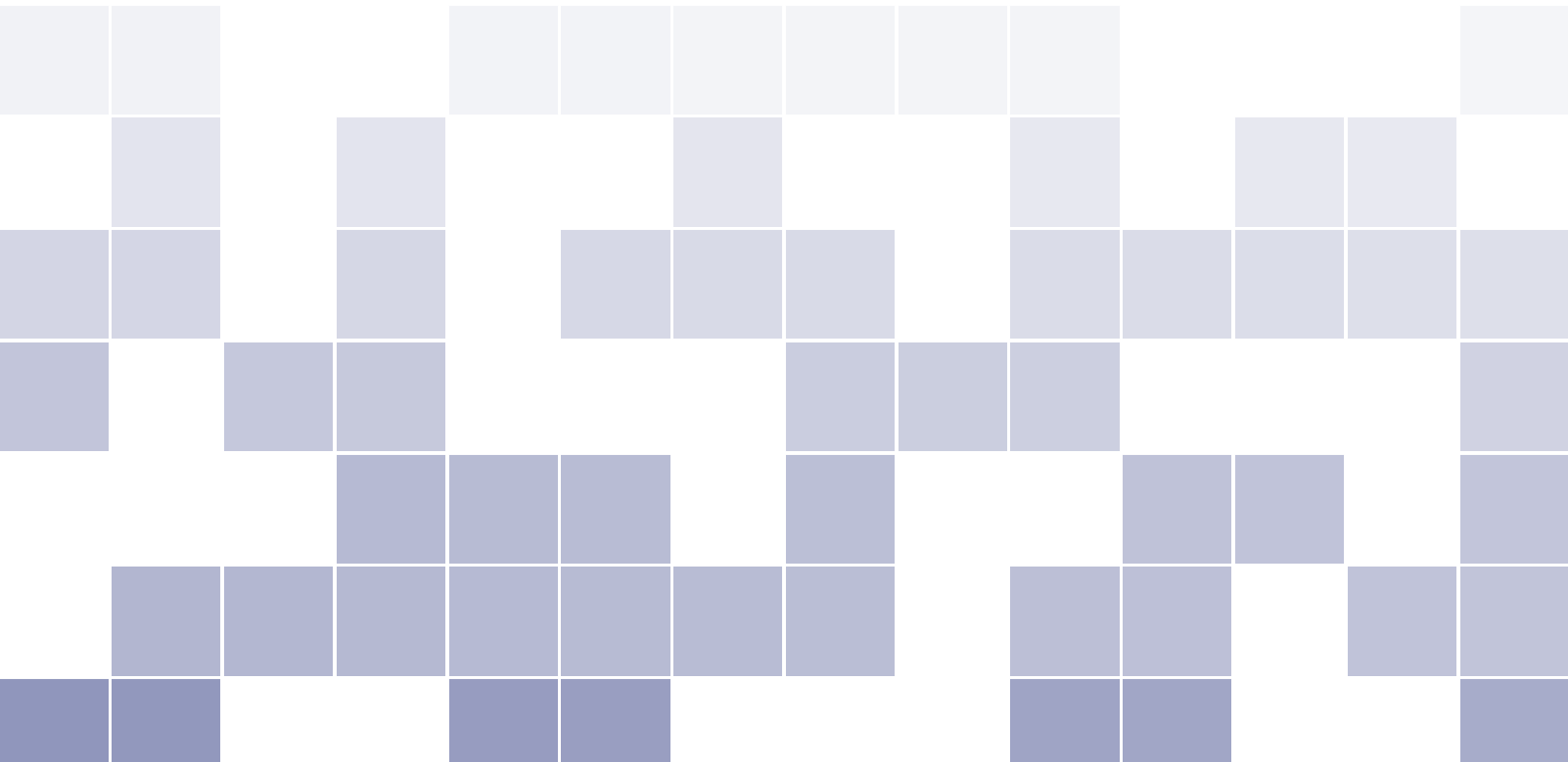


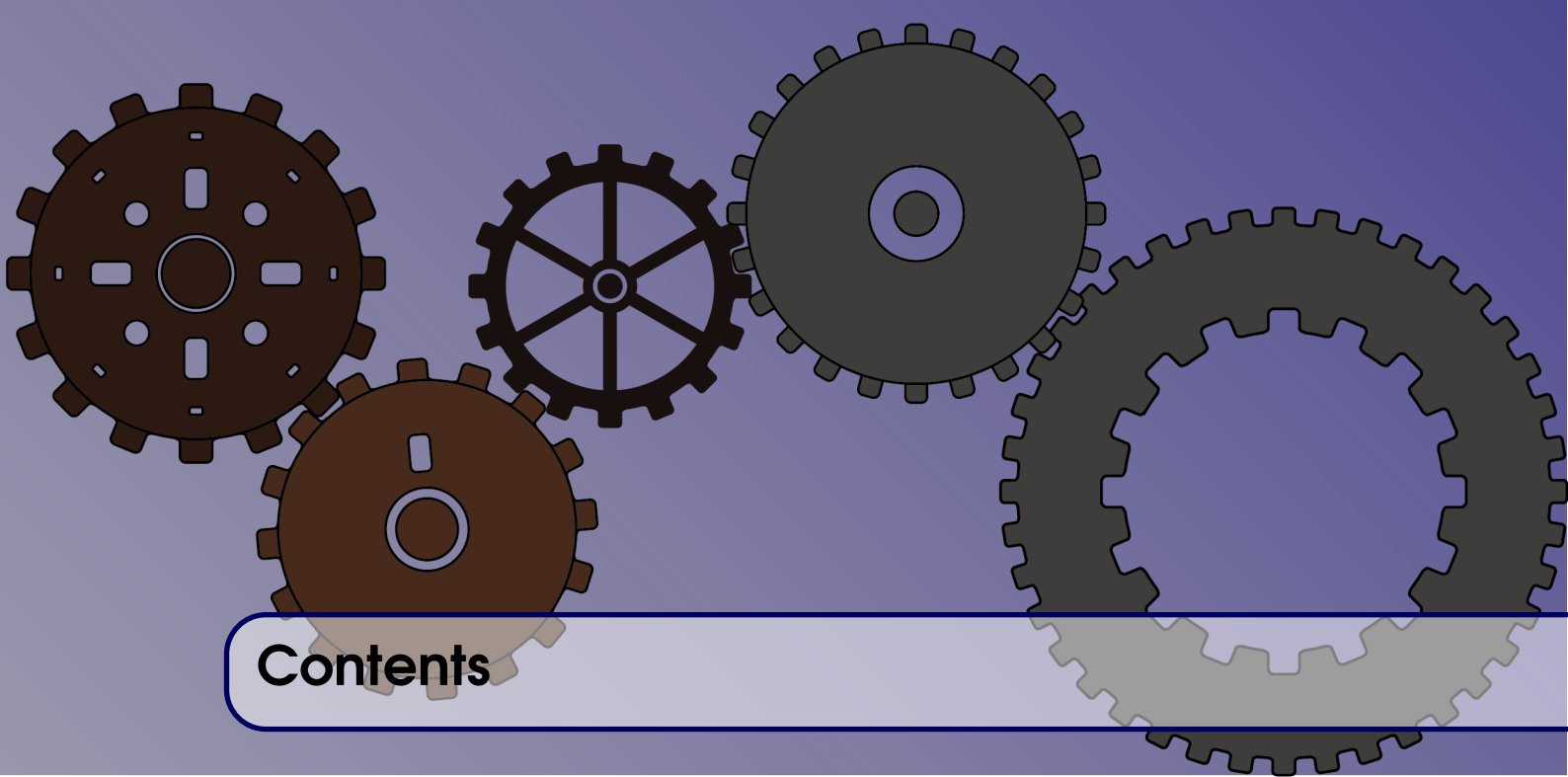
One Button Hero

Game Design Document

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1. Game Overview

1.1 Introduction

One Button Hero is an on-rails shooter that puts you in the shoes of a handler monitoring an elite Special Forces agent tasked to infiltrate a terrorist encampment and rescue hostages, however you tend to be a little trigger happy and need a handler to reign you in by remotely disabling your firearm with a button

1.2 Game Summary

The year is 2019 and there is yet another major conflict going on in the world and your team is called into action. A group of U.S. citizens have been taken hostage in a remote country and you are tasked with getting them home safely. Only *you're* not doing any of that. You're just watching through a camera and trying to stop innocent people from being shot. Your single job is to push a button that will disable the operator's firearm for a brief period of one second, however the mechanism on their rifle takes 10 seconds to recharge before it can be used again. You must choose when to disable their firearm wisely to avoid the loss of innocent life or your operator.

