Untitled (probably a pun for rock paper scissors)

# Design Document

## Overview

### Project Purpose

This is a strategy-based game on an old concept of rock paper scissors (element of luck and random chance). It challenges the player on quick reflexes (dodging mechanism) and enhances quick and optimal decision-making abilities (correctly using or saving items for the later).

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### Target Audience

This experience is targeted at users who enjoy:

* Strategy based games
* Brain using games
* Live streamers who love to play horror games

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### Concept art

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| --- | --- |
| Enemy character with a creepy face and animated hands. (number of hands depend on difficulty) One for gun and other for playing rock paper scissors others idling | A dark room with a table in the middle. Minor details like tv, red light and shelf showcasing previous player hands and some items. Red lit room. |
| FPS player with animated hands. One for gun and other for playing rock paper scissors |
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### Reference examples

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| Inscryption  © Devolver Digital | Buckshot Roulette  © Critical Reflex |

## Project Requirements

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| --- | --- |
| **Shaders / Materials** | * TV screen white-black noise |
| **Lighting** | * Red lit * All light baked * Point light for emissive game objects |
| **Animation** | * Hand movement (rock paper scissor and shooting) * Shooting * Enemy smile * Camera animations * Directional light flicker effect |
| **VFX** | * Muzzle flash * Blood splatter on hand shot * Dust particles noisy |
| **Cameras** | * Main cam FPS player * Death cam |
| **Post-processing** | * Shady look * Bloom * Color grading HDR |
| **Audio** | * Background music subtle but creepy * Gets dramatic as the run progresses * Sound effects for gun, tv, light flickers, hand shot, button clicks, mouse hovering over items |
| **UI** | * Buttons for selecting rock paper scissors * Pause menu * Hands count * Cross Hair appears on your turn after selecting or not selecting item. * Items (Player and Enemy) WorldSpaceCanvas * Reroll Button WorldSpaceCanvas * Not Right Now Button WorldSpaceCanvas * Scoring Menu after game ends * Volume Slider * Difficulty Buttons |