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KEY WORDS: [Player Death] [Quota]

Short Description & Main Mechanics

What genre of game are you going to make?

A survival tactical game.

Describe the camera, character and controls (3C's)

Camera: A Top-Down view with a tilted angle that gives a general look of the surrounding area.

Character: A man that is being chased by the Grim Reaper, who wants to harvest his soul. He is trying to avoid death by killing others and distracting the Grim Reaper.

Controls: The protagonist can be moved around the world using WASD; the user can either; Kill the agent; Ask the agent to follow the player or clean up the killed agent to avoid raising awareness in the world.

What is the goal of the game? How do you beat the game? How can the player fail?

The player's goal is to survive as long as possible without dying; the player loses if they die. Dying will always happen because of the Grim Reaper, however the player can be body blocked and captured by the people which results in the Grim Reaper catching up and taking your soul. If your soul gets taken it is game over.

The player may eliminate other agents to distract the Grim Reaper, this buys a little bit of time for the player whilst he is collecting the souls of the people you killed. Killing people in public however will result in an awareness penalty, this will make the non-aggressive NPC's chase the player to apprehend him or run away from him making sure that the player can't kill another person to distract the Grim Reaper.

Time-wasting

The first mechanic that the player can utilize to their advantage is the killing of other inhabitants around the world: These distract the Grim Reaper due to him wanting to reap their souls first. When he reaps their souls he will not move for 5 seconds giving the player some extra time to run away, putting more distance between the player and the Grim Reaper.

Awareness

Killing an inhabitant has a risk factor to it, if the player kills an inhabitant while people are watching he will get an awareness penalty. having an awareness penalty will motivate the inhabitants to either capture you or run away from you. Inhabitants will also not follow you anymore, making it more difficult to kill them. To avoid raising awareness the player can make use of the "Concealment" mechanic.

Every inhabitant has a level of trust associated with him, depending on the public awareness these inhabitants will trust you and follow you around. If the public awareness is too high the inhabitants will refuse to follow you.

Concealment

The player may clean up a crime scene to avoid raising awareness: You can hide the body from other inhabitants making the public awareness raise slower. This, once again, has consequences: While the player performs these actions, he cannot move, adding a factor of risk and terror to the general experience. This ensures that the player has means of affecting the awareness, at a price.

Speedy Grim

The Grim Reaper will be able to collect those souls and in turn increasing his movement speed, so the game will get more difficult as time goes on.

Soul upgrades

The player can collect souls and use them to upgrade his abilities. Collecting a soul does result in the player standing still for a few seconds but he can buy different actions with those souls.

    A forcefield forcing the Grim Reaper away from the player making him bounce a few times.

    An extra life teleporting the player when he gets apprehended or killed by the Grim Reaper.

    A corrupt soul, when the Grim Reaper eventually collects the soul he will receive a small permanent debuf.

    You can also buy a dog for 20 seconds that will chase the Grim Reaper for his bones.

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

The focuses of this game are the "Time wasting", "Speedy Grim", "Awareness" and "Soul upgrades" mechanics. As these seem the most important for now.

The "Concealment" mechanic is nice to have but less interesting than the "Soul upgrades" mechanic. I will however attempt to do all of them, but I will focus on all the features in the following order.

- Character movement.
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- Grim Reaper chasing and gaining speed.
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- Kill inhabitant action.
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- Awareness system.
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- Wasting Grim's time.
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- Soul upgrade mechanic.
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- Hiding the bodies.