

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018



STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

TABLE OF CONTENTS

Design history	3
Game concept.....	4
Target Audience.....	4
target platform	4
Platform.....	4
Minimal device	4
Recommended device	4
Game Flow Summary.....	5
Gameplay.....	6
Mechanics.....	7
Interactive Objects	7
Behaviors.....	8
Object relationships	9
Story and Game progression	10
Story and background	10
Game progression	10
Levels	11
Interface	12
AI.....	13
Cost.....	14
Project rules.....	16
Folder structure.....	16
File types	16
Technical choices	17
Rendering and view.....	17
Physics.....	17
Scene management.....	17
AI	17
Manager objects.....	17
Interface	18
Players	18
Data storage	18
Cutscenes	18

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

DESIGN HISTORY

Date		Changes
12-03-18		Initial design
13-03-18		Updated look of the document & added table of contents

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

GAME CONCEPT

Stop the hunter is a game where you're against different AI, they are the hunters and you are the activist. As the activist you are there to stop them from hunting the elephants. You shoot the hunter before it shoots the elephant. But don't shoot the animals!

TARGET AUDIENCE (CLIENTS POINT OF VIEW)

Because the WWF wanted a big audience for young and old we wanted to create something that appeals to every age group and can be played anywhere at any time. This is why we chose to create it on the mobile phone because it's so accessible. People who have a newer phone, with touch screen can easily play the game at any moment without troubles. And with our cartoony cardboard look it looks appealing but also more approachable for all the ages.

TARGET PLATFORM

PLATFORM

We are making this project to be able to run on a mobile phone (Android / IOS)

MINIMAL DEVICE

OS player requires iOS 7.0.

Android: OS 4.1; ARMv7 CPU with NEON support or Atom CPU; OpenGL ES 2.0 or later.

RECOMMENDED DEVICE

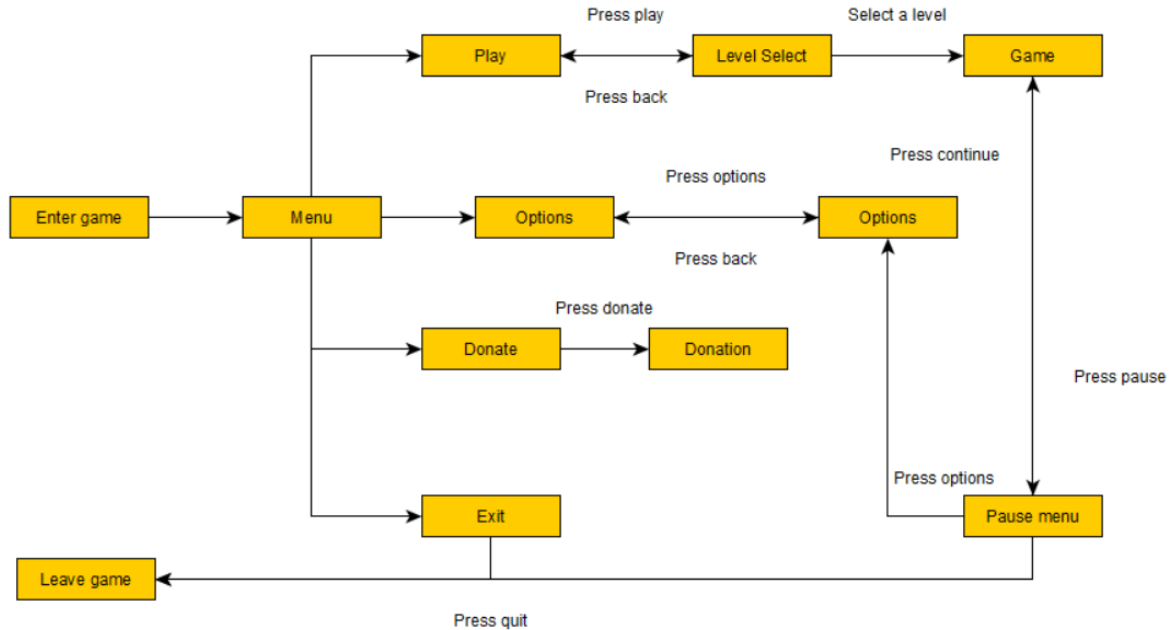
A modern Iphone/Android with internet access and the latest phone update.

