

# Game Ideas

-MMO, hunting each other The hub

~~MMO~~

X

## \* Limitations

- Art work
- Modeling
- Man power
- Time
- Sound
- Multiplayer

## How to overcome limitations

- Limit or simply art work
- Basic / Low poly
- Roastery free Sounds
- Single player only
- Android or Windows

## What I want in game

- Shooter
- Open World
- Story
- Real themed
- 3D

## Similar games

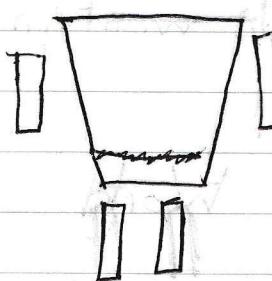
- GTA

GTA Style of game

# Characters | Character

Tiny Worlds inspired by

Front



Side



Simple

Easy to make  
Rigable

Colour:  
White  
Black

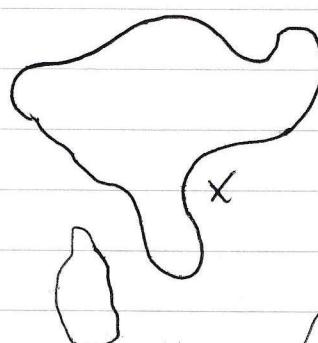
Main character

Tiny game?

Everything correct size to each other  
Single player  
3rd person

Map

~~Land Locked~~  
~~Surrounded by water~~

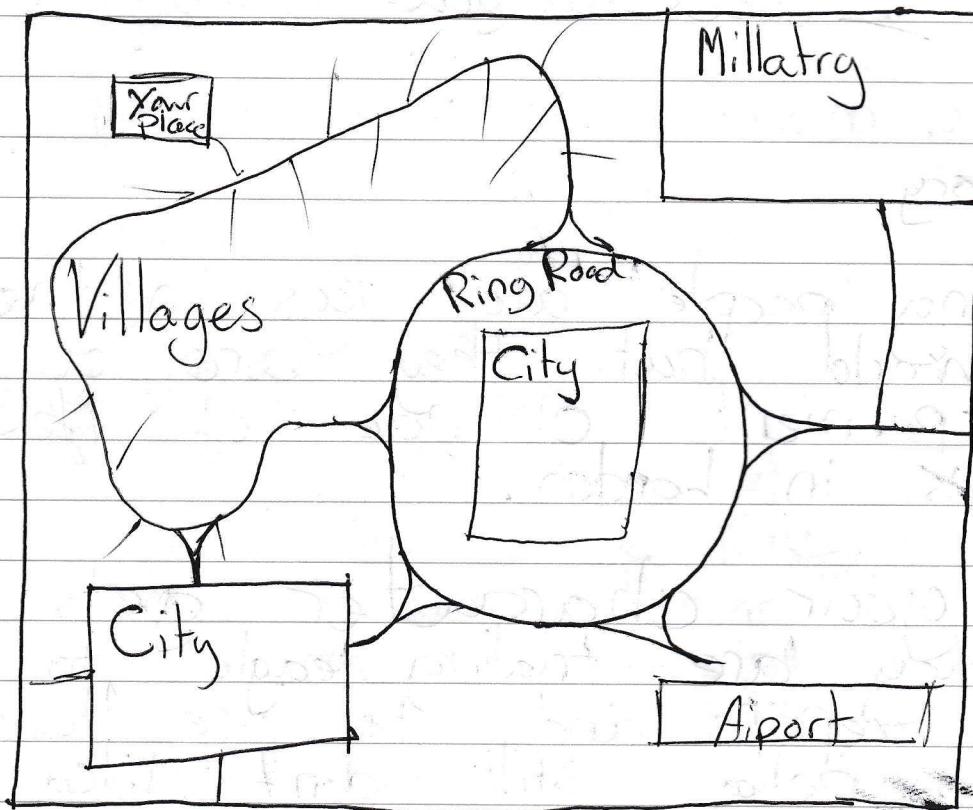


Playable



Low quality water

Water



London?

How to solve water?

Simple all  
Stright Roads  
but not block  
game

Have the flat free water  
but when they fall in  
3 Seconds pass and they  
teleport or back

Thing it needs to include

- Safe house
- underground
- parks
- River Thames
- Surface train's
- key landmarks

# Story Idea

You meet up with someone who helps you.

## Back Story

these tiny people are toys in the real world but they are used to experiment change of lifestyle and live in London.

When your character gets placed they are trialing eagle to have weapons and to use them. however police still don't like you killing.

In game

Goal: Stop a gang

Your getting fed up of the police not doing anything about this gang so you take it on your own hands to stop them.

ghost recon work through leaders to kill the top leader.

Afterwards

Police take the claim that they got them but you keep all the money and cause havock

# Game Mechanics

How will player earn money?

