

# Hostage Mechanic

Playtest Document

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## Play Prototype

To start the prototype, you must open the map "Prototype Map" inside Content/MyContent/Maps.

You will spawn with the first-person unreal template. It is the standard first person shooter control so feel free to move around and shoot. Also in the left bottom corner is your health bar.

In front of you, you can see a grey mannequin which will be your hostage. In front of the mannequin there is a black soldier. When you approach him a yellow bar over his head will start filling up. When it is full the bar will turn red, and the soldier will start shooting at you. Be careful with 4 hit's he can kill you.

To avoid being killed you can grab the hostage. Go close to the mannequin and hold E to grab. Now if the yellow bar turns red the soldier will not shoot at you. Instead, he will rise his arms. If you release E you will also release the hostage. If the Soldier can still see you, he will start shooting again. If you move away the yellow bar will start to decrease.

You also can shoot the Soldier if you like the green bar over is head is his health.

## Inputs

<i>Action</i>	<i>Input</i>
<i>Move forward</i>	W
<i>Move left</i>	A
<i>Move back</i>	S
<i>Move right</i>	D
<i>Grab/release hostage</i>	E
<i>Move camera</i>	Mouse movement
Shoot	Left mouse button
Jump	Space

## Questions

Do you like stealth games?

Would you like to see this kind of mechanic in a finished game?

Does the mechanic make a game more immersive? If not, what can I do to make it more believable?

Do you think the mechanic can be easily abused and if so, how would you try to balance it?

Do you have additional suggestions to improve my prototype?