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

GAME FLOW SUMMARY



Every interaction happens with a tap of your finger(s) and you can view around you by rotating your phone around you. (this is only when the game is being played)

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

GAMEPLAY

By clicking the buttons with your finger(s) on the screen you move through the different menu's in the game.

When you're in the game screen you can tap on the screen and you shoot to the position where you placed your finger.

You can change directions by tapping on a different location on the screen, or rotate the phone around and see more of the screen.

You win when you save enough animals, and you lose when you don't.

You don't save enough animals when either you shoot the animals yourself or the hunters shoot them.

You can always go back to previous levels by going to the level select.

If at the end of the level you saved enough animals you'll be directed to the donation screen, where will be asked if you want to donate. (with a button to the donation website)

If you lose the game you'll get a screen with a informative text about the animal (and its endangerment) and you should try harder.

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

MECHANICS

INTERACTIVE OBJECTS

Object	Does	How
Play Button	Plays the game	Tapping the button
Options Button	Opens the option menu	Tapping the button
Donation Button	Opens the donation menu	Tapping the button
Exit Button	Exits the game	Tapping the button
Back Button	Goes back to the menu	Tapping the button
Timer	Keeps track of the time	By showing a counting down clock
Hunters	Can be shot to gain points / shoot the animals	Coded AI
Animals	Can be shot to lose points / are shot by hunters	Coded AI

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

BEHAVIORS

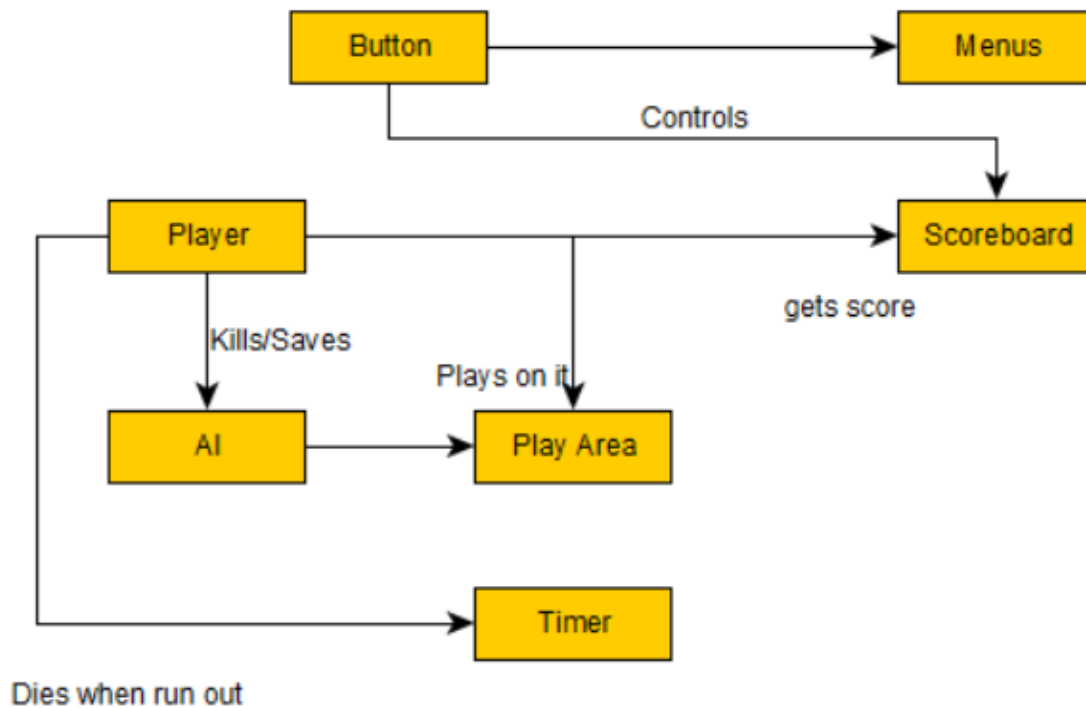
Type	Description	How does it do it?	Expectable situations
Button	When clicked something happens	When you click with your mouse something happens (what the name of the button says)	Plays the game, opens the option menu, opens the rules menu, exits the game, goes back to the previous screen, opens the pause menu
AI	Will pick a position on the map and shoots the animals	By using positions on the map it will pick a free spot and stand there to shoot the animals	
Scoreboard	Shows the player the score of every other player	If you open up the score menu it will show how many points every player scored and how you get score	Shows the amount of animals you've saved at the end
Timer	Keeps track of the time you have left	Counts down from a timer	
Player	Everything the player can do will be done here	It takes the input from the player, and uses it.	

