"The Hidden" Brief

Introduction

"Hidden: Source" was a "total-conversion" modification for Half-Life 2. It was first released in 2005 and featured asymmetrical gameplay that saw one player (the titular "hidden") take on up to 8 other players who took the role of armed soldiers.

The "Hidden" character was armed with a knife and a small number of pipe-bombs, they had to make use of their invisibility, high agility and movement abilities to kill the other players before the timer runs out.

Project

You are being asked to explore the recreation of mechanics from "Hidden: Source" in an Unreal Engine 4 project. The expectation is that the focus will be on the gameplay mechanics rather than art or level design.

The project is broken down into a small number of components:

Part 1

Recreate the "Hidden" characters movement mechanics:

- Pounce (the character is propelled forward along their view direction)
- Wall-cling (character can "stick" to any surface, while clung, this drains stamina)

Recreate the "Hidden" characters weapons:

- Knife / melee attack
  - Primary – quick slashing attack, ~30 damage
  - Secondary – physics "push" that applies a large force to an enemy but no damage
- Pipe-bomb and / or Molotov cocktail

Part 2

IRIS players are equipped with a range of hit-scan weapons that are based on modern firearms;

- Pistol
- Sub-machine gun (high fire rate, low damage)
- Assault rifle (lower fire rate, medium damage)
- Shotgun (low fire rate, high damage, short range)

Part 3

Re-create the ability for the "Hidden" to pick up and interact with physics props. Explore the possibility of carrying ragdolls – consider the performance implications of "server-side" ragdolls and how these can be mitigated.

Outcomes and Deliverables

The project has a timeline of 10 weeks, in that period all of Part 1 should be achieved and Part 2 should be well underway. Part 3 is offered only as a possible further step if previous work goes well.

You are asked to provide an Unreal Engine project with your source files and a short video demonstrating the implemented elements of the project.

You are expected to make regular contact to talk through progress and take on feedback.