Group 2: Sean, Devin, Ben

* The title, including a rough storyboard.
  + The Hunted
    - The Hunted takes place entirely in the confines of the most elite hunting resorts in the world, The Lodge. As the Hunter, you arrive to test your hunting skills in an arena, made to favor the game, with only a bow and some arrows. Your goal is to bag the deer in the arena before the time runs out… or they kill you. As the Deer, you are all does that have been raised in captivity to be more lethal than the average deer to provide a greater challenge for the hunters who dare test their skills in your arena. The goal for the Deer is to evade the Hunter until the time is up or to kill the Hunter.
    - Right now, our primary goal for The Hunted is to create a fun, multiplayer based game to play between four or less people. One player is chosen to be The Hunter while the remaining players are The Deer. The Hunter must try to kill all of The Deer before the time runs out or The Hunter is killed. The Deer are trying to survive until time runs out or trying to kill The Hunter. The environment will be dangerous and interactable to make the game more strategy based but still maintain the feeling of a fast-paced shooter.
* A complete version of the game's story line.
  + The Hunted takes place within the walls of the mysterious hunting resort known only as The Lodge. The Lodge is said to be located somewhere in the upper peninsula of Michigan, but no one knows for sure. It is also rumored that there are other resorts located throughout the world and the only way be invited to them is to complete each resort's predecessor, but no one has ever completed the first one. Within the confines of The Lodge is a diverse environment, known as The Playing Field, that has been strategically built to test the hunter's skills. The Playing Fields includes a lush forest, flowing river, towering cliffs, unstable boulders and more. The Lodge has a small but strict set of rules on what's allowed as weaponry in The Playing Field: You may only use a bow, arrows, knives, and small traps. Safety is not guaranteed in The Lodge. In fact, most hunters who have received the infamous invite are never seen again. The survivors can only tell of the harrowing experience that awaited them inside The Playing Field and that in the end it was them that escaped. What could these terrifying beasts be? They are simply does, as in female deer. That's right, deer have killed some of the most elite hunters in the world. Deer have the survivors cowering at the thought of entering the woods ever again. These deer were bred for perfection and then genetically enhanced to exceed the limitations Mother Nature so cruelly placed on them. The Lodge currently only uses does as the game in The Playing Field to make the hunt more interesting, and quite frankly, longer lived for the hunter, but within the bowels of The Lodge's labs and breeding facilities who knows what they might contain.
  + The hunter known only as The Hunter is among the most skilled in the world. His skill, along with his acclaimed hunts of the most ferocious beasts on Earth, have earned him an invite to hunt at The Lodge. The Hunter does not know what awaits him in The Playing Field, but he is ready.
  + The Deer at The Lodge are very special. They are bred to be the best, genetically enhanced to be even better, and trained to be a formidable force. The Deer became too strong over time and to avoid making kabobs out of the hunters, the males had to be held back from The Playing Field. Now the does are the only ones hunted at The Lodge… until someone proves it’s time to release the rest.
* Any background information that will be provided to the user (perhaps to set mood, describe the historical or fictional context)
  + The Hunted takes place entirely in the confines of the most elite hunting resorts in the world. As the Hunter, you arrive to test your hunting skills in an arena, made to favor the game, with only a bow and some arrows. Your goal is to bag the deer in the arena before the time runs out… or they kill you. As the Deer, you are all does that have been raised in captivity to be more lethal than the average deer to provide a greater challenge for the hunters who dare test their skills in your arena. The goal for the Deer is to evade the Hunter until the time is up or to kill the Hunter.
* The game's selling points (e.g. graphics, action, plot). I.e., what would make a game producer want to pay you to develop this game?
  + The Graphics:
    - The graphics are a big selling point of this game. In the end, the goal is to create an environment that is as breathtaking as it is terrifying. We want the players to marvel at the beauty of the scenery at times and be too scared to move at others.
  + The Action:
    - The action of The Hunted is the biggest selling point. We want fast-paced, on the edge of your seat action that makes players come back for more. The map will be designed in such a way to provide good flow and a constant feeling of being “in the action.” The last thing we want is for the player to be bored at any point while playing The Hunted.
  + The Re-Playability
    - Finally, we have the re-playability of the game. The Hunted is set up to be a game that friends come back and play over and over again because it was so much fun beating each other to a bloody mess. We also want to provide significantly different experiences between playing as the Deer and the Hunter so that there’s always more to discover and do.
* A description of the primary modes of game play. E.g., your game might be primarily first-person, but have abstract modes when player is solving puzzle.
  + There are two modes of gameplay. One where the player controls the hunter character, and one where the player controls one of the deer characters.
  + Hunter mode:
    - The hunter character is equipped with a bow, arrows, and a knife. These are given at the start of the game, and cannot be lost or broken. As of now, we are planning on simply having unlimited arrows for the hunter, but we may implement an ammo count and extra ammo pickups if time commits. In addition, the hunter will be able to make use of the limited number of health pickups, which will be generated and placed around the map at the start of the game. The hunter UI will be primarily a third-person, over the shoulder camera view, with a health bar in the lower right corner. The hunter will also have the option to 'aim down sights' with the bow, shifting the camera to first-person and slowing movement. If ammo counting is implemented, the number of arrows the hunter has will also be in the lower right corner, next to the health bar.
