

# **REVOLGUARD DUEL**

## **FIGHT FOR RICHES**

### **GAME DESIGN DOCUMENT**

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# Version History

Version 1.0: Document created and information added

Version 2.0: Feedback integrated

Version 3.0: Final feedback integration

# Section 1. Game Overview

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## 1.1. Game Concept

In RevoGuard, social status is decided by duels between 2 people equipped with shields and revolvers, where the winner will increase their rank in the social hierarchy.

## 1.2. Game Overview

In Revoguard, a society obsessed with prestige, social status is not decided by wealth or by your character but with one's skill in combat. Even a farmer can become a king if they are willing to challenge others to a fatal duel to increase their combat rank and with it, their social status and position. The duel is a thrilling test of skill and strategy in which the contenders, armed with single action revolvers and bulletproof shields, use all their skill and strategy to emerge victorious. The victor emerges not only with their life intact, but also rises in status and title, hoping to one day finally become the most powerful in RevoGuard.

Playing as a citizen of RevoGuard, you will fight to rise in power by engaging opponents in fast-paced duels with a focus on quick reaction times as well as creating strategies, using the environment to your advantage.

## 1.3. Genre

The game is a multiplayer first-person, action arena battler.

## 1.4. Platform

The game is available on Windows and macOS computers.

## 1.5. Target Audience

RevoGuard Duel is made for players who want to use quick, creative thinking and movement to get an edge over their opponents in a fast-paced battle.

The player's success is determined by their ability to react to the environment and their current situation in order to flank, and defeat your enemy.

The game is not for players looking for a slow paced experience.

## 1.6. Game Feature Set

- 2 player multiplayer
- First-person
- Arena Shooter
- Parry system
- Quick and unique gameplay
- Risk vs Reward

# Section 2. Story

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## 2.1 Setting & Backstory

Many light years away lies the distant planet of RevoGuard. It is a harsh world in which the weak are shown no mercy by the powerful, who thrive off their suffering. However, in RevoGuard your position in society is not decided by wealth, fame, or honour but by your skills and rank in combat.

As soon as they become of age, any citizen in RevoGuard gains the right to challenge or be challenged to a duel. Duels are fought using RevoGuard's advanced technology to create a simulation so realistic that every bit of damage taken feels like a real bullet. The simulations create grand combat arenas, in which the participants battle wielding only a single action revolver and a bulletproof shield. Fighters must use the environment and equipment to their advantage, parrying shots with their shield and strategizing in search for a better future.

Like their ancestors before them, the citizens of RevoGuard have kept tAlthough the duel may not actually kill its participants, a loss means a decline in social and combat rank, potentially ruining one's life after a few consecutive losses. As duellists can only challenge those with a similar combat rank to their own, it is a long and dangerous journey for power and prestige, undertaken only by the most brave or desperate of people. The risky nature of the duels deters most citizens, who resign themselves to their positions given at birth. With enough skill, however, even the poorest peasant can hope to one day challenge the King himself.

## 2.2 Game story

As a combatant of RevoGuard, you begin your duelling journey as a lowly peasant who has challenged an opponent and will attempt to defeat them in an arena to increase your rank and eventually become the strongest in all of RevoGuard.

# Section 3. Gameplay

## 3.1. Camera

### 3.1.1. In-Game Camera

*RevoGuard Duel* uses a first person camera perspective in which the camera is positioned behind the character's eyes, it will be fixed to the player's body, and it will move according to the mouse, moving the mouse vertically makes the camera rotate around its X axis, while moving it horizontally makes it rotate in the Y axis. The camera will have a limited rotation vertical so that the player can't look into his body and to make the movement of the camera more realistic. This creates a feeling of immersion and realism, as the player is able to view the world similarly to how they would in real life. As *RevoGuard Duel* is a multiplayer game, players have to see each other and therefore the player will be able to see down to their body and arms if they look downwards, like in games such as *Mirrors Edge* and *Dying Light*.