- Missions
- Robing places
- Selling cars
- \* Heist?

Where does the player live/stay?

At first with stranger the once game is complete you get your own place

Where to store cars/bikes?

garage's at houses or out and about.

Where to buy weapons?

- As the place has legalised guns there are gun stores, and big powerfull weapons you have to order off black market.

Food?

No, there will be no use for food

Do silrians have guns?

Yes, they will shoot you if you start

Police then, do they kill them too?

# Weapons

Can't use names due to license  
Make it simple and easy to understand

Auto machine pistol

Heavy pistol

Pistol

SMG

LMG

Shotgun

Carbine

Grenade

Black market guns

Grenade

Launcher

Sword

RPG

Minigun

Ball Launcher - Makes target ragdoll

Explosive

# Mission Ideas

1. Player gets placed into world and is looking around confused where and why he is here.

He spots two other characters whispering to each other then pointing at player.

Player carry's on looking but they start seeing the two other characters chasing running towards him shouting.

"STOP"

— Player Takes Control —

Player has to run to a near by car with door left open while two guys are shooting at the player.

Once player is in car they have to drive away.

Info The player will be forced to go a sixteen way due to traffic  
two enemies get in a car to

Player has to drive for a bit then hide in an ally.

## Cut scene

Camera looks back to Street and sees two enemies drive passed then gets out of Stolen car.

Info Police sirens are heard in the distance

Player goes to walk out alley then someone comes in a car and says to get in.

Player refuses as they have no clue to who he is.

Guy in car says

You can come with me and I'll help you or you can get court by the police for stealing a car.

Camera looks over to other side of alley seeing cops walking to car.

Player rushes into car with Stranger

Car speeds off police look out  
at them wizing off in frustration that  
they're gone

## End of Mission

~~Info about Stranger~~

Player finds out later that  
the Stranger will be working to  
stop gangs.

Drops player into freerome with  
unlimited money for prototype

# Project Info

Name:

Time: 6 Months

Target Age : 15+

Open World, Freerome, Singleplayer, Action

# User Interface

## Main Menu

Name of game

Continue

Video in  
background

Play

Options

Exit

## Play menu

Name of game

Save 1

Video in  
background

Save 2

Save 3

Back

Ingame



Health  
Money

Ammo  
Weapons

# Development Process

## Things to do

- Create Player
- ~~Working player movement~~
- ~~Create 1 Gun~~
- Useable weapon
- Health for player
- Set up test Ai

## ~~Create few buildings~~

- Create rest of weapons

- Buildings untextured
- Streets
- extras

## Order to do

- Release prototype
- Texture leftovers
- Story
- Better Ai:

## Release

6 Months

- Add to submissions

- Create 1 car
- Script car
- Make rest of cars

- Set up Ai basic

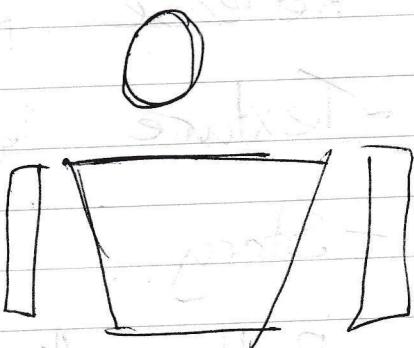
- Police

- UI

# Things for prototype

Complete this at a max of 1 Month  
~~Release for~~

Basic character created in unity



Feet not needed at prototype stage

Square gun which works

Ammo and clip

Weapon switching

Running

Driving a square with wheels

Basic Ai running around Square Buildings

Health on player

Ui Simple

Buging a weapon working or ammo

# Art and Style

Lego Block

Colourful, bright and cartoony

however there will be blood and violence

## Objects

Objects will be very simple shapes. This does mean a lot lower end pc's will be able to run it but this is also due to my skill, I am still learning how to model.

Objects could be made in unity however I want them to be a little bit better.

Prototype though can be created in unity as then I am focusing on functionality.

Size

$1 \times 1 =$

$2 \times 2 =$

Character =

# Target Platform

My main target platform and first platform will be pc as the ability to make and publish games for free on that platform makes it my first.

However down the after ~~first~~ release there could be controller support.

\* This feature will take a lot of work to add but once it's added it could open the way for console however that's a dream and would not be possible for me to reach in my 2nd game.

Mobile no, handheld no

## Controls

The controls are going to be common WASD with mouse as look and mouse 1 to shoot and mouse 2 as aim. This will be because it will make it easier for new players to master it and start having fun.

# Development Blog

A development blog would be useful for looking back on it also shows progress of the game to new players.

## Itch.io

This website can host the game before release and has a dev blog feature however I want to make it easy to understand videos on youtube instead of people having to read through a blog, they can see it.

# Advertising

Twitter under @Hiddendetail

Itch.io where it will be sold

Youtube gameplay, devlog and trailers