Game Dev Project Cryptic Hunt Design Doc

# Visual Style

* Limited Colour Palette
* GTA-style HUD system
* Demonic theme
* Obstacles you cannot defeat, but dodge

# Genre Style

* Collection style mission loops
* Exploration, survival and puzzles

# Technical Style

* Movement: Motion in steps and directions rather than velocities
* Interiors separated from main map

# Brainstorm

* Final item in real world
* Limit amount of hints found with energy system
* First release having only cryptic hunt, release base game after hunt is over as an update
* Cryptic Hunt Game end – Dream Ends

# Workflow Division

## Technical

* Movement and Camera – Shaan and Anish
* Player Interactions – Srivishnu
* NPC Behaviour - Ishan
* Mission Objective Packing – Darsh and Armaan
  + Collecting items
  + Talking to NPC
  + Dialogues
  + Cutscene
  + Location objectives

## Map Design

* Main World - Ashwin
* Interiors
  + Men’s Hostel
  + Women’s Hostel
  + TT
  + SJT
  + Library
  + GDN
  + MGB (Update)
* Textures
* Animations - on hold