*Fig 1: Example of the player looking down.  
(Mirror's Edge Catalyst, 2016)*

### 3.1.2. Player Limbs

As the player moves, the player will always see their right hand holding their revolver and their left hand holding their shield. As they move the view of their limbs changes, and this is what gives the impression of motion. For example, when the character runs, the player's view of their legs alternates between left and right as they take each step and their arms will have a swinging/bobbing motion while holding their weapons. This creates the illusion of movement and helps to immerse the player in the game world.



*Fig 2: A first person camera showing a revolver  
(Red Dead Revolver, 2018)*

### 3.1.3. Menu Camera

The camera view for the menus is a static camera, showing the player all the options they can select, easily visible on the screen.



*Fig 3: Static menu screen  
(Mirror's Edge, 2008)*

## 3.2. Player Character

### 3.2.1. Player movement

Considering the concept of RevoGuard Duel, the player runs and doesn't walk. This conveys their desperation to survive the duel and keeps the game moving quickly. The player's movement should be affected by their momentum, which makes movement more predictable and more realistic. This type of movement also makes it more difficult for players to aim well while moving, allowing for longer and more thrilling gameplay moments. The player is also able to crouch, which slows down their movement to half their running speed but makes them a smaller target to hit and allows them to take cover behind objects.

### 3.2.2. Player Mechanics

The player has 2 weapons, the shield, and revolver, which are used in combat. The primary abilities the players can use to defeat their opponent is shot and block, which can be triggered by clicking the left and right mouse button respectively.

#### 3.2.2.1. Shooting

Hip firing is a fundamental aspect of combat, allowing players to fire their weapons without aiming down their sights. This feature serves several crucial purposes, such as facilitating rapid engagement with targets, providing an effective option for close-quarters combat, and allowing players to lay down quick suppressing fire. Moving while aiming will cause the player's aim to be less accurate.

### 3.2.2.2. Blocking

The player can hold the block button (right mouse button) to perform the block action, while blocking the player takes no damage if bullets hit the shield.

While holding the shield, the player will move at 75% of their normal speed and are not able to shoot.

The shield will cover most of the player's head and torso, leaving the opposing player to move around to hit the back of the player or attempt to shoot the player in the legs.

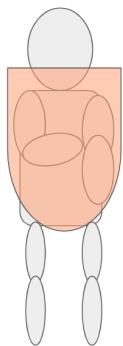


Fig 4: Mockup of shield raised to protect the player



Fig 5: Blocking with a shield  
(Mordhau, 2019)

### 3.2.2.3. Parrying

If a player applies the shield within 0.2 seconds of a bullet hitting them while facing the other player, the bullet will be reflected in the direction of the shield, if the parried bullet hits the opposing player, the player will take the same amount of damage as a normal fired shot. After this time, the parry will become a block.

### 3.2.2.3. Player Health

The players will start the game with 3 health points shown by an electronic bracer on their arm. Every time the player gets hit with a bullet, their health points will decrease by one and their opponent will see them flash red to indicate they have been hit. After being shot, the player will experience a brief period of invulnerability. This is so the player cannot be immediately gunned down and gives them a chance to escape to cover. Once the player's health points hits 0 the player will lose the current round. The player's health will not decrease if the opposing player's bullet hits their shield.

