hate Pigs**

**Game Summary:**First person shooter where all enemies are pigs or pig based. Doom style gore, but cartoonish and dopey.

Player fights off waves of enemy pigs to reach next location.

Narrator anouces pig-pun acheivements in an over-the-top manner.

Pigs die in vary cathartic and satisfing ways.  
 **Core Mechanics:**

* 3 Different ranged weapons and one super powerful, temporary, melee weapon
* Run, Jump, and Dash, dash pushes away lighter enemies.
* Enemies drop health, killing enemies fast is the best way to stay alive.
* Some pigs will drop weapons that the player can collect and use, if they player already had that weapon, it will instead replentish their ammo for that weapon.

**Gameplay:**The player enters a new zone, a door locks behind them and pigs start to drop from the sky. Pigs dash to player or attack with projectiles, player must kill all pigs to unlock doors and move forward.  
  
**Music:**High octane heavy metal music, the player should be pumped up a all times. Doom and Quake soundtrack as inspiration. Player should feel agressive and exited. Fast paced action music.

Taken from [Pixabay](https://pixabay.com/music/search/aggressive metal game/)

* [Frantic](https://pixabay.com/music/rock-frantic-15190/)
  + lemmonmusicstudio
* [Rage](https://pixabay.com/music/rock-rage-15292/)
  + Gvidon
* [Agressive Metal (Sinister)](https://pixabay.com/music/metal-aggressive-metal-sinister-111839/)
  + BrightestAvenue
* [Chainsaw](https://pixabay.com/music/metal-chainsaw-159412/)
  + Muzaproduction
* [Workout Metal Sport](https://pixabay.com/music/action-workout-metal-sport-11962/)
  + LiteSaturation

**Art Style:**

Low poly 3D envioriment with “old school” textures, enemies are 2D animated textures that always face the player (old Doom style).

**Weapons:**

* Shotgun
  + Short range
  + Low Precision
  + Slow fire rate
  + Large area of effect
  + Hight damage close, low damage far
  + Few ammo
* Rifle
  + Longe range
  + High Precision
  + Medium fire rate
  + No area damage, raytrace for 1 target
  + Extra Head-shot damage
  + Lots of Ammo
* Machinegun
  + Medium range
  + Low Precision
  + Super High Fire rate (constant)
  + Very high damage
  + Difficult to keep steady (best agains large targets or grouped up enemies)
  + Small Area of effect (“thick” raycast)
  + Lost of Ammo
* Cleaver
  + Melee
  + Short duration when picked up
  + Makes player imortal
  + Super high damage (maybe 1-hit kill everything)

**Pigs:**

* Regular pig
  + Light
  + A very angry pig
  + Slow
  + Melee only
  + Low hitpoints
  + Low damage
  + Easy headshot
  + Drops:
    - Heath
* Machine pig
  + Light
  + Pig with a mounted machine gun
  + Slow
  + Melee and ranged
  + Low Hitpoints
  + Low to medium damage
  + Easy headshot
  + Drops:
    - Health
    - Machine gun
* Pignator (Terminator Pig)
  + Heavy
  + Slow
  + Melee and ranged (small rage)
  + Medium hitpoints
  + High damage close, low damage far
  + Drops:
    - Health
    - Shotgun
* Flying pig
  + Light
  + Medium (flying)
  + Ranged only (avoids melee)
  + Low Hitpoints
  + Low Damage
  + Drops:
    - Health
* Pigman
  + Light
  + Very fast
  + Melee only
  + Low Hitpoints
  + Medium Damage
  + Drops:
    - Health
    - Cleaver (small chance)
* Hog
  + Fast
  + Slow
  + Melee
  + Medium Hitpoints
  + Medium Damage
  + Drops:
    - Health
* Warhog
  + Super Heavy
  + Slow
  + Melee and ranged
  + High Hitpoints
  + High Damage melee, medium damage ranged
  + Drops:
    - Health
    - Explosive gut\*
    - Cleaver (small chance)
* Chauvinist (bloated explosive pig)
  + Light
  + Slow
  + Melee Only (explodes on contact)
    - Leaves damaging fart trail as it moves
  + Low hitpoints
  + High damage
  + Drops:
    - Health
    - Explodes on death
* Pig-a-boom
  + Light
  + Medium speed
  + Melee only (explodes on contact)
  + Low hitpoints
  + High damage
  + Hard to see
  + Drops:
    - Health
    - Explodes on death
* Mother pig
  + Super Heavy
  + Very Slow (Flying)
  + No attacks (generates pigs)
  + Super High Hitpoints
  + No damage
  + Drops:
    - Health
    - Cleaver