    - Good actions:
      * Picking up health and ammo.
      * Damaging the deer.
    - Bad actions:
      * Being damaged by the deer.
      * Falling from height.
      * Being damaged by environmental hazards.
  + Deer mode:
    - The deer characters have no equipment. They are also able to use the health pickups on the map.
    - The deer UI will be similar to the hunter, in that it is a third person view, with a health bar in the lower right corner. The deer will always be third-person. Also, instead of an ammo count, next to the health bar the deer will have a cooldown timer for its special charge attack.
    - Good actions:
      * Picking up health.
      * Damaging the hunter.
    - Bad actions:
      * Being damaged by the hunter.
      * Falling from height.
      * Being damaged by environmental hazards.
  + Balance:
    - Values to tweak:
      * Health of hunter
      * Health of deer
      * Damage of arrow and knife attacks
      * Damage of charge attack
      * Damage of environment and falling
      * Amount of health gained from pickups
* A transition diagram (like a finite state automata diagram) for how the player moves between the primary game modes.
  + As the game loads, one player will be randomly selected to play as the hunter. The rest will play as the deer.
* A description of all entities that will be in the game and how they behave.
  + Can the player manipulate them? Do they act as obstacles? What is their purpose? (Are they related to a goal, as an enemy, as scenery?)
  + Enemies:
    - Depending on which character is being played, the deer or the hunter are the enemies. They can damage and be damaged by the player.
  + Pickups:
    - Health pickup can be acquired from the map by the player, healing them a set amount of health points.
    - If implemented, the hunter will have ammunition pickups that give them more arrows.
  + Environment(active):
    - Moving water will slow player if entered.
    - Cliffs over a certain height will be damaging to the player if they fall off.
    - Boulders and/or logs can be pushed over cliffs. If they land on an enemy, they will damage it.
    - Bushes can be entered by any character. If the character remains still in the bush, it is much more difficult to detect that character.
  + Environment(scenery):
    - Trees cannot be directly interacted with, but can be used by a player for cover, or to break line of sight
    - Rocks and boulders can be used in the same manner.
* An inventory of artwork and models and how they will be used. If you are using sprites, indicate how many, and what they are to represent. E.g, "a sprite-set to represent a running zombie", "background for the night mode", "model of the climbing wall", "model of a cow", etc.
  + Hunter Model – For the Hunter character
  + Doe Model – For the Deer characters
  + Bow Model – The Hunter’s main weapon
  + Arrow Model – The bow’s ammo
  + Knife Model – The Hunter’s secondary weapon
  + Multiple Tree Models – To populate the forest
  + Multiple Bush Models – To populate the forest
  + Multiple Boulder Models – To create cliffs and to populate the forest
  + Grass Model – For tall grass
  + Bridge Model – For bridges
  + Wall Model – For the walls surrounding the play area
  + Elevator Model – To lower the hunter into the play area
  + Water Texture – For rivers/ponds
  + Lava Texture – For lava
  + Grassy Ground Texture – For the forest ground
  + Rocky Ground Texture – For the cliffs/non-grassy surfaces
  + Night Sky Texture – For the sky
  + Blood Texture – For blood
  + Main Menu Background – For the main menu
* A statement of how the work will be divided among the group members. Some roles and assignments might be obvious, such as, "Matt will provide all the artwork listed in Section 3.4. Sue will provide the model for climbing walls." Other assignments can be tricky: "Matt will provide the scripts that allow the player to climb walls." In this last case, Matt might have to coordinate closely with Sue.
  + The work will be divided up as evenly as possible between team members. Sean will find, link and install any assets into the directory that may be useful for the game. This should be done by 11/13, when the map areas should be pretty much complete with all boulders, water features and obstacles. Devin will work on the player models for the Hunter and for the Deer, the rough models should be done by 11/16. Player movement should also be included with the rough player models. The completed player models, including full player movement should be completed no later than 12/2. The weapon models and should be sourced/designed by 11/20 with the ability to implement them into the game for testing with the player models. The HUD will be designed and worked on by everyone, with the parts broken up to each person. This should be semi-completed by the time the beta is due. By 12/2, the player movement and designs should be fully working, (running, walking, falling down, standing up,...). By 12/7, the weapons should be fully working and implemented, (reloading, shooting,...). By 12/14, the due date, all of the bugs should be worked out and there shouldn’t be any glaring issues with the game. It should be working and playable, and look half-decent.
* A timeline for your future work on the project. Look at the work statement. Consider what each team member is to accomplish, and decide how to decompose those accomplishments into doable, measurable subtasks. Make your best guess as to how long each will take to accomplish. Note which subtasks are prerequisites to other subtasks. Now try to arrange those subtasks into a horizontal sequence for each team member. Imagine vertical lines through the sequences to serve as your benchmark deadlines.