### 3.2.3. Gun Mechanics

#### 3.2.3.1. Reloading

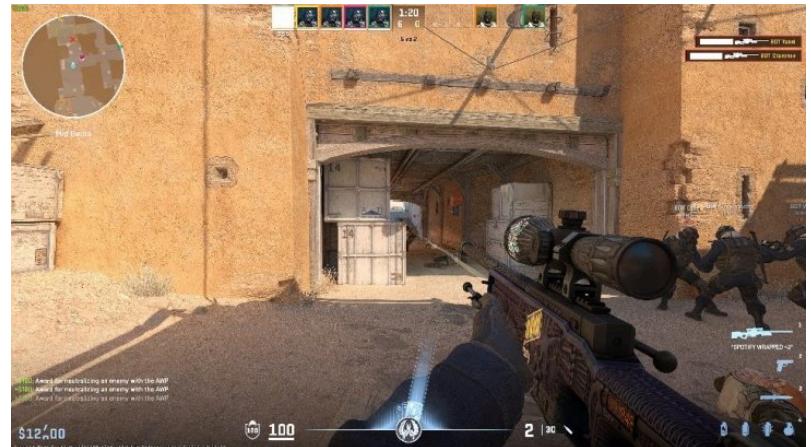
Although the revolvers have unlimited ammunition, only 6 bullets can be loaded at a time. Reloading is slow as only one bullet is loaded at a time. If the player shoots all their bullets in quick succession, they will need time to reload. While reloading, the reloading process can be cancelled by the player pressing the shoot button (left mouse button).



*Fig 6: Reloading one bullet at a time  
(Hunt Showdown, 2018)*

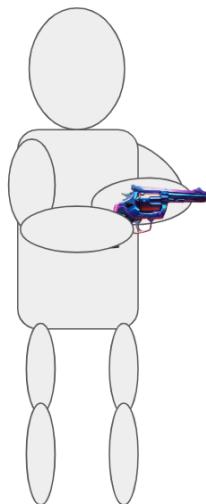
#### 3.2.2.2. Bullet Trail

When a shot is fired, a bullet leaves a trail behind it for 2 seconds. Firing several bullets within a 5 degree radius of each other in quick succession will create a smoke effect. The effect will obscure the area in which the player is located for 7 seconds. This can be useful to escape from a perilous situation, but will also reveal the player's location, which can be problematic if they are attempting stealth.



*Fig 7: Bullet tracer  
(Counter Strike 2, 2023)*

### 3.2.4. Player Body (Model)



*Fig 8: Character model body proportions*

The player's avatar has a humanoid appearance but with slightly different proportions. This design choice makes the torso larger, establishing it as the focal point for targeting during combat scenarios. The enlarged torso not only encourages players to prioritise strategic employment of their shield (as it will protect the torso) but also enhances/improves the hit feedback of successful shots.

In contrast, the limbs (both arms and legs) of the player character are intentionally reduced in size. This serves the purpose of presenting a more elusive target for adversaries, thereby amplifying the challenge and need for precise strikes as the shield cannot protect the player's legs. This aspect of the character's design adds another layer of difficulty and strategy, requiring players to master the art of accurate targeting amidst the dynamic chaos of duelling.

Moreover, the character's unique anatomy gives the game a more light-hearted and humorous undertone. By infusing an element of humour into the character design, players are further immersed in the distinct and unique world of RevoGuard Duel, enhancing the overall gaming experience.

## 3.3. Gameplay Environment

The gameplay environment in RevoGuard Duel is dynamic and immersive, designed to enhance the duelling experience for players. Set in the rugged backdrop of an extraterrestrial Wild West, the setting features arid landscapes, cacti, rocky outcrops, and occasional patches of dry grass. As the game takes place on the planet of

RevoGuard there is also a fair share of alien plant life and environmental detail. The strange pink/purple/blue lighting inspired by the synthwave aesthetic adds to the otherworldly atmosphere.

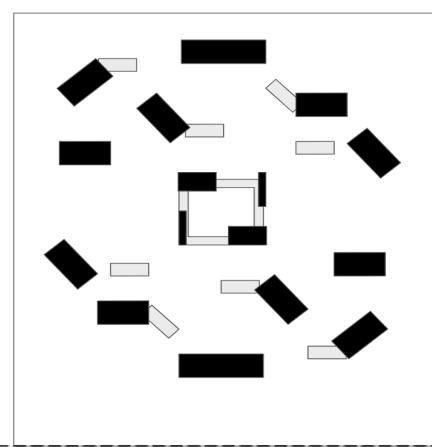
Overall, the gameplay environment in RevoGuard Duel immerses players in a familiar yet foreign Wild West setting, rich in detail although not too distracting for players while duelling. Its carefully crafted layout and natural features provide a dynamic stage for players to showcase their skills, emphasising the core gameplay focus of strategic, cover-based combat.

