

# The Bounty Hunter's Dilemma

by  
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# What are we making

We are making a 3D game set in the middle ages, wherein the player takes the role of someone who wants to be the best swordsman under the sun.

# Setting

Western middle ages.

Small village.

Small part of a bigger world.

Good swordsmanship is respected.





“You must understand  
that there is more than  
one path to the top of the  
mountain.”

-Miyamoto Musashi

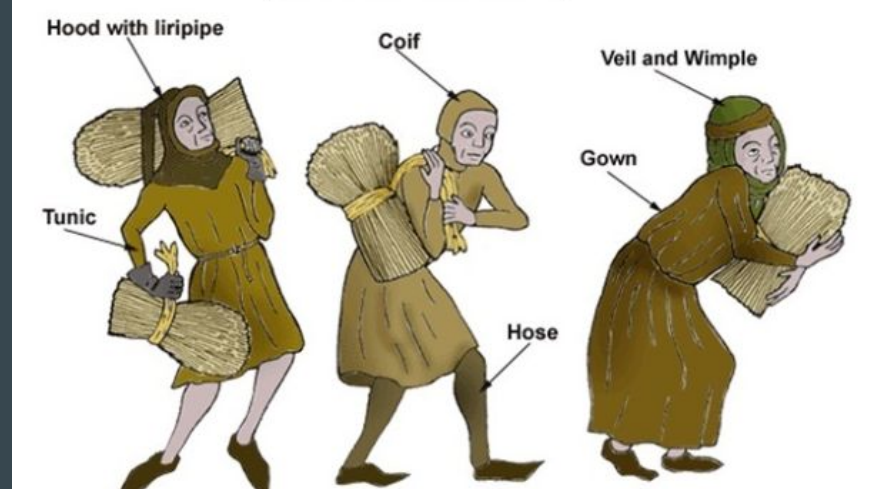


# Character Design

No heavy plate armor.



What peasants wore wasn't quite right either.



# Character Design

Padded armor.

Maybe with some elements of  
mail / plate





# Character Model

Simple.





## BackStory:

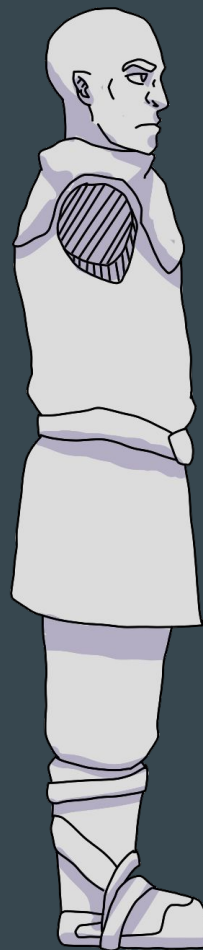
He lived in a small rural house with his parents. His father was once a respected swordsman, a title he still clings to, even though now he's mostly just drunk. Wanting his son to be a great swordsman as well, he is very hard on him, putting him through rigorous hours of training.

After a particularly hard day of getting beat though, he's had it. During the night he steals his father's sword, but then there is a loud knocking at the door. He hides. The door is broken in, mercenaries rush in. His father goes for his sword but it's not there. Both his parents are killed. He manages to find a new home at a neighbouring farm.

The event scarred him deeply. Never wanting to be helpless in such a situation ever again, he embarks on the journey to becoming the greatest swordsman under the sun.



# Villain character design





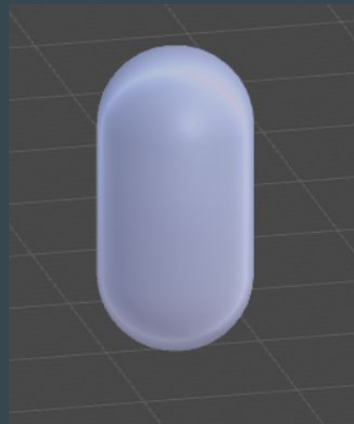
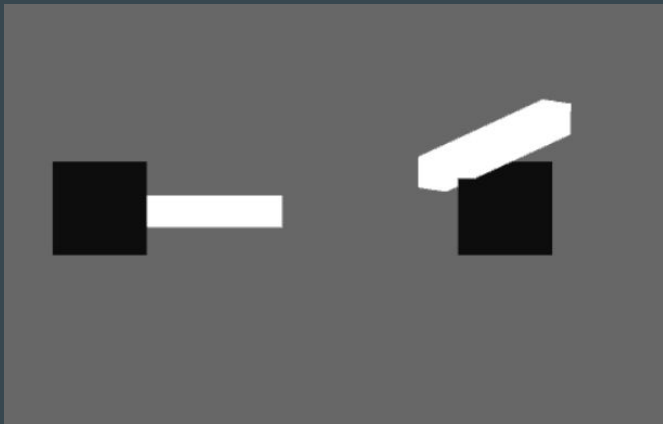
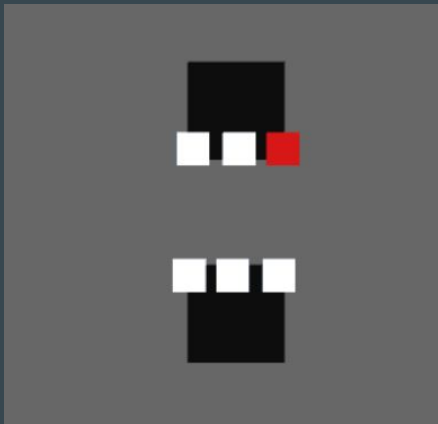
# Camera movement

