## Ball Hunter

## (Computer Graphics: Final Project)

## High Concept

## The game is a shooter: you are THE objects hunter. You’ve to destroy various objects by throwing balls at them.

The balls are stick to a line fixed to an anchor.  
You must pull the ball to give it a force. The more you pull the faster it will go.

When you hit an object, it will will disappear and other objects will appear.

The more objects you hit, the better your score is.

Be careful of the time! You’ve to be the best!

When the timer is equal to 60, the game is done and it will restart.

## Features

* Third person shooter.
* Balls and objects forces.
* Various acceleration depending on how hard you pull your balls.
* Objects gravity impacting the trajectory of all the objects.
* Buoyancy for all the fallen objects.
* GUI score and high score displayed on the top left corner of the screen.
* GUI timer displayed on the top of the screen.
* Timer mode: objects are coming indefinitely until the timer is down to 0. As the game goes on, the objects are going faster.

## Player Motivation

The goal is to destroy as much objects as you can. The more you destroy the better your score is.

## Genre

Third person balls shooter.

## Target Customer



## Competition

**Duck Hunt** *(NES game, 1984)*.

## Unique Selling Points

* Realistic physics: buoyancy, gravity...
* Competitive score game.
* Multiple moving objects.

## Target Hardware

PC – Windows.

## Game Mode

Single player.

## Design Goals

**Fast:** Shoot as fast as you can.

**Accurate:** Hit all your targets to make the best score possible.

**Anticipation:** Be aware of the realistic physic to hit your targets.

## Objects

Bullets: balls attached to a spring, fixed to an anchor.

Targets: various objects: cubes, spheres... (Maybe more to come).