

# **CRAZY CHICKEN DELUXE (MOORHUHN)**

## **Game Design Document**

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\*Notice: Since I own the game only for PC, GDD is written in that direction.

# Game Analysis

Moorhuhn is a German casual game franchise for PCs and various other platforms owned by Phenomedia publishing GmbH.

Crazy Chicken Deluxe, published by Doyodo, is casual shoot em up game for iOS, Android, PC and MacOS, developed on the model of the original Moorhuhn game made in 1999, and modern remake of Moorhuhn X, with funny cartoonish style. The game is imitating The Glorious Twelfth holiday where the player, by shooting chickens in certain amount of time, tries to achieve the highest score through point and click interface. Some segments of the game require a shooting puzzle to be solved in order to get more score points and to unlock additional reward.

## Mission Statement

In this hunting game, not everything is about shooting. Crazy Chickens are tricky, easy to pick up, difficult to master! Player should try to find all the secret puzzles to maximize score and try to unlock a secret level.

## Genre List

- Action
- Casual
- Shoot 'em up
- Point and click.

## Platforms List

- IOS
- Android
- PC (Microsoft Store/Steam)
- MacOS

## Target Audience

The audience being targeted by the game are children above 7 years (PEGI 7), fans of shoot em up, casual gamers, nostalgic gamers who played original Crazy Chicken/ Die Original Moorhuhn Jagd and Moorhuhn X.

It is intended for players who like colorful and funny short games and for those competitive gamers who like to repeat a level in order to master it and achieve the highest score. Aiming for a higher score is the only thing to do after you've played once, so this is definitely not the type of game for those players who don't care about being at the top of the leaderboard.

It became wildly popular in German-speaking Europe, to the point of being denounced in the media as a threat to the bottom line of businesses, on account of the number of hours wasted by employees playing the game.

## Storyline & Characters

The Glorious Twelfth is the twelfth day of August, the start of the shooting season for red grouse (*Lagopus lagopus scotica*) and the ptarmigan (*Lagopus muta*) in Great Britain and Northern Ireland. The game's intent is to imitate the holiday in the England farmland.

The objective of the first Moorhuhn game was to shoot down as many willow ptarmigans as possible, same as in this Deluxe edition. The game is located in the English country side, where through a point-and-click interface, player has to shoot down as many cartoonish "swamp chickens" (German: Moorhühner; literally "moorhens", i.e. willow ptarmigans) as possible in 90 seconds. There is a lot of game to shoot which gives various points. Secret puzzles are located in the scene which can be shoot for additional score. There is also a way to access the secret level to additionally raise a score.

Character	Description	Characteristics	Misc. Info
Player	Positioned in the middle of the screen	Point and click with crosshair, can move horizontally, has a gun with unlimited ammo, 8 bullets in clip seen on UI	
Swamp chickens	Cartoonish Moorhühner	Fly horizontally, run horizontally and then fly up to continue horizontal flight, placed on fixed positions on the map, random spawn at fixed positions - give points towards the score	Chickens perform animated motion sequences instead of simply flying around

# Gameplay

## Overview of Gameplay

German casual game franchise Moorhuhn consists of more than 30 games, the first of which – a shoot 'em up – was Germany's most popular computer game in the early 2000s. The first titles in the series were released as freeware. Since 2003, the games were released as "Crazy Chicken" in English.

It is designed after original Moorhuhn game, now distributed as Die Original Moorhuhn Jagd, which was developed by the Hamburg-based Art Department advertising agency and the Dutch Witan studios as an advertisement for Johnnie Walker whisky in 1998. Die Original Moorhuhn Jagd was originally known as *KippenSchieten* and won third place at the Bizarre 98 programmer's meeting and was not intended for distribution, but it was made available in autumn 1998 to play on laptops in bars by promoters dressed up as hunters. The game gained popularity in Europe after it was illicitly copied and made widely available for download on private websites. Later, the game was released on PS1 and Game Boy Color.

As said before, Crazy Chicken Deluxe is a point and click, shoot em up, casual game, published on iOS, Android, PC (Microsoft Store, Steam) and MacOS. It is a remake of Moorhuhn X because it cannot be played on modern systems.

## Player Experience

The player must rely primarily on personal reaction times in order to succeed in achieving high score by shooting a large number of randomly spawned targets. There is one level, one secret level, one difficulty and player's scores are saved and shown at highest score board. At the start of each new game, you're given 90 seconds to shoot and score as many points as you possibly can. While the area that you're shooting never changes, the chickens that you're trying to blast come and go as they please. Aside from chickens, you can also shoot some targets on the scene, couple of targets which give you a time bonus. The more objects and targets you shoot, the higher your score will be.

