<MetaHunt>

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

Overview

Theme / Setting / Genre
- <Midevil style hunt on isle>
- <low poly>
- <stealth/hideNseek>
- <multiplayer>

Core Gameplay Mechanics Brief
- <interactive enviroment #1>
- <underwater movement #2>
- <advanced character climb #3>
- <visual Scent Trails#4>

Targeted platforms
- <UE4>

Project Scope
- <Game Time Scale>
    - Time Scale (11wks)
- <Team Size>
    - < 3-5>
        - Armondo
            - Senior Programmer?
    - <Cost to employ them full time or part time> = Cookies
    - Robert
            - Environment Artist?
    - <Cost to employ full time> = Volunteer aka artist slave
    -Joe
            -Technical Code Artist!
    - <Cost to employ them part time> = Deployment rights

Influences (Brief)
- **<Influence #1>**
    - <Medium> (History)

- /The Quorn Hunt, usually called the Quorn, established in 1696, is one of the world's oldest fox hunting packs and claims to be the United Kingdom's most famous hunt. Its country is mostly in Leicestershire, together with some smaller areas of Nottinghamshire and Derbyshire/

- **<Influence #2>**
    - <Medium> (Chance Placement MMORPG)
    - /You can be a hound or a fox by randomly selected chance role assignment from a queued game/
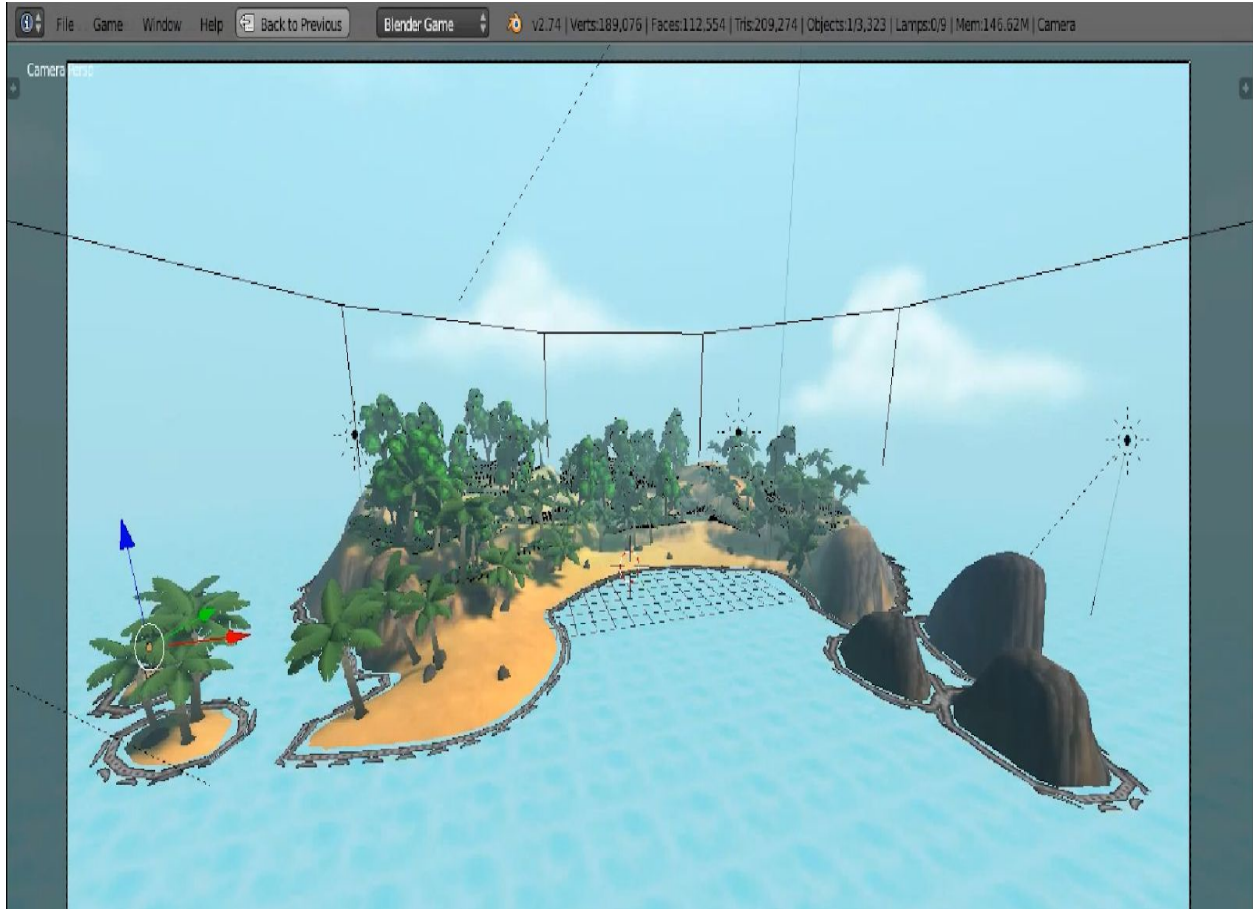
- **<Influence #3>**
    - <Medium> (Childhood outdoor games)
    - /Manhunt, hideNseek, King of the hill, one_V_all/

