

## Cuteness Overload:

### Genre:

This game is a first-person shooter horde arena survival game—cute graphics with cute gore and shooting.

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### What your game actually is:

A first-person shooter where you are being attacked by teddies. You are allergic to cuddles, and the teddies want to cuddle. It is a horde survival game where enemies will spawn in waves and try to take out the player. By surviving rounds you will be able to move into new areas and fight harder waves, working towards beating the final boss.

### Compare the idea with two other games:

Doom and Call of Duty Zombies.

### Gameplay and mechanics without discussing details:

First-person shooter. Different weapon types will have access to all of them all the time, and can upgrade only one at a time. Five different types of enemies that will spawn at different times, in different areas, and will get harder and harder as the rooms also get harder with less cover. Will have shooting, a melee weapon, jumping, dodging, and sprinting.

### Player Experience:

You will be being attacked by multiple cute teddies. You will have to kill them before they can kill you.

### Progression:

At the end of a wave you will get one upgrade which you can use on only one of your weapons. You will receive one for each round you complete. After each round you will also unlock a new area after your upgrade. This will increase the size of the map each time, and make it harder to progress as the waves get harder. There is a final boss you will be working towards reaching, and you will win if you beat the boss.

(What happens when players die? Rogue-like reset? Limited lives? Respawn? Restart the wave? Lose progression?)

### Player Interactions:

Players will interact with the world through walking, sprinting, jumping, dodging, shooting, and slicing. There will be cover, and platforms and other obstacles to help manage the hordes, though these will decrease in helpfulness and number as the rounds go on. The teddies will also be able to interact with these aspects of the map, but to lesser extents, and a bit slower than the player.

### Drawings:

Gameplay Storyboards:

Describe Player Experience, flowcharts or something:

Why Should Players be Excited:

It is a cute visual take on a formula that is riddled with gore and creatures and violence. It is still violent, but in a cute way. It is a cuteness overload, where you have to destroy the cuteness.

Game design document

Break-A-Bear

The Game

We are creating a 3D, first-person shooter, horde survival game in which the player fights against waves of enemies to clear a room and move to the next.

Initial concept

We are creating a line of rooms where you enter the room and then it encloses around you. The room is designed to have open space for movement as we have obstacles for both you and the enemies. The goal of this design is to have the player move around and try to avoid and kill the hordes of enemies that surround them.

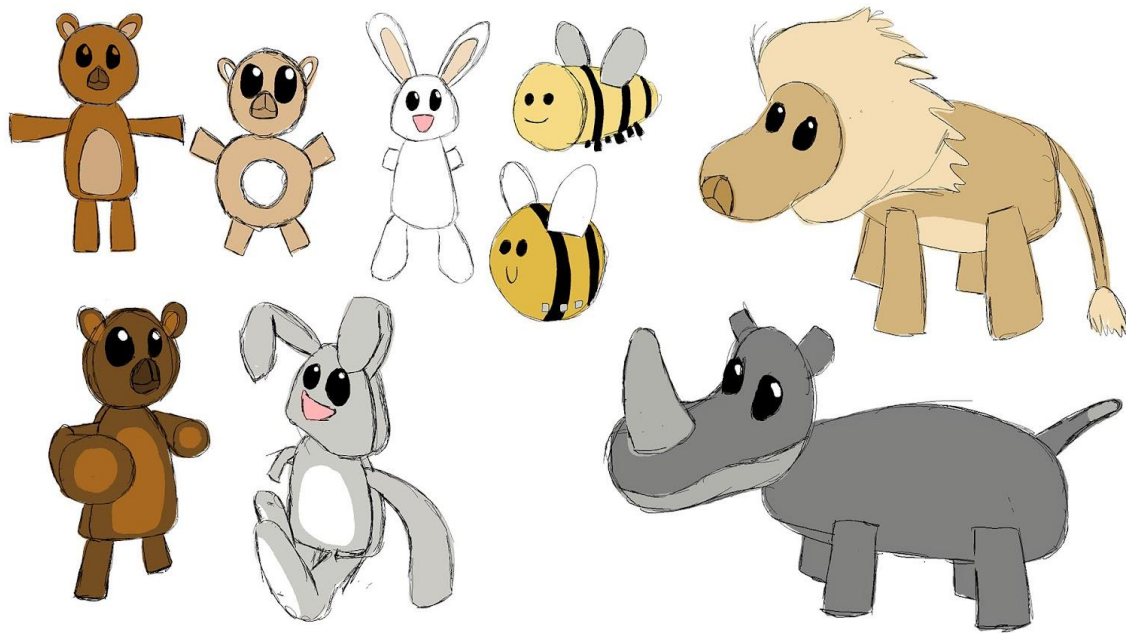
The player will have access to 4 weapons. A shotgun, being for close range widespread damage (this will help with dealing with the multiple enemies in the horde). An assault rifle for midrange attacking allows the player to deal spray damage by holding down the attack button. A sniper rifle for long-range damage. And finally, a chainsaw, which is very short range (practically in the face of the enemy) damage that doesn't require any ammo. The player will be able to get ammunition and health when dropped from the enemies they kill.

