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# Lost and Hangry

## Theme / Setting / genre

Lost And Hangry is a First person survival game where one must run around collecting resources from many sources. The game will take place on a deserted tropical Island where the occasional plane will drop a care package down to you. The player must collect enough resources that build a raft to escape the island and win the game.

## Core GamePlay Mechanics (Brief)

- Acceleration / Deceleration with movement, jumping

- Interaction with 3D objects

- Inventory System

- Hunger System (acts as a timer)

- Randomly Spawned care packages that fall to the ground filled with items

### Controls

The player will use the mouse to aim around and use the (E) button to engage with items.

Movement of the player will consist of the traditional WSAD keys.

W (forward), S (back), A (strafe left), D (strafe right). The last key used will be the (I) key to use inventory.

## Monetization Model

### Monetization type

This will be a free to play game.

## Project Scope

### Game Time Scale

I will be getting a little under 3 weeks total Coding Preparation. This includes everything from collecting all of the assets to programming it all into a functional game.

### Team Size

Team will consist of me only.

### Licences/ Hardware/ Other Costs

All assets will be using 100% open art. There will be no costs except for our time. As far as Hardware goes, this game should run on any windows computer.

## Influences

### Television

Survivor Series

### Games

This Game Implements some well-known methods found in many survival games including “Rust” and “Dead Island”.

## Target Market & target PlatForms

### The Elevator Pitch

Is it a dream, is this real life? There is no time to question this! Your stomach growls and this mean you better feed it to live!

### Target Contact Demographics

Any age group will find this game fun and challenging, this should be a good game to burn a little time on and study some great mechanics that were put into place.

### Platforms

This game will be solely released on the PC.

## What sets this project apart

This game will put the player on the edge of their seat while they rush around trying to feed their growling stomach. The cartoony 3D look will keep the players yes peeled as they search the island of randomness.

## Core gameplay MECHANICS (detailed)

### Mechanic #1 – Acceleration / Deceleration / Jumping

Players will have a realistic speed and feel. There will be Gravity in the game that will feel realistic and be to par with most modern first person games. There we be an implemented jump that will force the player off the ground for a jump. A player will Accelerate to a steady jog speed and then decelerate to 0 after the W or S key is let go.

### Mechanic #2 – Interaction With 3d Objects

When one walks up to a tree there will be an option to press E to interact with that item. Some 3d objects will be collected into the inventory and be used later to escape the island. Other 3d object will be eaten as you collect them.

### Mechanic #3 – Pickups And Inventory System

As stated in the previous mechanic there will be an inventory system that will collect the items necessary to build in game items for survival or escape. This system will pop up over the current rendered scene and be able to be accessed with mouse clicking items.

### Mechanic #4- Hunger System

There will be a hunger bar on the right side of the screen that will start out full at the start of a game. As time progresses the hunger bar will diminish thus leaving a player to collect food to replenish this bar. If the hunger bar reaches 0 a player dies and loses the game.

### Mechanic #5- Care Packages And Spawned Food

Randomly a care package will spawn in, I’m hoping to have a makeshift plane drive in and drop it off only time will tell whether I can get that in. Care packages will contain 1 out of a few random items… Dinner, Bow and Arrows, Raft pieces, Fire.

## Story and gameplay

### Story (BRIEF)

- Trapped on an Island!

- Survive and thrive and Collect the Necessities to escape!

### Story (Detailed)

After playing a game of poker one night with a buddy of a buddy of yours, you woke up on an island. The only logical explanation you could come up with was that you must have made a ridiculous bet that you couldn’t pay and were then in debt to some really shady guys. You can’t quite remember the details of how you arrived on this island, judging by the goose egg and blood on your forehead … that may have something to do with the memory loss. You end up looking positively at life since you still have one, and instantly you must fulfill your earthly needs of hunger.

### Gameplay

Players find themselves lost on an island with randomly spawned items, trees, and landmarks. The player will have to keep their hunger meter afloat as they collect the missing pieces to the raft that is a must if they want to escape and win the game. Either rummage through garbage, collect fruit from trees or catch fish to keep that stomach happy! Remember to Run to Care packages as they drop because they will make or break your success in Lost and Hangry.

## Assets

### 2D Textures

| Resource | Role | Source |
| --- | --- | --- |
| Buttons | Interaction, Navigation | Created by Photoshop CC |
| Backgrounds/Menus | Visual appeal / Emersion | Created by Photoshop CC |
| Sprites | Character Animation/ Effects | Created by Photoshop CC |
| Billboards | Trees , Grass , Environment | Created by Photoshop CC |

### Art Samples

These are in progress.

### SOUND (Ambient)

There will be eerie ambient style music going on in the background to keep a player on edge.

### SOUND (PLAYER/COLLISION

There will be sounds when a player engages with specific objects. These will consist of shaking the tree sound, and eating sound and many more.

### CODE

Code will consist of a lot of Boilerplate code that stems from the Introduction to 3D programming. I will be creating many different classes for Screens as well as for Buttons. There will be a player class and an inventory class. A “State Machine” will be created to handle all of the different states the game can be in. Depending on what state the game is in certain draw calls will be called as well as certain updates will be updated. I will be customizing as many shader calls as I can as well as implementing a geometry shader for billboards.

### ANIMATION (Environment)

Not much in terms of environment animation. The buttons will have a grow and shrink effect when you hover over them. Animation will be mostly in the form of items moving around in the game. Depending on the time I get I will implement as many sprite animations as I can.

### ANIMATION (Character)

#### Player

The Player will not inherently have any animations you can see because it is a First person game. There will however be a nice silhouette of a shadow of your player on the ground.

### Menu and Game Layouts

Main menu will consist of 4 buttons. The play button which will take the player straight to the game. A music toggle button, which will turn the music on or off. A sound toggle button which will turn sound fx on or off.

Game screen has a playing field which is divided in half and on the left side will house player 1. The right side will house player 2. Current ammo will be displayed at the bottom of each player’s playing field. The current size will be displayed at the top.

Pause screen will have 2 buttons. One will allow the player to restart. The other will allow the player to quit. Pause screen will also have the word “PAUSED” in the middle of the screen.

Inventory Screen Will Consist of a gridded out box with spaces for the items you collect.

Player 1 win screen will be the same as the pause screen, with the exception of the word displayed. Instead it will display “Player 1 Wins”.