### 3.4 Arena Design



*Fig 9: Arena inspiration  
(Arena: Tower Defense, 2019)*

As the game is based on the concept of duels and cowboys, the arena will be themed around a small town containing multiple obstacles, mostly in the shapes of rectangles. There will be a middle section that offers more spots to take cover in, motivating players to head to the centre of the arena. This allows players to duel in close combat while using the environment, which is the core gameplay focus of RevoGuard Duel.



*Fig 10: Proposed Arena Layout  
Black being tall cover and grey short cover*

### 3.5 Game Structure

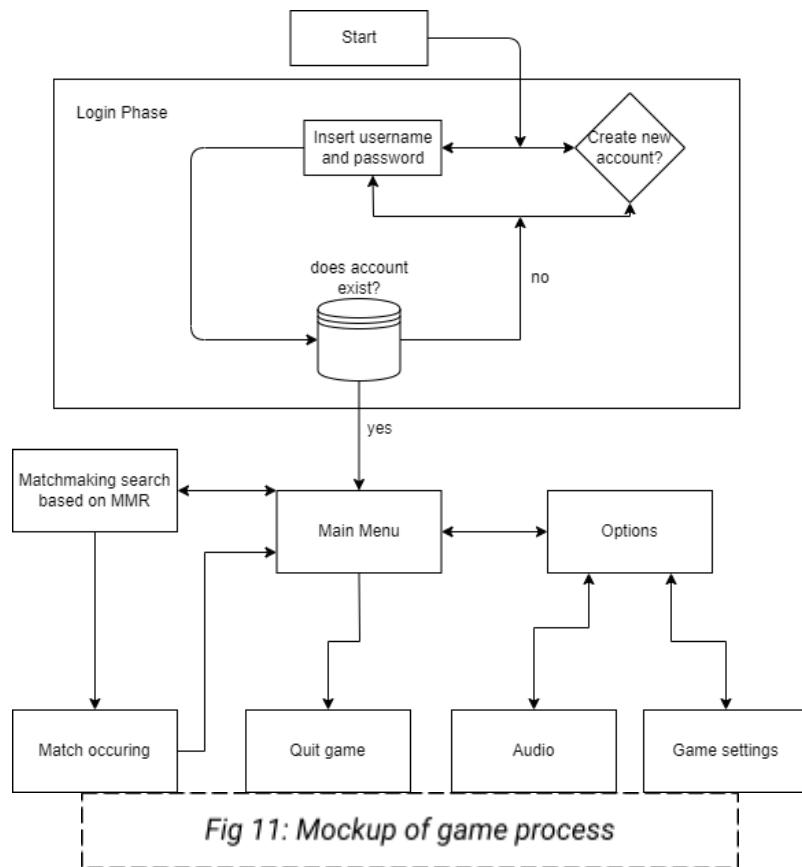
Each duel is composed of a maximum of 3 rounds. The players begin each round on the opposite sides of the arena in one of the predefined starting positions. The changing of starting positions makes the players change how they move around the arena so they never take the same route to their enemy every time. Once a player loses all their [health points](#), they lose the current round and the results of the round are displayed for a short period of time until the next round begins.

The winner of the duel is decided depending on who wins the most rounds out of 3. Therefore, if a player wins 2 consecutive rounds, they are declared the winner and the duel is over. After the duel has ended, a [victory screen](#) will appear with the winner, loser and their changed duel rankings. The player's can either choose to rematch their opponent or exit to the main menu.