Some segments of the game require a shooting puzzle to be solved in order to get more score points and to unlock additional reward. The game features a need for you to memorize shooting puzzles as optional way of success.

There's never a shortage of targets to aim for, and even those mild puzzles will add to your running total. Since some targets are all in the same exact spots each time you play, the only way to get any better at Crazy Chicken is to get faster. There's replay value in trying to top your best scores as you learn your way around the levels.

Perspective is from side-view where the player can instantly change direction with no inertia, and there are no projectiles but targets are hit on a click of the mouse button while moving crosshair pointer on their location.

HUD is minimal in order to give the player as much view of the screen as possible.

## **Gameplay Guidelines**

Crazy Chicken is a game intended for children above age the of 7 so no blood, brutality or extreme violence is present. Elements used are inspired by previous games from the franchise to create a unique, yet familiar, nostalgic, experience. Every aspect of the game aims to resemble a cartoon, unrealistically simplified, vivid, brightly colored and involving humorous exaggeration. Sounds played are silly and wacky and main menu music is playing jolly jazz song in a loop.

Language used in the game is simple literary language for everyone easy to understand and font used is like a cartoon drawing. Controls are also very easy to learn and use, especially for the children.

## **Game Objectives & Rewards**

In this mindless, entertaining shooter the objective is to get better and faster in order to top your own score. In starting amount of time of 90 seconds, the player needs to collect as much score points as possible.

There are secret puzzles which can help the player to add more score points, but those are all optional. Two special targets are spawning, between sunflowers and in the wheat fields, which can extend the play time by extra 15 and 40 seconds respectively.

Even though, the player can get negative points, the score cannot go into negative values. If the score is zero and the player is continuously getting negative points, with the first positive number of acquired points, raises the score for that full number.

Timer is counting down and when it reaches zero, game is over. The high score board screen is presented and the player can write his name is he succeeded to achieve one.

## Gameplay Mechanics

Game is a fixed shooter with restriction on player movement by single axis, left and right by x axis, and it is constrained to single screen. Through point and click mechanics, player is using the crosshair to aim at targets and shooting by pressing the left mouse button, and moves the scene by holding down left mouse button. Game is relying on player reflexes and ability to quickly spot a target. Player has unlimited ammo with eight bullets in a clip which is shown on UI as gold red bushings.

Targets are spawning randomly across the level and there are moving targets and targets which appear at fixed position on the scene for few seconds.

Static targets:

- They are straightforward and are giving or taking points as listed in the table below. Some targets are involved in shooting puzzle.
- Hedgehogs sitting at the table and playing poker can be shot once. The table gets destroyed and hedgehogs curl up, and stay that way for zero points. If they are left alone, a card standing near them can be shoot 4 times, each time a new card appears on the right side, and random combination of the cards is giving random number of positive or negative points.
- In the rusted car a chicken is spawning behind the wheel, honking animation and sound is played. The car has 3 parts that can be shoot once for 10 points, hood, bumper and door, and once they are destroyed, the chicken targets are staring to randomly spawn emerging from the hood, the door and behind the wheel, and can be shoot for 25 points.
- Wooden door can be shoot for 10 points once and gets destroyed. Sign with skull and bones can be shoot multiple times, and is playing rotating animation, but only the first shoot gives 10 points. A puzzle involving those two targets gives access to hidden level. If the sign and the door are shoot in last 10 seconds, regardless of whether they are shoot before and gave points, and if the player has a score over 900 points, player needs to wait for the timer to reach zero to access hidden level.
- Scarecrows parts must be shoot in a specific order to be destroyed and give points. Hat first, then scarecrows left sleeve, right sleeve, pants, bottom pumpkin and last head pumpkin.

#### Fixed position targets:

- Targets is fishing at the pond on the left side and can be shoot for 10 points once after which it disappears and does not respawn. But if the target is left alone, and player acquire points by shooting other targets, a whooshing sound is played, and a safe falls on the target giving a + 50 points towards the player score.
- Target holding a branch and banging a bee hive can give random number of points if shoot (5, 10, 15, 25, or 50 points) and is respawning after few seconds.
- Target emerging from barrel gives 15 points, respawns at random intervals.
- Target appearing in the car behind the wheel, or side door, or from the hood can be shoot for 25 points after the bumper, hood and the door have been destroyed. It respawns after random number of seconds and when they respawn, a car honk sound is played.
- Target emerging between sunflowers respawns at random intervals and gives 25 points towards the score and plus 15 seconds towards the timer
- Target emerging in wheat field near electric poles respawns at random intervals and gives 25 points towards the score and plus 15 seconds towards the timer
- 4<sup>th</sup> wall breaking target respawns at random intervals and, when appears, is performing animation of knocking on the screen and sound of knocking on the glass is played as well. It is included in shooting puzzle. It can be shoot immediately for 5 points, but if left alone, it is playing animation of switching cards which are another hidden target. Five card targets appear at random order and are chicken, apple, sunflower, flower, sock (points are listed below in the table). After switching though five random cards, chicken can be shoot for 5 points.

