

Hunter Stout

Game Design, Proposal Rough Draft

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Abstract

Have you ever wanted to play Animal Crossing but it's too expensive and difficult? I have a solution for you with my new Hunter Crossing! This is a lighter version of the game that still allows you to gather resources, design your island, and make some friends along the way! This game will allow you to collect cool items to show off to your friends. The best part is that you can save your progress, and load back in at any time. Overall, this is an amazing single player game that will allow you to show off your creativity in many ways!

Motivation

My motivation behind this idea is purely because I thought it would be fun. I really enjoyed each of the homework assignments for this course, after experimenting with all the different pieces and really getting a glimpse into the power of this engine. It seems like it would be awesome to recreate one of my favorite games. This idea also seems like something that would be do-able but challenging in the amount of time. The three assignments that really interested me the most were models, physics, and GUI. I really want to experiment with the power of different models, each with their own sounds. Maybe some cool physics to the user interacting with the world. As well as some cool GUIs for things like in-game shops & NPC dialogue. Overall, I think this type of game will help me take advantage of the things I enjoy the most about the engine.

Methodology

This game will include a few things including PhysX, irrKlang, and quite a few outside models and sounds. My plan to implement this game is to first work on the core aspects of the game. Most likely a GUI to show the player's inventory and try to structure the environment that the user will be able to explore. The GUI will be helpful for displaying the materials that the user currently has gathered, and to display things like the user's currency total. This environment will include mostly trees, rocks, and other various obstacles that will hopefully give a little bit of depth to this world I am creating.

Next, I want to implement some ways for the user to gather resources by using the environment we previously laid out. Since there is not a ton of time, I'm going to mostly focus on harvesting wood from trees and stone from rocks. I assume this will be a fun time to create, because I don't just want the user to be able to infinitely mine the same tree. Hopefully I will be able to develop a system where once a tree or rock is completely mined, it will shrink indicating that this object has a cooldown. Then once the cooldown is complete it will go back to the normal size and be ready to harvest again. It would also be cool to potentially create tools (pickaxe & axe) that could

speed up the time it takes to harvest these objects. That would most likely be something that happens towards the end of the project if there is enough time.

Next, I want to implement some interactive NPCs, and a working shop that the user can interact with to use these resources for purchasing different items. Some interactions that would be awesome for the NPCs? The first would be custom shops, so maybe one villager sells home décor, and the other sells crops. The next would be maybe NPC's that offer a quest/challenge. Again, I am on a time limit here, but I think it would be awesome to maybe explore this idea a little bit.

The last step that I want to implement for this game to be a success in my book is the ability for the shop to have usable items. I want the user to be able to purchase a home, or homes for villagers, and pick the plot of land they want to place it. The next step is giving the user the ability to buy home décor. Like the home, I would like them to be able to place it in the world throughout their island. Once completing this, I will calculate all that the user has accomplished and give them an island score. This island score will reflect how happy their villagers are based on the looks of the island. The more houses & decorations, the happier the villagers.

One last feature I've been thinking about is the user being able to save progress. I plan to implement this most likely by allowing them to create/load saves from txt files. I would consider SQLite, but I just want a quick implementation of this, and another dependency would most likely slow me down.

Milestones and Timeline

- Note: I really need to apply for graduation soon, so I'm going to try my hardest to finish this project in a week. We will see how it goes.
- Days 1-2: Get the project setup, create environment, player HUD.
- Days 2-4: Implement resource harvesting, NPCs, and finish the shop.
- Days 5-6: Useable shop items, house placement, décor placement, island score.
- Day 7: Create/Loading save files, and project preparation.