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

OBJECT RELATIONSHIPS



STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

STORY AND GAME PROGRESSION

STORY AND BACKGROUND

Stop the hunter is a game where you're against different AI, they are the hunters and you are the activist. As the activist you are there to stop them from hunting the animals. You shoot the hunter before it shoots the animals. But don't shoot the animals!

GAME PROGRESSION

As the game progresses through the levels, the AI gets more difficult. This by hiding more instead of standing in open sight and shooting faster. After every chapter you get an achievement that you saved that animal, this will also be when people will be informed about the endangered species that you just saved and will redirect you to the donation page.

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

LEVELS

There are a total of 5 chapters. (with each their own animal that you have to save) Every chapter has 3 levels where you can collect stars. (for a time bonus/amount of animals you've saved/hunters stopped)

If you get 2 or more stars you'll be able to progress to the next chapter. Each level has their own animal and land for that corresponding animal. The first chapter is the easiest, to make clear what the controls are and about time and score. After the levels progress the levels get harder, by adding more obstacles and making the AI harder each level.

The first chapter will be in the savannah, because it's very open and you can easily spot hunters.

The second level will be in the water, there are some things to hide behind but it's still very open.

The third chapter will be in the snow, because everything is white things are harder to spot.

The fourth level will be in the jungle, with many trees to obscure your vision.

The fifth chapter will be again in the snow but with a blizzard to obscure your sight.

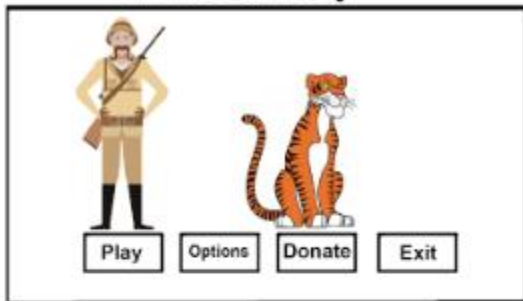
STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

INTERFACE

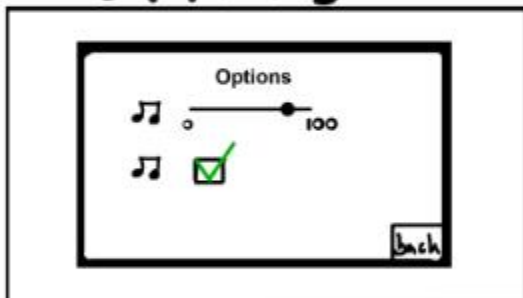
menu



Level select



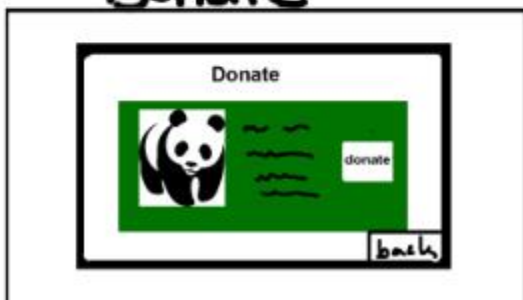
options



in game



Donate



Pause



STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

AI

There are two AI systems in the game, one for the animals and one for the hunter.

The animals just pick a location and move around slowly and randomly make some noise or do an animation. If the player shoots the animal the player will lose score and the animal will die, making some type of scream and do a death animation.

