

# **Woods Kill.**

## **Concept Document**

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### **The idea**

Young girl walks through the woods, trying to survive the creatures she encounters as she tries to make it out of the woods. Along her journey she stumbles upon different weapons she can use to help her, such as a pocket knife, a lighter, and a gun, At the beginning, the only thing she has that could be considered a weapon is a stick.

The different creatures this girl encounters along her journey would be mutated bugs, stray dogs, rabid racoons, and bears. The girl must fight off each creature with the appropriate weapon, and if the player has missed an item, they will either die to one of the creatures or will not be allowed to progress until they pick up the item.

### **Background info**

One day a young girl decides to take a walk through the woods, and stumbles upon a trail she never knew existed. She knew the woods were already dangerous enough, but she was a risk taker, so without a second thought she went down this new trail, not realising she may never make it out again.

The player controls the young girl, where they will have to navigate their way through the woods, using weapons provided to fight to survive. May be able to update stats such as sprint if player finds food.

### **Features**

Item collection

Shooting

Sprint

Attacking

### **Pillars**

Item collection 15%

Collect different weapons to be able to defend yourself against deadly creatures in the hopes of being able to survive, as well as collecting food to keep stats up to date.

Shooting 15%

The shooting aspect of this game was mainly to be able to defend against the bears that are present in the woods, but it's possible that this could change so that the player may use their gun against other creatures.

#### **Sprint 20%**

Sprint is used so that the player can run from enemies, or to simply save time and move quicker through the map, instead of having to walk slowly through the game.

#### **Attacking 50%**

Attacking is the main feature of the game. Player must use their resources wisely to be able to defend themselves from the approaching enemies. Player must attack to be able to make progress in the game, so running away from each new enemy that presents itself won't have much effect.

#### **Skills being used.**

Classes: enemies, movement, attacking,

Graphics: animations, colours, sprites, backgrounds

Source control: git and git hub

Software: Visual Studio 2022, photoshop?, procreate, audio editing software

Teamwork

Documentation: concept document, game design document, comments from teammates or Pete

#### **What was enjoyed**

The creatures that the player encounters should not be so difficult that the player can't progress as they go along, so balance is required so that while there should be some challenge for the player, it shouldn't be too difficult that it would make them feel frustrated.

Game should keep the player engaged and concentrated so that they are not bored or distracted after only playing the game for a brief period of time.

The different range of enemies allows for the player to decide how they want to go about defending themselves, as each one can be defeated in different ways.

The different designs that could be made for each animal, creating the atmosphere of the environment, adding in various sounds for a general sense of being in the environment of the game

#### **Elements of the game**

Visual assets:

-draw the different animals from the screen.

Audio assets:

-distort audio of different animal sounds to make it sound more creepy

Menu system:

-use different creatures for the menu to show the player how far they have progressed

HUD:

- a sprint bar to show how much stamina is being used up by the player.

The basics:

- attack, sprint, collect items

Graphics:

- sprites, text, fonts, backgrounds,

Advanced game play:

- Enemy interaction, enemy hit box, level progression, increase stamina, movement

Advanced Graphics:

- animated sprite for movement, attacking collecting items, use of colours for sprites and backgrounds

Video

Project Management