Plan:

OVERVIEW:

Core concept

Genre

Target audience

Unique selling point

BACKGROUND

Counter Strike

Call of Duty Warzone Gulag

Superhot

SUMMARY:

Basic game story (more like the objective here than the story)

Player characters

Visuals

Level design

Controls (game feel – fast, slow?)

Reason for chosen engine

TWO ELEMENTS FROM PROTOTYPE:

Fps movement and shooting

Network functionality

VIDEO DEMO

START OF WRITING:

Main header: Overview of “no excuses.”

“no excuses.” is the fairest multiplayer game ever made. It’s a fast-paced online 1v1 FPS game where the only focus is shooting the other player in the head. Players are placed into an arena where the obstacles in front of them are randomized every time, giving you no advantage in learning layouts. The whole environment is a pristine white, so you can focus on nothing but shooting the other player.

Other online First-Person Shooter games are full of distractions. The enemies in “Counter- strike” blend right into the background, meanwhile the enemies in “Valorant” are surrounded by bright and distracting colours. It’s an easy excuse to make as to why you missed that shot. Furthermore, both games named previously are Team-based shooters, giving you something else to blame as to why you’re losing. What if you had a game where you couldn’t make any such excuses? Where the only reason you lose is because you’re worse at the game. You have no excuses. Competition at its core.

Players are placed at either end of an arena and have to find and kill each other. Who ever kills the other person first earns a point. To keep the game fast paced, the game works in a Best of 5 format. First to three points wins.

Sub header: Genre

The genre of this game is an Online Multiplayer First-Person Shooter. The majority of games in this genre are team-based, in a 5v5 or 6v6 format, or sometimes a free-for-all “deathmatch” format. This game is instead a 1v1 game, featuring only you and your enemy.

Sub Header: Target Audience

I would give this game an age rating of 18. The plan is to include the player characters exploding and their blood splattering across the white walls like red paint on a canvas. This should make it more satisfying and momentous for when a player kills the opponent, even if it does up the player rating. The game may seem boring to players below 18 anyway, since they might not be interested in such a simple format which strips away the stimulation of bright colours that typically appeals to them.