The next aspect is that we have a system where the player will gain a choice for upgrades for their weapons after they clear a room. This is the reward system for the player that will also help the player against stronger enemies and let the player also build a combat style that they want.

The game will respawn the player at the beginning of the room so that the player can learn and improve per each room, instead of having a roguelike system where the player starts at the beginning of the game.

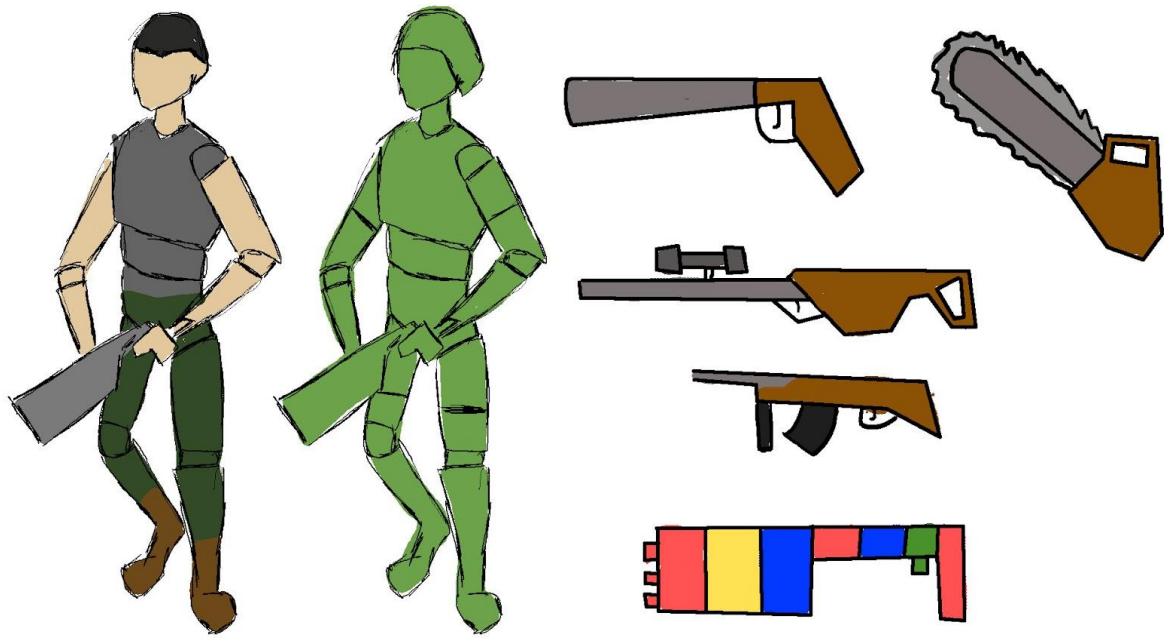
The enemies will have attacks based on their model and the goal we have for them. The teddy bears will be slow walkers that move forward and cling to the player by hugging. The goal of these enemies is to be the easy starter enemies that grow in difficulty not from their own mechanics but from the large amount of them moving towards the player in a horde. This allows us to escalate the difficulty by increasing the number of enemies present. The next enemy is a teddy rabbit that jumps into the air and falls onto the enemy. Since the teddy bears are small the goal for this is to create midlevel eyesight for the attacks that can move from mid-level to ground level. This will help in creating a dynamic of the player using their whole camera angle movement to utilise as much camera space. The next enemy is a teddy bee that acts as our glass cannon. The goal for them is to be at high eye level (adding to the used camera space) and to have them barrel down towards the enemy. When they hit the player, they will do a lot of damage to the player but also die in the process. This is to force the player to shoot high-flying small targets and creates difficulty for the player, as if they leave the bees alone, they will take massive amounts of damage from them. The fourth enemy is a teddy rhino. This enemy will have a large amount of health, be large in design and will have a singular attack where they charge at the player, with a high cooldown. The goal of this enemy is to act as a tank. It will be a moving wall that the player will have to dodge, therefore also creating a developing map as this wall can be killed, however, it will decrease space in certain areas depending on where the player leads them. The final enemy is a teddy lion. This is a sort of high damage, high health pool enemy that pounces on the player. The goal for it is to act as an increase in difficulty for the player but not be required to have a large horde, only one or two max.

