

Game Design Idea Proposal

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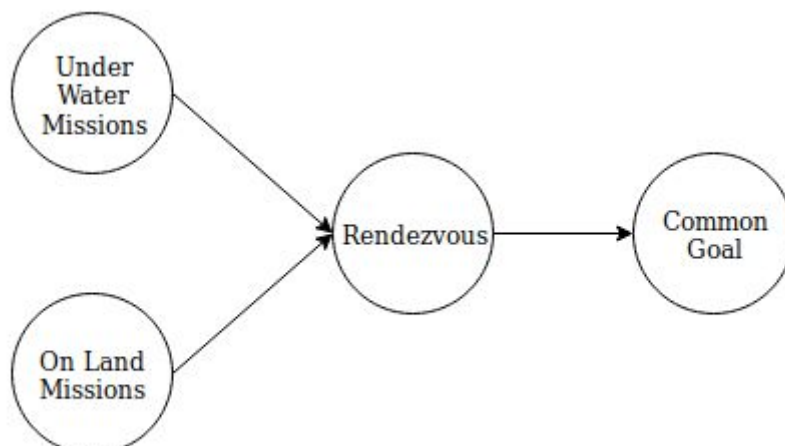
Hunter Killer

Game Overview :

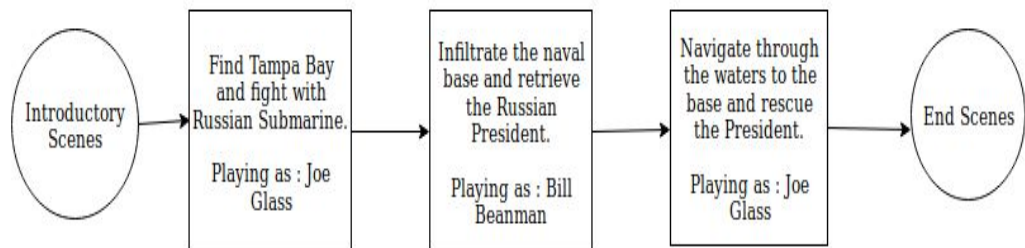
- **Game Concept** : Submarine crew and a group of Navy Seals who rescues the captured Russian President from a coup.
- **Genre** : Conflict , Violence , Thrill
- **Target Audience** : 16+
- **Game Flow Summary** : The player plays different roles and starts with a Captain of the submarine , then has experience to play as a Navy seal.
- **Looks and feel** : The game involves high end graphics with the scenes set near an iceberg , under the sea near a dam and a broken cottage. The user gets to experience stunning locations and breathtaking action.

Gameplay and Mechanics :

- **Gameplay** : The game play will consist of
 - **Game Progression** :



- **Mission/challenge Structure** : There will be 3 missions : the first one is to recover Tampa Bay , destroy the Russian ship hidden in the iceberg which attacks The second will be a sniping and shooting mission where player will have to retrieve the valuable information with the ground team by ambushing a base. Third mission will be invading the location where the President is held hostage and then taking him to the submarine. To make the game more interactive and challenging we also have a timer for each level. If each level is not completed within that given time , the level will have to be restarted.
- We have parallel plot in story line.
- **Objectives** :
 - The primary objective of the game is to safely rescue the President of Russia who is held hostage by the Rogue Forces.
 - **A Fight Within** : Recover the Tampa Bay Submarine and destroy the Russian ship hidden under the iceberg.
 - **Safehouse** : Recover the intel send it to the government. Infiltrate the base and retrieve the President Zakharin.
 - **Gameover** : Navigate the sub to the naval base stealthily. Escape the naval base with the President and rendezvous with the sub.
- **Playflow** :



- **Mechanics** :

- **Physics** : The world is mostly static with some movement of water shown in the bay. The object follow the basic physical principles of nature.
- **Movement in the game** : Only 2 objects's movements are focus in the game. First- The Submarine which has a movement underwater and on the surface. The submarine can dive or resurface. Also it can steer 360 degrees. Second- Lieutenant Bill Beaman who moves on land, and swims in water. Lieutenant can adjust course, walk slow and run fast.

- **Objects :**

- **Submarine :** In the introductory scenes Captain Joe Glass is instructed to climb down the submarine. The left and right arrow keys will help steer the submarine and the up and down will control the depth. Pressing S will shoot torpedo on the locked target.
- **Person:** The movements will be controlled by the arrow keys. Space will be the key to jump. The right mouse click will shoot the weapon. The numpads will help toggle between weapons.
- **Torpedo :** Will be inside the sub , and will be launched on press and the movements are controlled by the game.
- **Weapons (Gun) :** Will be found in the woods , when the player lands. Player will be prompted to press a key to pick up the Gun.
- **Weapons (Grenade) :** Will be found near the dam. Player will be prompted to press a key to pick up.
- **Charges :** Will be found inside the water.
- **Barrels :** Yellow boxes , explode when shot.

