

Concept Document for four-person project “Hide and Seek”

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How to play Hide and Seek:

The rules for hide and seek are very simple three or more hiders hide in an area while there is one seeker. The role of the seeker is that they are trying to find all the hiders.

To win the game the seeker must find all the hiders.

And some rules the hiders must hide from the seeker before the time runs out.

The game mechanics for Hide and Seek are:

In this game players will vote for a map to play in and the game will randomly select a player to be the seeker. And they seeker will be asked to leave the room or don't look while players be on a timer to find a hiding spot.

Here is an example of what the map selection menu would look like.



Once the timer for the hiders has ended the seeker will be asked to come back in the room and must try and find all the hiders before the hiders chances are up.

How the hiding Mechanic will work:

When the hiders selected the hiding location a coloured pin of there character colour will appear on screen showing where the player is hiding. Once the timer has run out the for the hiders to find a hiding location they will disappear so the seeker would find them.

How to win the game:

To win the game the seeker must find all the hiders to win or the seeker must run out of chances to find all the hider which will make the hiders the winner.

The idea for this project came from a minigame from Wii party that was released to the Nintendo Wii on July 8 2010. The link will show a video on how the game is played.

<https://www.bing.com/videos/riverview/relatedvideo?&q=wii+party+hide+and+peek&&mid=67A9D2500D0F86F14DBC67A9D2500D0F86F14DBC&&FORM=VRDGAR>

Elements:

- World building[10-40] The map that the player will play in and a custom map maker where players could make there own map and add different hiding places.
- Volume [5-10] This will have ability to play background music and having the ability to play or disable the music in the setting screen.

- Hider timer[5] The timer for the hiders to find a hiding space before the seeker can find them.
- Menu Screen and Setting Screen[5-10] Menu display assets and the setting menu.
- Seeker Selection[5-10] A randomizer will choose who the seeker is and it will be displayed once the map for the game is selected.
- Hiding locations selection[15] Moving the mouse the hiders will select hiding places around the map.
- Seeker Chances[5] The seeker will have a certain amount of chances to find the hiders.
- Video[5]
- Project Management[5]
- Seeker selection[10] A randomizer that will select one player to be a seeker.
- Additional features multiple seekers[0-20] This could be used for custom play where you can pick two or more seekers to the game but there needs to be one hider.