## Art Design



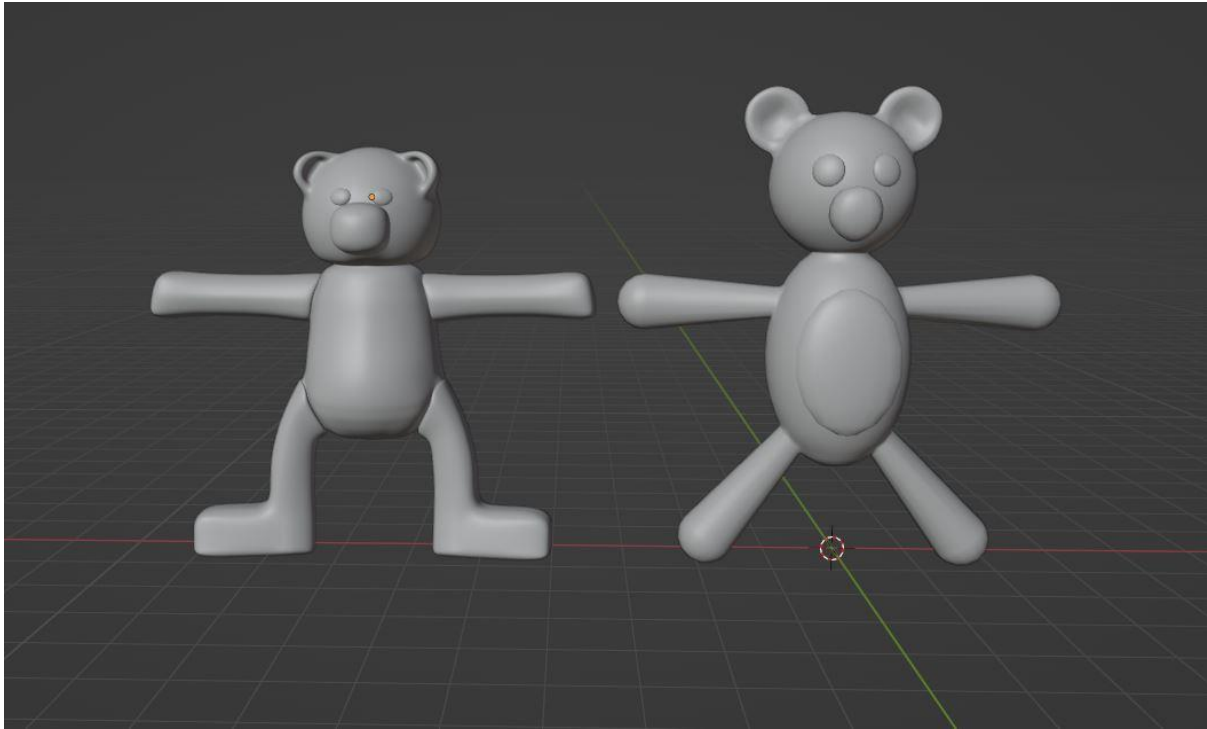
*Concept art 1 (enemies)*

For the concept art of the enemies, the goal was to experiment with trying to make them cute and fit a cuddly plush animal design while still trying to show their mechanics through their shape and silhouette. For the teddy bear, since they hug the player, I was testing designs between them having long limbs while still showing they are small. For the teddy rabbit, I concentrated on showing their large feet (for their jump attack) while also testing them having short arms, to show that their arms will not be used. The teddy bee was just to test shapes as they are only required to show that they are small and fly so I could concentrate more on making them cute. The teddy rhino is designed to have a large body, as it acts as a wall, but we tested their design with small legs. This is to have them show that they scurry towards the player while keeping a cute design. The teddy lion has a large body and large limbs, to show that it will pounce on the enemy, however, I chose a male lion as it is more easily recognisable for lions and its mane and tail can be designed to be fluffy in order to add to the cuteness.



*Concept art 2 (player and guns)*

The designs for the player model are to keep to the lore of being toys in a child's room. I tested the model to represent toys that were masculine to create a contrast from the enemies' cute and cuddly design. Therefore, the first is a G.I Joe-inspired model and the second is an army-men toy (the green soldier toys). Then I also tested the design for the different guns we have, being simple designs that can look plastic. The other design I tested was a Lego gun, but this was before any lore was decided on, so this was solely for the purpose of representing different options for toys.



*Teddy bear concept models*