# Section 4. Multiplayer Organization

As the game requires a server-based connection, we have divided the information based on the client side, and server side.

Below is a diagram of the general process to the game.



## 4.1 Client side

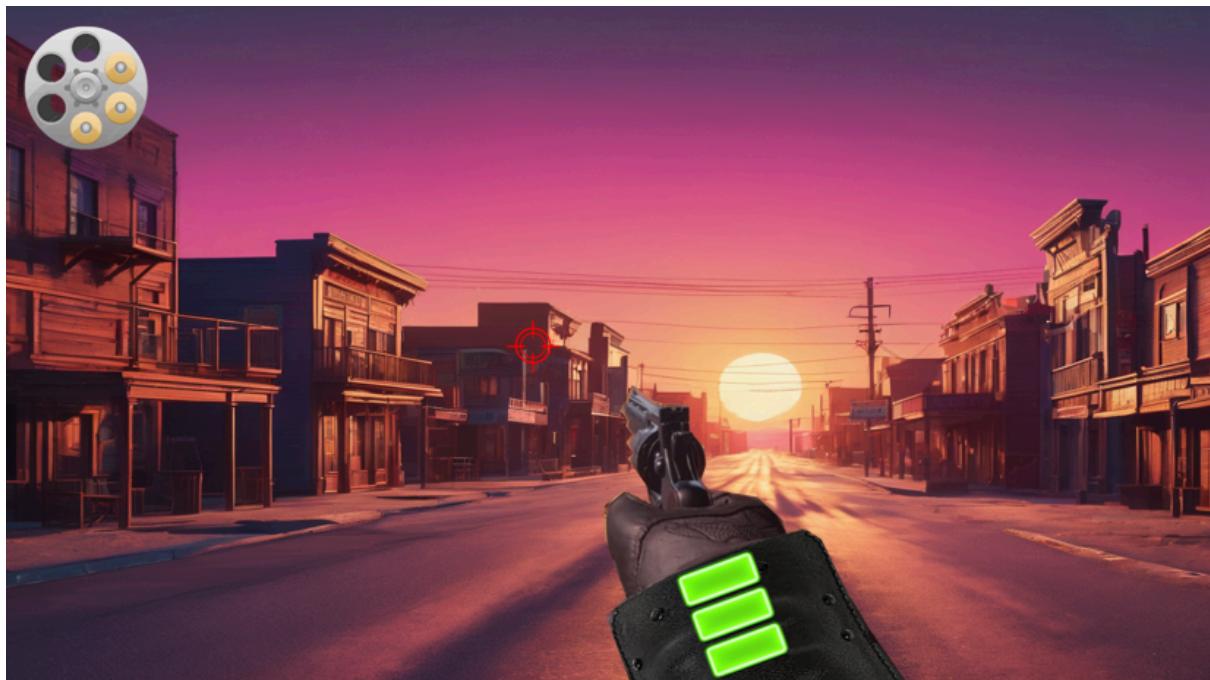
On the game's client-side, the biggest thing that is done is the graphics rendering, which changes depending on which player is connected to the server. For safety reasons and to ease connectivity, the shared data between the server and client is related to the world, like smoke and cover, and graphics of what each player sees. Data related to how many bullets the player has left is sent from the server to the client.

## 4.2 Server Side

The server side of the game deals with calculations related to trajectory of the bullets fired, collisions, hit boxes and everything else that we don't want players to be able to change at will. As mentioned before, this is done for safety reasons, and especially considering that this is a shooter type game, we want the relation between movement, visuals and shooting to be in sync, as otherwise it negatively impacts the players performance, on top of it being a bad experience.