#### Moving targets:

- Common flying targets are spawning on positions outside the visible screen on full left and full right side. There are four types which are giving different number of points towards the score and are sorted in categories with respective points: close +5, mid +10, far +15, and very far +25 points. Targets are flying horizontally by x axis at constant speed but can instantly turn in opposite direction.
- Targets flying holding a kite are flying horizontally at fixed speed are not changing direction and are also spawning at same position as common flying targets. Shooting puzzle is used in acquiring points. If chicken part of the target is shoot, it gives 15 points. The remaining kite continues to swimmingly fly across the sky and can be shoot for additional 25 points. If the kite is shoot first, it gives 25 points and chicken holding it starts to fall at fixed speed downwards, and if shoot while falling, gives additional 50 points.
- Running targets are spawning at random position on the ground area and after a few seconds, they are playing animation of getting ready to jump and continue to fly. They can also instantly change direction while flying. Also, a shooting puzzle is involved. If target is shoot while running, it gives 15 points. if it is shoot while flying, gives 10 points. But if the target is shoot in the moment of animation of getting ready to fly, it gives 25 points.

<b>Scoring System</b>	
<b>Main level</b>	
<b>Static targets - Negative points</b>	<b>Number of points</b>
Shepard loving a sheep in the field	-10 points once
Bee hive hanging from a tree	-50 points per shoot
Wooden toilet	-1 point per shoot
Snail	-50 points once
Apple	-10 points
Chicken emerging from oven	-5 points
Tree with face	-1 point per shoot
Hand waving a white flag	-50 points
<b>Static targets - Positive points</b>	<b>Number of points</b>
Rusted car destructible parts:	
- Door	+10
- Hood	+10
- Bumper	+10
Mailbox	+5
Scarecrow destructible parts:	
- Hat	+5
- Left sleeve	+10
- Right Sleeve	+10
- Pants	+10
- Lower body	+10
- Head	+10
Wooden door in stone fence	+10
Skull and bones sign	+10
	*If shoot at last 10 sec with score over 900, unlocks hidden level
Hedgehogs playing poker and standing card	Random positive or negative points
	*Card can be shoot 4 times
<b>Fixed position targets</b>	
Chicken fishing	+10 once
	+50 once if not shoot and metal safe falls on it



Chicken with stick banging bee hive	Random + 5, 10, 15, 25, 50  Respawns after random amount of sec
Chicken emerging from oil barrel	+15
Chicken appearing in the car behind the wheel, or side door, or from the hood	+25 on hit  After the car door, hood and bumper are destroyed
Chicken emerging between sunflowers	+25  + 15 sec extra time
Chicken emerging in wheat field near electric poles	+25  + 40 sec extra time
Chicken breaking the 4 <sup>th</sup> wall by knocking on the screen switching cards:  <ul style="list-style-type: none"> <li>- Apple</li> <li>- Sunflower</li> <li>- Flower</li> <li>- Sock</li> <li>- Chicken</li> </ul>	+5, can be shoot immediately or after switching all cards  +20 +10 +30 +20 -50
<b>Moving targets</b>	
Chicken flying holding a kite:  <ul style="list-style-type: none"> <li>- Kite</li> <li>- Chicken while holding a kite</li> <li>- Chicken freefalling after the kite is shoot</li> </ul>	+25 +15 +50
Chicken running then flying:  <ul style="list-style-type: none"> <li>- While running</li> <li>- Ready to fly</li> <li>- Flying</li> </ul>	+15 +25 +10
Chickens flying:  <ul style="list-style-type: none"> <li>- Close</li> <li>- Middle</li> <li>- Far</li> <li>- Very far</li> </ul>	+5 +10 +15

	+25
<b>Secret level</b>	Reach 900+ points, Shoot the sign & gate in last 10 seconds, Wait until the end of time, Duration 45 sec
<b>Static targets - Negative Points</b>	
Door	-25
Barrels	-25 *If destroyed, targets are not spawning from them
Terrace pillar	-25
<b>Static targets - Positive points</b>	
Pumpkin	+25
T-shirt	+5 per hit; 3 shoots in total
Sock	+5 once
Pants	+5; 4 shoots in total
<b>Fixed position targets</b>	
Stacked firewood	+25
Door	+25
Barrels	+25
Windows	+25
Entrance to the dog house	+25
Overthrown barrel	+10
Top of the screen, 2 positions	+25
Chimney	+10
<b>Moving targets</b>	
Swirling upwards from the roof	+50
Chickens flying in the distance	+25

## Level Design

There's some humor displayed here, with the over-the-top funny chickens scattered all about, and interacting with certain parts of the scenery triggers amusing animations. Characters are based on the graphical work of Ingo Mesche. Chickens are producing funny quack sound when they are shoot and, on their eyes, appears a large X instead of a dot iris. Chickens are performing amusing animated motion sequences instead of simply flying around or falling down. While they are flying, they can change direction.