The elevator Pitch

Competitive, Stealth, All vs One || One vs ALL, Epic Alternate History Multiplayer

Project Description

<A Multiplayer game of hide and seek in the style of a traditional fox hunt set on a tropical island to escape game laws, characters limited to dogs and a single fox, 16 players per room, climbing, underwater mechanics etc>

What sets this project apart?

- <The beautiful low poly world #1>
- <The social interactivity #2>
- <Mechanics that reward the underdog aka fox player for cleverness (ie reed underwater breathing #3>
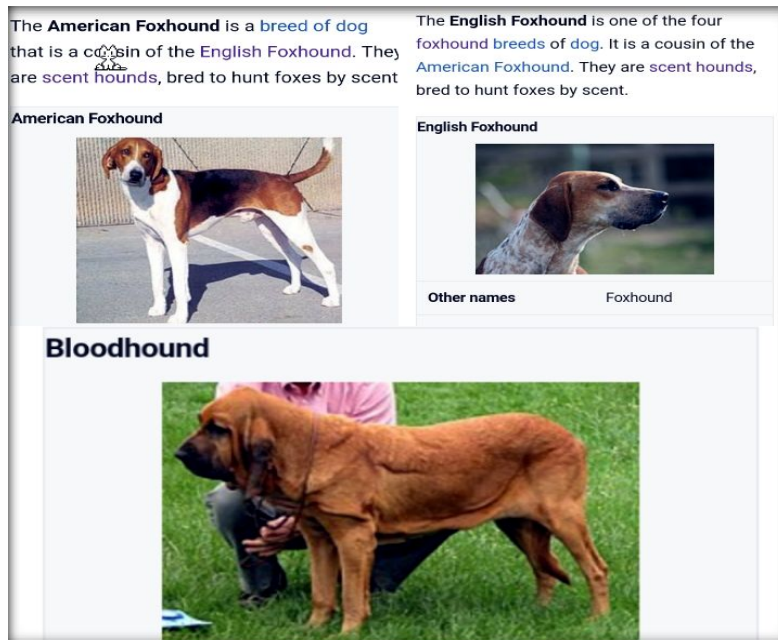- <tree'd fox must leave bird dogged tree to be groundchased or jump to an adjacent tree #4>

Assets Needed

- 2D

    - Textures

        - Environment Textures

    - Heightmap data

        - List required data required - Example: DEM data of the entire UK.

    - Etc.

- 3D

    - Characters List

        - Bloodhound

        - American/English Fox hounds

- Environmental Art Lists

        - Thick water reeds #1

        - Hollow logs #2

        - climbable trees #3

        - Modular under ground tunnel asset.

- Sound

    - Sound List (Ambient)

- Outside
  - Bark 1
  - paw steps through woods 2
  - water souds (splashing, stream, waves etc) 3
  - etc.
- Inside
  - hollow echo effect 1
  - underwater muffle 2

- **Sound List (Player)**
  - Character Movement Sound List
    - Env Interactions 1
    - death noise 2
    - etc.
  - Character Spotted / Collision Sound list
    - stealth blown sound mgs 1

- **Code**
  - Character Scripts (Player Pawn/Player Controller)
    Climb
    Bite(2 grab/help jump-climb)
    Trailing scent visulization
  - Ambient Scripts (Runs in the background)
    - sounds
    - physics

- **Animation**
  - Environment Animations
    - wind, water
    - etc.
  - Character Animations
    - Player
      Dog - walk,Bite,Bark,Run

Schedule

- **<Review Doc and Project Git Repo #1>**
    - Time Scale
        - by Wk2 class

- **<Trees -Movement scripts #2>**
    - Time Scale
        - wk2 <-> wk3
        - Etc.

- **<Underground burroughs watermechanics #3>**
    - Time Scale
        - wk3 <-> wk4

- **<Crunch to Midterm #4>**
    - Time Scale
        - wk2 <-> wk5

- **<2BSprintPlanned... #5>**
    - Time Scale
        - wk? <-> wk?