# Section 5. Game User Interface

## 5.1. In-game UI

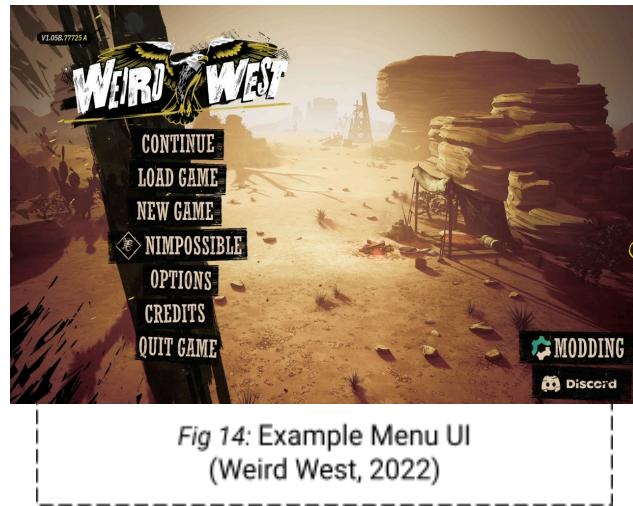
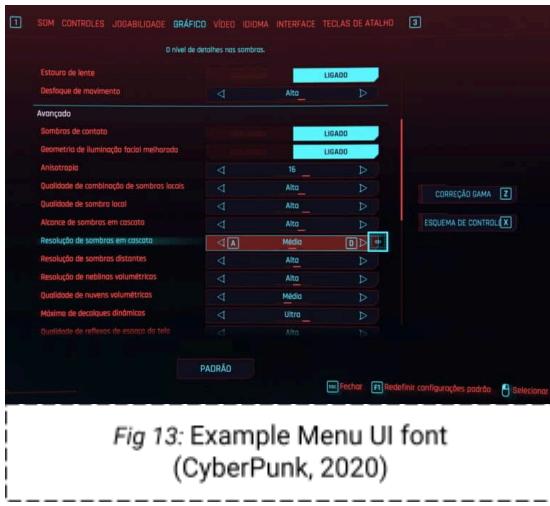


*Fig 12: Game UI mockup*

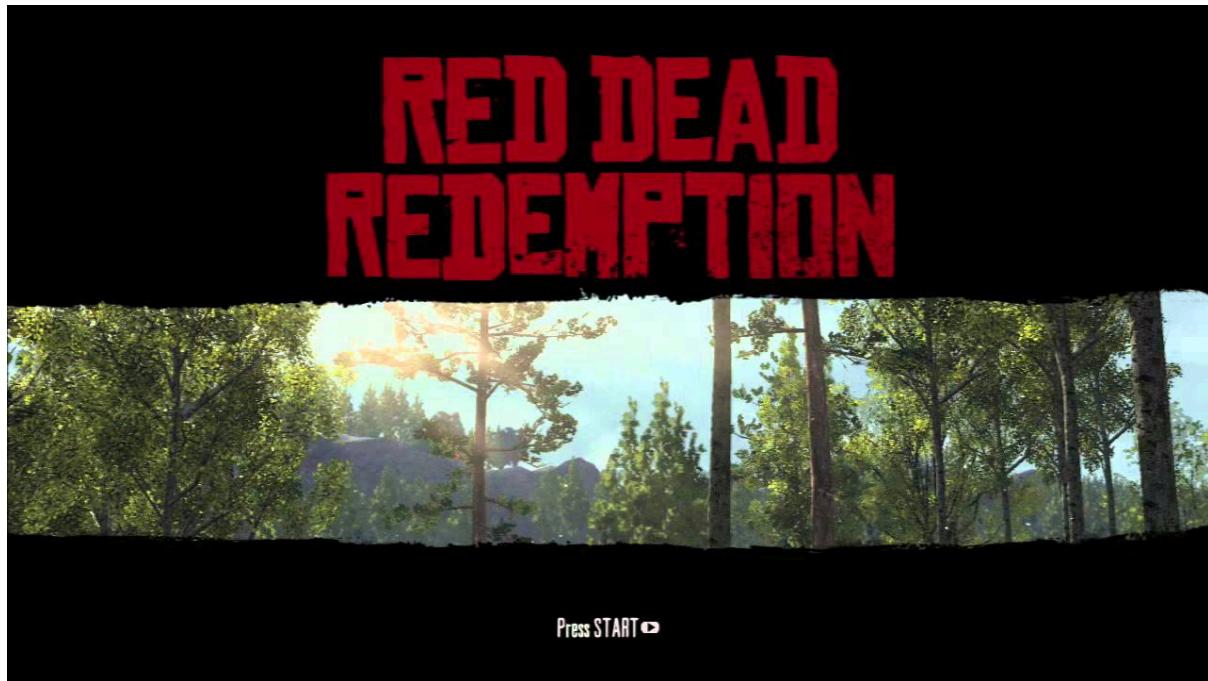
The in-game UI is very minimalistic and mostly diegetic to increase immersion. The player has a reticle in the centre of the screen at all times to assist with aiming. The number of current bullets in the revolver is shown visually in the top left corner and represents what the player character would see if they would look at their revolver's cylinder. The current amount of health is shown on the forearm on a futuristic bracer which displays 3 green bars. Each time the player gets shot, one of the bars will disappear. Both the ammo and health UI increases the player's immersion, as this is what their player character would see.