The teddy bear models were simple models to test which design we were more moving towards. The one on the left was the first model that was inspired by a stiff version of a teddy bear. The bear is designed to show a teddy's more malleable shape (because of the stuffing) and show the seams of the limbs and heads being attached. The right model is the second design, being more around using simple shapes to convey the design of the teddy, with a simple round body and head, and arms that end in a round shape. The purpose of doing this was to test what sort of design changes we can make to the final, and once the final is made then we can use it as a reference for the design of the rest of the enemies, keeping their design similar and consistent.

## Prototype:

In this prototype, we have the character controller and its movement sorted out. The values have been fine-tuned to a decent point for how the character moves. The camera has also been sorted out by using Cinemachine.

There is also a shooting mechanic, however, it is not complete. It currently spawns the bullets and despawns them after a certain time, however, they always spawn from the same y level, and this is something that needs to change. We want to have verticality and challenge in our combat and this is represented in our enemy choices, and this is a mechanic that is core to our game. As we are making these mechanics from scratch rather than using the Starter Assets Pack from the Unity Store, this will take a bit of learning, but it is the highest priority at the moment for the next submission.

As is usual, the values that have been tuned are tuned for the inspector in unity. They are currently a bit rough in the build. They will be fixed.

### Level Design

The goals of this facet is to give players scary vibes just to keep them on edge. I wanted to build more of a claustorbhobic, prisoner type of environment.

I wanted to further drag that out by having guns spawn on platforms that can crumble and wither and players fall to the ground. I believe this will keep players frantically on the move.

The most important features walking, running and shooting need a constant re-evaluation as more mechanics and structures are added. Because of this prototype I know we need to move and sprint faster but the lookaround mechanic is ok. It is smooth and fast.