1.3 Game Genre

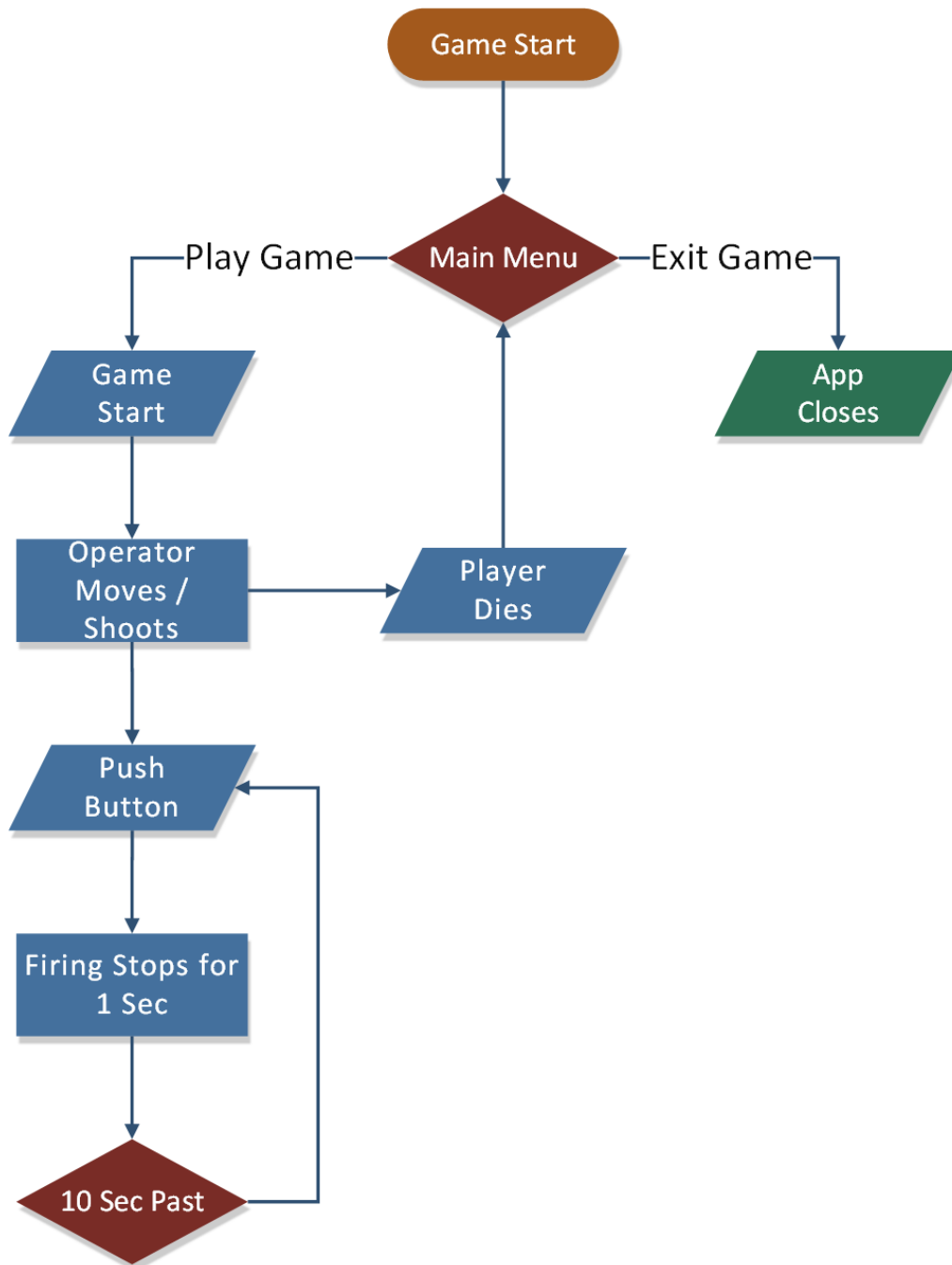
The game is similar to old-school arcade rail shooters like House of the Dead, however the only user input is one button that stops the character from shooting everything.

1.4 Game Features / Mechanics Summary

- **Button Press**
 - Players must watch the surroundings for innocents and press a button to stop their operator from shooting them.
 - The button disables the operator's firearm for 1 second.
 - The button can only be pushed once every 10 seconds.
- **Level Progression**
 - The game character moves, targets and shoots automatically, requiring no other input from the player.

1.5 Game Flow

One Button Hero

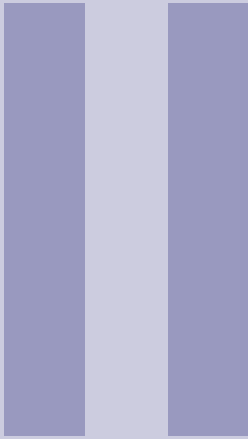


1.6 Intended Platforms

Target platforms are Apple and Android mobile devices.