The events of Moorhuhn are set in a single, very colorful and cartoonish in style scene of an old English farm estate with wheat fields in the distance during a sunny day and several white clouds roaming the sky. Every element on the scene is a bit broken or worn down, like rusted car, wooden toilet, wooden and stone fences, stone house and electric poles in the distance. The background is partially interactive though. There is no difficulty level as such but targets are randomly spawning.

Main menu music has a jazz soundtrack, also in the funny happy cartoon tone. In game there is no music playing after initial siren signifies a level start, but there are happy birds singing in the background.

### Scene left side

Shepherd "loving" the sheep and the sheep in the wheat field disappear from the scene when shoot in static sideways falling animation. Wooden toilet is shaking when is being shoot at. From the tree a bee hive is hanging with chicken standing next to it, banging it with the branch. If the bee hive is shot, sound of lots of bees buzzing is played. If chicken is shot, it will respawn after random amount of time passes. Near the pond in the yard, a single chicken is displayed like its fishing, twitching a fishing rod. After random amount of time passes, a whooshing sound is played and an iron safe falls on it, crushing it. Parts of the rusted car are involved in the puzzle and can be shoot. Car door vanishes once destroyed, hood pops up and stays open, and bumper falls down in front of the car. Every time a car is hit, a funny doink sound is played. Rusted iron barrel can be hit, playing same doink sound on hit as the car, and a little bit of oil flows out on the ground. From this barrel, a chicken randomly peaks out. Chicken emerging from the oven in the yard is opening and closing oven door which produces squeaking sound. Sunflowers seen at the bottom right corner are spawn position for a chicken which can give extra time. Chicken around its head has sunflower petals in order to camouflage its self and pops up occasionally.



## Scene right side

Snail when shoot is shaking his head backwards and then hits the floor face down with black x across the eye, playing wacky squeak sound. Apple disappears from the scene is shoot. The wheat field is another spawn position for the chicken which gives extra time. Also, a hand rapidly waving a white flag appears occasionally in that area, which can be hit. One chicken is standing in the middle of the yard holding an iron pan, with animation consisting of looking to the pan and then back to the player. If the chicken is shoot to the head, chicken bangs his head with the pan. If it is shoot in the body, it bangs his belly with the pan. It gives no points towards the score. The tree with the face is moving eyes and mouth like it is grunting. Two animated hedgehogs are playing poker at small table with shootable card which gives random score points. Mailbox gets bullet holes as if shoot from a shotgun. Wooden door collapses like a bunch of planks on the ground. Skull and bones sign is spinning if shoot. Scarecrow clothes are spinning in the air, falling into the wheat filed and disappearing when shoot, and the scarecrow's stake lean to the side.







## Control Scheme

There are no options to tweak the settings or have alternate control configurations. The mouse and touchpad controls are satisfyingly easy to handle so there should be no problem learning to aim and shoot like a pro.

Button/ Touch Input	Action it Performs
Left mouse button/ tap touchpad	Shoot
Right mouse button/Space/Left mouse button on Reload text on UI	Reload ammo
Hold Left mouse button and move the mouse/ tap and hold touchpad	Move the scene left or right
Escape	Exit to main menu

## User Interface

Main menu has a single song playing in a loop. It consists of 5 panels: Start, Settings, Help, High Score board, Credits and Exit. At the bottom left and right position of every panel are 2 arrows, and when pressed are moving to next or previous main menu panel. At the top in the middle, name of the game is written and golden frame is on the edge. Start panel has a chicken head in the middle with eyes animated to randomly look around, red background and has a start button. On settings panel, with green background, an option is given to mute the music and the sound effects. Five languages are given to choose from: English, German, Italian, French, Turkish. Help panel, with green background has a text briefly explaining rules and controls of the game. High Score panel, green background, has a list of 7 high scores. Credit panel, also with green background, has a text with version, developer and publisher listed. Exit panel is the same as Start panel, except it has exit button instead, if pressed leads to exit panel with green background asking for exit confirmation.





After the timer reaches zero, the score board panel is activated, and the player can enter a name. The background of the panel is transparent and game runs in the background, spawning targets at random and chickens are flying.

In game, user interface is minimal and consists of 4 elements. Timer is in top left corner and score is in top right corner. Number of bullets is shown at the bottom right corner as gold and red bushings. The X displayed in bottom right corner does not appear to be working all the time.