- **Actions :**

- **For Submarine :** W for move forward, A for steer Left, D for steer Right , shoot using S/mouse Left Click , aim using right click , up arrow keys to move up , down arrow keys to move down.
- **On Land actions :** W for Walk forward, A for move Left, D for move Right, Space bar for Jump, Shift + W for Run, Left ctrl for Sit, L ctrl + L shift for Crouch, Right mouse button for Aim, Left mouse button for Shoot.
- **In Water actions :** W for move forward, A to cut Left, D to cut Right. S to dive and Space to resurface.

- **Combat :**

- The combat between the submarines takes underwater, where the player has to find the hidden submarine. Chase it, adjust course , aim and shoot. Also to avoid torpedos, hide or move it self up and down. There will be health meters of both submarines , which will be displayed on a bar in the display. On hitting the opposite , the health meter decreases. Typically 3-4 hits will get the job done. The level of the game decides how

hard will it be to destroy the sub. 3 on target shots for beginner, 5 for intermediate and 8 for advanced. Also getting 2, 3, 4 hits on itself will destroy the player's submarine.

- The similar is the case with land combats. Just the bullets and grenades will replace the torpedos. Bullets being small with deplete the health slowly, grenades somewhat larger, instantly kill if player is well within the blast radius.

- **Economy :**

- Winning the missions will gain rewards in terms of money and points. Points are considered for leaderboard/ranking purposes. Whereas cash will help you buy weapons and armours to increase the effectiveness of the loadout. The easy levels will generate less points, as compared to hard ones. We give meaningful choices to the player which also balances the game.

- **Game Options :**

- Game option will be - Beginner, intermediate and advanced. The game mechanics will be different for all the options, as for beginner, the difficulty level is low, for intermediate, it will be average and for advanced, it will be high. Accordingly the number of enemies and their strength varies.

- **Replaying and Saving :**

- Since the game is not large enough there are no checkpoints. There are only 3 levels and the player after completing each level successfully will have the option to either play the level again or move to the next level.

Story, Setting and character :

- **Story and narrative :**

A U.S. submarine, the USS *Tampa Bay*, vanishes while shadowing the Russian Akula-class submarine *Konek* in the Arctic. Rear Admiral John Fisk sends a Virginia class submarine, the USS *Arkansas*, under the command of newly-promoted and unorthodox Commander Joe Glass to investigate.

At the same time, a Navy SEAL team under the command of Lieutenant Bill Beaman is sent in to discreetly observe a Russian naval base. When they arrive at the naval base, they witness defence minister Dmitriy Durov conducting a coup d'état and taking Russian

President Nikolai Zakarin prisoner, and swiftly realize that Durov intends to trigger a war.

Meanwhile, the *Arkansas* discovers the destroyed *Tampa Bay*, and also finds the sunken Russian submarine *Konek* damaged in a manner that suggests internal sabotage rather than external attack. They are attacked by another Russian submarine, *Volkov*, that has been hiding under an iceberg, but Glass is able to destroy the ambusher and rescue Russian survivors from the *Konek*, including its captain Sergei Andropov. Back at base, the U.S. government learns about the coup. Admiral Charles Donnegan recommends preparing for war, while Fisk suggests that *Arkansas* be sent to rendezvous with Beaman's team after they have rescued Zakarin.

Glass manages to convince the reluctant Andropov to help, and with Andropov's knowledge of the minefield around the base, Glass navigates the *Arkansas* near the base undetected. Meanwhile, Beaman's team infiltrate the base and succeed in retrieving President Zakarin, but lose two teammates, Devin Hall and Matt Johnstone, in the process. Beaman delivers the injured president to *Arkansas*'s DSRV.

As U.S. and Russian fleets face off for battle, *Arkansas* sustains further damage when they are attacked by Andropov's old ship — a heavily armed destroyer now commanded by Captain Vlade Sutrev, a member of Durov's conspiracy—but Andropov is able to communicate a message affirming that President Zakarin is aboard the submarine.

When Durov orders his forces at the base to fire missiles at the surfaced *Arkansas*, Glass refuses to take action, recognizing that firing back at the Russians could start the war he is trying to stop. In the last seconds, Andropov's old crewmates defy orders and destroy the incoming missiles with CIWS before they can strike *Arkansas*, and subsequently destroy Durov's naval base headquarters with their missiles.

With the war averted, Glass docks *Arkansas* to the Russian naval base to return Zakarin and Andropov's surviving crew to their country. Glass and Andropov bid farewell and confirm their respect for each other, and *Arkansas*'s crew travels to the U.S.

- **Game world :**

General look and feel of world :

- Our game will have two worlds one inside the submarine i.e. water-world while the other will be the on-land world where we see our naval base and high-security places where we need to enter and rescue president.
- Inside the water-world the player will experience how to control the movement of a submarine , surrounded by icebergs and thrill of finding the hidden submarine.
- Our naval base will give the feel of high security area, alertness and an environment of all that all soldiers nearby with their armours ready to fight anytime.
- So all these will give us a look and feel of emergency and pressure.

