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KEY WORDS: Archenemy & Avoidance

Short Description & Main Mechanics

What genre of game are you going to make?

The genre of the game will be a 2.5D, top-down, hide-and-seek, high-score-breaking, survival game.

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

- **Camera:**
    - The camera is a top-down camera that follows the player. The whole level is not visible at once. So you cannot always see where the archenemy is.

- **Character:**
    - The player is a 3D character (blue cube) that can only move in 4 directions, up, down, left, and right.
    - The archenemy is a 3D character (red cube) that can only move in 4 directions, up, down, left, and right.

- **Controls:**
    - [W, S, A, D] keys: movement (up, down, left, right)
    - [Space] while near a bush: hide in the bush

The player can only hide in the bush while the archenemy is chasing him.
The level is a 2D grid with wall-like obstacles the player cannot move through.

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

The goal is to collect all three keys and go through the door to progress to the next level as fast as possible. ==The game saves the time to complete each level and the times spotted by the enemy.== So you can try each one again and complete it in less time.

You beat the game by collecting all three keys in a level and going through the door. The door can only open if you have all the keys. The keys are only visible when not being chased by the enemy.

The player fails when the archenemy touches him.

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 …

Each level consists of a maze-like 2D grid the player and enemy can move through. They can only move in 4 directions (up, down, left, and right). In each level, there are three keys randomly placed the player can pick up. All three keys are needed to open the door and go to the next level. The keys disappear when the archenemy is chasing the player and cannot be collected while being pursued.

The archenemy can only look straight ahead and cannot look through walls. When he hasn't spotted the player, he randomly moves through the level until he has a line of sight on the player. When he spots the player, he chases him until the player hides in a bush for a certain amount of time. When the enemy sees him getting into a bush, he will still pursue the player and kill him.

==In later levels, there are also windows the archenemy can spot the player through. He cannot move through these, however.==

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 pressure of the archenemy, looking for the player and trying to avoid him, like the Alien - Isolation game, where the enemy is always looking for you and a constant threat. There is persistent stress in the game because the archenemy is always looking for the player and; nearby.

==I would start prototyping a test level with all the different obstacles and features and the players' movement mechanics. I'd begin prototyping the enemy's AI and, finally, the high-scoring system.==