Dark Souls - should only be played with a joystick

Fortnite - not natural, too rigid, but very responsive.

Pubg - Smooth and nice, but a little unresponsive.

We want a mix of Pubg's and Fortnite's camera movement.



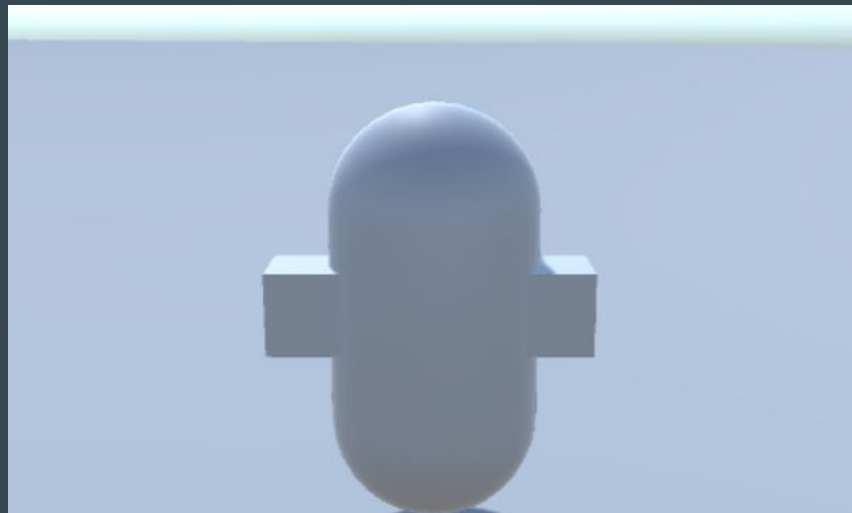
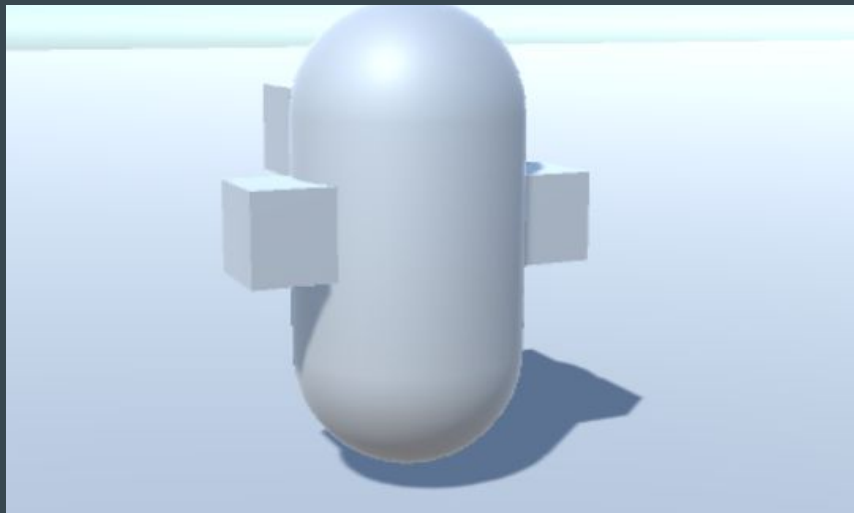
# The Gameplay

Started with simple 2D prototypes

Moved on to capsules



# Getting the camera movement just right



# Gameplay

Hit detection.

Visuals

Adding rules (how do counters work, etc.)