Areas :

- The inside-water world will be mostly surrounded by icebergs and aquatic life. "The Fight Within" will be played in this area.
- The on-land world will consist of 2 areas. The area near a dam where the player will be dropped by the helicopter and another one from where the player will have to stealthily reach the safe house. The safe house which is an old building with high security systems installed where the Russian President is held hostage. The safe house is near the water , from where the two worlds will be connected.
- Getting lost in the sea while riding submarine will need the user to restart the mission or else find its way back to the correct place.
- Physical characteristics may assumed to be natural for the sea and land with all the judging parameters assumed to be ideal. The water will be transparent or sky blue ,depending on how near the iceberg is. Water will be shown static.
- The land surface will dry and in shades of reddish yellow. There will be blockades and stones to get cover while combat.

● Characters :

- Russian President - Nikolai Zakarin
- Defence minister - Dmitriy Durov - Russian defence minister who betrayed his own president and who wants to start World War III. He has short height, short haired but he is a brilliant minded person. To start the war, he kidnapped the russian president and took all the powers to command the entire army.

- Lieutenant commander - Bill Beaman - He is a fearless man, a psycho and a man of his words. He is the commander of the alpha team (on land) who goes to rescue Russian president by air . He gave his words to his team mate that he will come back to save him and he did.
- Submarine commander - Joe Glass - He is the captain of the american submarine. He is a fearless man and a man of his words. He has a brilliant mind which can give idea for any situations. He give his words to the russian commander that he will not fire the torpedo on Russians and he kept his words during the rescue mission.
- Rouge forces
- American military forces

Levels :

- **Levels :**

- **A Fight Within :**
 - Our objective is to recover the Tampa Bay Submarine and destroy the Russian ship hidden under the iceberg. In these level we may have an introductory video telling us the initial situations of both countries and their relations. Our map in these levels will be in sea area and gameplay consist of controlling emergency situations.
- **Safe House :**
 - Our objective is to recover the intel sent it to the government. Infiltrate the base and retrieve the President Zakharin. Our map will consist of both land and sea as one needs to go from sea to land without being noticed and the climbup the building and rescue the president and reach back the submarine.
- **Gameover :**
 - Our objective is to navigate the sub to the naval base stealthily. Escape the naval base with the President and rendezvous with the sub. A guide to follow up different paths to rescue from the american navy will be shown to user and then one may take a certain path and face up to the difficulties in that path and safely get away from there. Again our map will be in the sea and submarine life will be experienced.

- **Training levels :**

- **Shooting :** This training level will enhance the shooting skills and improve the aiming accuracy of the player and will also help to deal with various kinds of weapons which will help for safety purposes.

- **Driving** : This will give little guide to ride submarine and fight inside water with the various weapons attached to submarine.
- **Fight Up** : Will teach how to fight multiple enemies at a time and help to strategize our fighting method in different difficulty levels (Beginner-Intermediate-Advanced) etc. so that we can bear up with any situation.

Interface :

- **Visual system :**
 - We have HUD for submarine, it shows the weapons, direction, map, health of the submarine and the character. We have Camera's position as 1st person. And in the menu bar we have resume, restart, controls, audio, sensitivity, exit.
- **Control System :**
 - W for walk forward, S for move back, A for move left, D for move right, Space bar for jump, Shift + W for run, Left ctrl for sit, L ctrl + L shift for crouch, Right mouse button for Aim, Left mouse button for shoot.
- **Audio, music, sound effects -**
 - Firing of gun, Explosion of grenades and charges etc.
 - Sound of water splashing, explosion and sinking of submarine, sound of submarine engine, firing a missile from a submarine.
 - Several other audio effects can be added as per requirement.

Artificial Intelligence :

- **Opponent and Enemy AI :**
 - The active opponent that plays against the game player and therefore requires strategic decision making so AI will help to reduce this problem. Every Enemy will fire against the player to make sure that the player can't reach his/her goal.
- **Non-combat and Friendly Characters :**
 - Characters which will fight this war on our side. These will also be AI powered and will shoot at the enemy bots.
- **Support AI -- Player and Collision Detection, Pathfinding :**
 - Several places where the user is stuck so the support AI prompts the user on how to proceed in the game.

Technical :

- **Target Hardware :**

- All those OS which can support unity gameplay will successfully be able to run the game.
- **Development hardware and software, including Game Engine :**
 - Our game is developed in the Unity-2019.1.14f1
- **Network requirements :**
 - No internet is required to play our game all our data will be saved in the users PC and one can load and save a particular state of game and resume from any such state of play.

Game Art :

- **Key Assets :**
 - **Players/AI :** Will be in black commando suits. They will be picked up online.
 - **Guns and Weapons :** These are an integral part as will be shown in the game for a significant amount of time. The guns and weapons design are being used as blender objects which are already available online.
 - **Blockades and Stones :** When in combat the player requires cover to dodge the bullets and grenades.
 - **Building :** The top portion will be of glass i.e., transparent where the President is held hostage. Whereas the bottom will be an old building with cracks.
 - **Submarine :** Black and siege colored.
 - **Torpedos :** Green colored. Propels forward leaving water bubbles.
 - All the objects will be modified versions of blender objects or whose design are available online.

Doc link for referring to further changes : [Document-link](#)