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KEY WORDS: Resource Management & Quota

Short Description & Main Mechanics

What genre of game are you going to make?

The genre of the game is a 3D first-person survival-horror game focussing on stealth.

Describe the camera, character, and controls (3C's)

- **Camera:**
 - The camera is a first-person camera that you can pitch and yaw by moving the mouse.
- **Character:**
 - The player is a first-person character that can run, jump and crouch. He has a health, stamina, and battery percentage bar.
 - The enemies are characters that can run and sprint. They can also search, chase, and attack the player.
- **Controls:**
 - [W, A, S, D] keys: move forward, left, backward, right
 - [Space]: jump
 - [L-control]: Crouch
 - [F] key: Activate flashlight / interact

What is the goal of the game? How do you beat the game? How can the player fail?

The goal is to escape a dimly lit house the player finds himself in and avoid being seen by the enemies. When the player gets spotted by the enemy, the enemy will chase him, and when he reaches the player, the enemy will attack the player until they die or the player hides from him. To win the game, the player has to go through different sections of the house where he can find health packs and batteries for his flashlight. To win the game, the player has to find the exit.

Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells...

Describe how the puzzle would work, what the spell does ...

The game is one level (the house) from which the player needs to escape. The player has stamina, health, and battery bar. The player can sprint, which depletes the stamina bar. When the player stops sprinting the stamina bar slowly recovers. The game is very dark, so the player can use his flashlight to see better in the dark. But using the flashlight depletes its battery. He can find batteries scattered around the level to replenish it. When an enemy spots the player, he will run to the player and when he's close enough to the player he will start attacking him, which lowers the players' health. When the players' health is up, the game will restart or respawn at the closest checkpoint. The health bar does not recover automatically. The player needs to find health packs to replenish his health. The player cannot fight back. He has to run or hide. He can hide behind walls. The player can also crouch to decrease the chance of being spotted by an enemy.

The Resource Management part is the different resource bars the player needs to manage and the quota is to find the exit of the house.

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

The main focus is the constant stress of the enemies being nearby and looking for the player. And not being able to do anything about it except run and hiding.

I would start prototyping the player controls walking, sprinting, jumping, and crouching. Then I would make the flashlight and the different resource bars, then I would start on creating the AI and at last, I would design the level.