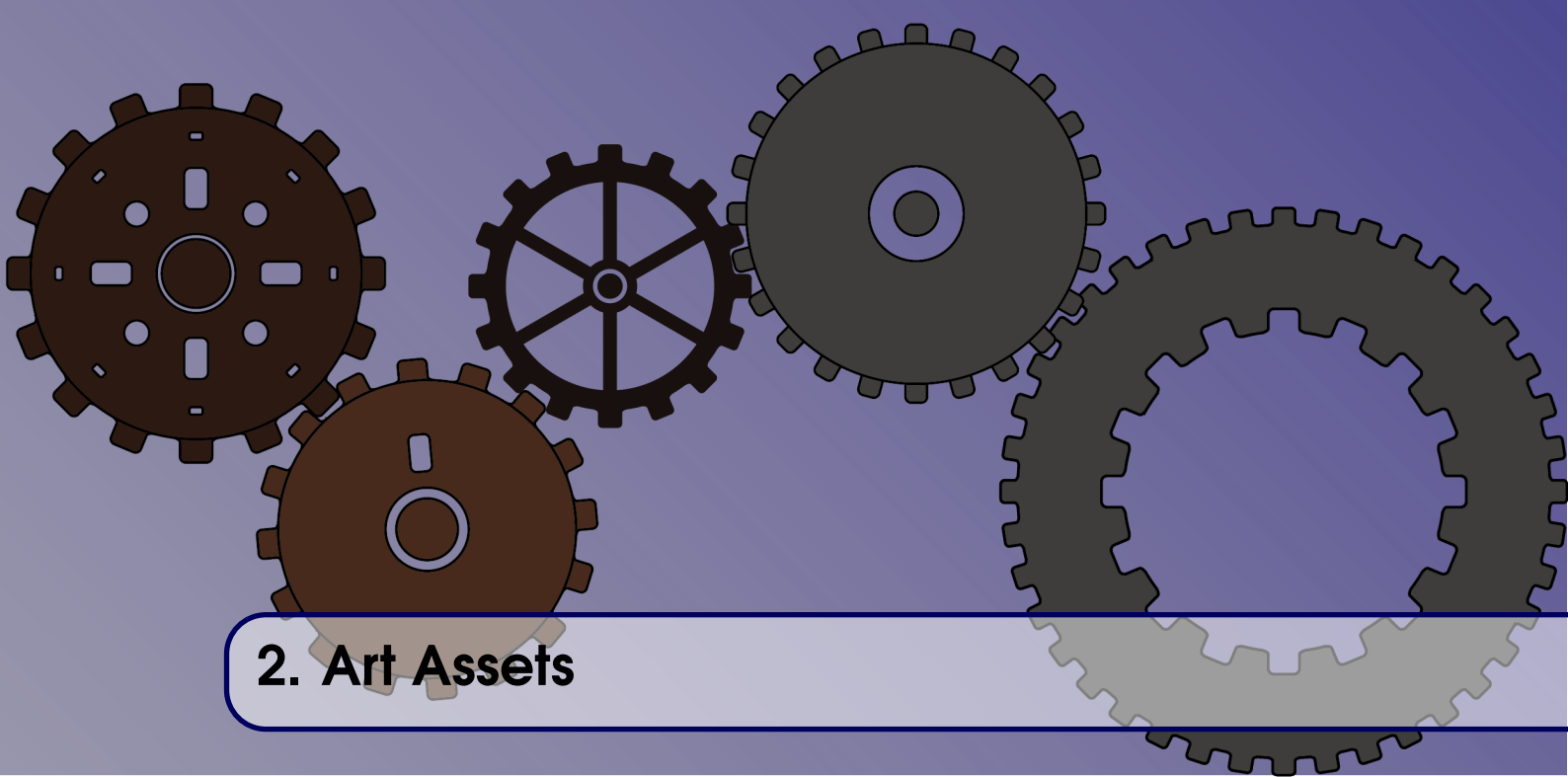
1.7 Artistic Style

The artistic style will be semi-realistic with modern, existing architecture, clothing and weaponry.



Assets

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2. Art Assets

2.1 Character Art Asset List

Character	Asset Description
Player Character	Character Model
	Walking Animation
	Running Animation
	Shooting Animation
	Reload Animation
Enemies	Enemy Model - Variant 1
	Enemy Model - Variant 2
	Running Animation
	Walking Animation
	Crouch Animation
	Crouch Walk Animation
	Stand Up Animation
	Shooting Animation
	Reload Animation
	Death Animation
Civilians	Civilian Model - Variant 1
	Civilian Model - Variant 2
	Running Animation
	Walking Animation
	Death Animation
Rifle	Rifle Model
	Rifle Magazine
	Bullet Model
	Muzzle Flash Particle

Firing Animation

2.2 Environment Art Asset List

Environment	Model Description
Village Scene	House Style 1
	House Style 2
	Bench
	Food Stand
	Garbage Can
	Dumpster
	Oil Drum
	Map Layout
Village Scene	Encampment Building
	Rifle
	Folding Chair
	Table
	Ammo Crate
	Barrel
	Pistol
	Map Layout



3. Audio Assets

3.1 Sound Effect List

- Rifle Firing
- Rifle Reloading
- Enemy Shot 1
- Enemy Shot 2
- Civilian Shot Alert
- Civilian Shoot
- Player Hit

3.2 Music Asset List

- Title Music
- Village Background Music
- Encampment Background Music
- Failure Music