The hunter will pick a spot on the map and shoot from that position. If you shoot him before he shoots you gain points and the hunter will drop dead. If you're too late the hunter will shoot one of the animals and you'll lose score.

After some period of time the hunters and animals will disappear and will respawn at a different location.

If at any point in time you miss a shot the hunters will find cover (and become harder to shoot) and the animals will run around for some time until they've calmed down.

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

COST

Roles needed	Why?	How long needed	Cost per hour	Total cost
Audio design	Every good game has music in it	2 days	€45-, an hour	€720-,
Art (2)	We need to make it look pretty	5 weeks	€40-, an hour	€8.000-,
Development (2)	We need someone to make the game	12 weeks	€50-, an hour	€24.000-,
Play tester	We need some feedback from outside to make sure it's fun to play	4 days	€30-, an hour	€960-,
Project manager	We need someone to make plans and make sure everything goes as plan	12 weeks	€60-, an hour	€28.800-,
Marketing manager	We need to let people know that the game is available	6 weeks	€60-, an hour	€14.400-,
				Total : €76.880

People working on the project will mostly work 8 hours a day 5 days a week, we begin work at 8:30 am till 5:00 pm with half an hour break at 12:30. (breaks will not be charged)

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

Accommodation	Usage	Cost
Unity pro	This is where we will make the game in	€125 / month €1.500 / year
Maya 2018 (optional)	We will make the models in here	€242 / month €1.936 / year
Photoshop	We will make the design and textures in here	€24,19 / month €290,17 / year
		Total: €319,19 / month € 3.726,17/ year

Since we'll only work on this for 3 months the cost would be **€957,57**

Not including Maya 2018 will make it drop down to **€591,71**

All the cost together (with paychecks & with Maya) would be a total of **€77.837,57**

All the cost together (with paychecks & without Maya) would be a total of **€77.471,70**

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

PROJECT RULES

FOLDER STRUCTURE

Folder	What goes in
Scripts	All scripts that are being made, and used go in here. Also in a sub folder with the usage
Assets	All art that comes in go in here, in a sub folder for location and usage
Textures	All textures go in here, in a sub folder for the object
Prefabs	All prefabs go in here
Animations	All animations go here, with a sub folder of usage
Music	All music go in here, with a subfolder for sounds (like jumping) and a folder for the type of music
Levels	Every level is in their own sub folder

FILE TYPES

File types	Purpose
.wav	Sound/music
.fbx	So textures are already on it
.cs	All classes
.psd/png	.psd is for textures, .png is for alphas

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

TECHNICAL CHOICES

RENDERING AND VIEW

Forward rendering path, because it's the cheapest for mobile.

Gamma color space because it makes the mobile game look better.

The game will have a 2D side scrolling perspective view.

PHYSICS

it's a 2D game, with no ragdolls, no physics because everything is done through code/animations.

SCENE MANAGEMENT

We'll have 2 scenes, the menu and the game. The load screen will be stacked on the game scene so it will load in the background.

AI

We'll use a behavior tree to check every possibility that the AI can make, and choose an appropriate option.

MANAGER OBJECTS

We use managers, like an Audio manager that takes care of the audio.

Manager	Responsibility
Audio	Plays every sound/music
Level	Keeps track of the objects in the game
Score	Keeps track of the score in the game

Everything that's not in this list will be a scriptable object.

STOP THE HUNTER

Laura van den Dikkenberg

Versie 1.1 13-3-2018

INTERFACE

We'll use the basic Unity UI to make our GUI.

Everything can be clicked on it and the name interprets what it does. (play goes to play mode, options opens an options screen etc.)

PLAYERS

The game is a mobile game so, no LAN or split screen etc.

The player can play and interact with everything on screen with their fingers.

You aren't able to change the controls since it's a mobile game and the only input you have are your fingers.

DATA STORAGE

All score will be saved into a small database with the levels that you've unlocked and scores.

There will only be a local highscore, so no competing against other payers

CUTSCENES

There will be no cutscenes in the game.