## 5.2. Menu UI

As the game is meant to resemble the old west, but also have sci-fi and synthwave elements, we use both styles in the menus. The principal tones in the background are more brownish colours while the fonts and other visual elements use neon colours (mainly purple and blue shades), blending both the old west and the sci-fi elements into the game's colour palette.



### 5.2.1. Title Screen



*Fig 15: Example of a Title Screen  
(Red Dead Redemption, 2010)*

The game's title screen will show the game logo and name as well as a prompt for the player to press a button. In the centre of the screen there will be video of the arena on a loop to give the player an idea of what to expect when they start playing the game. Once the player presses the prompted button, they will be taken to the login screen.

### 5.2.2. Login/Registration



Fig 16: Login screen  
(Enlisted, 2021)

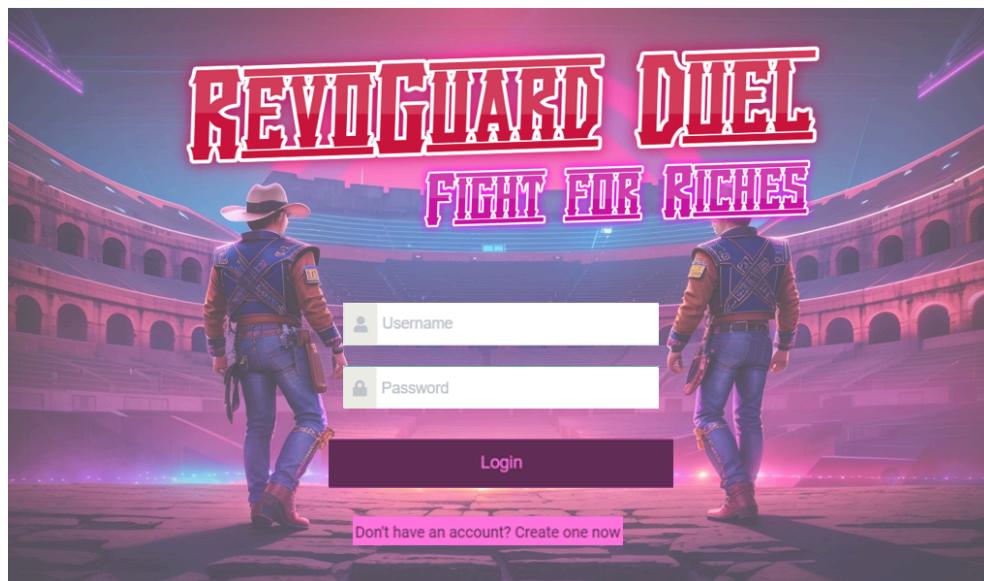


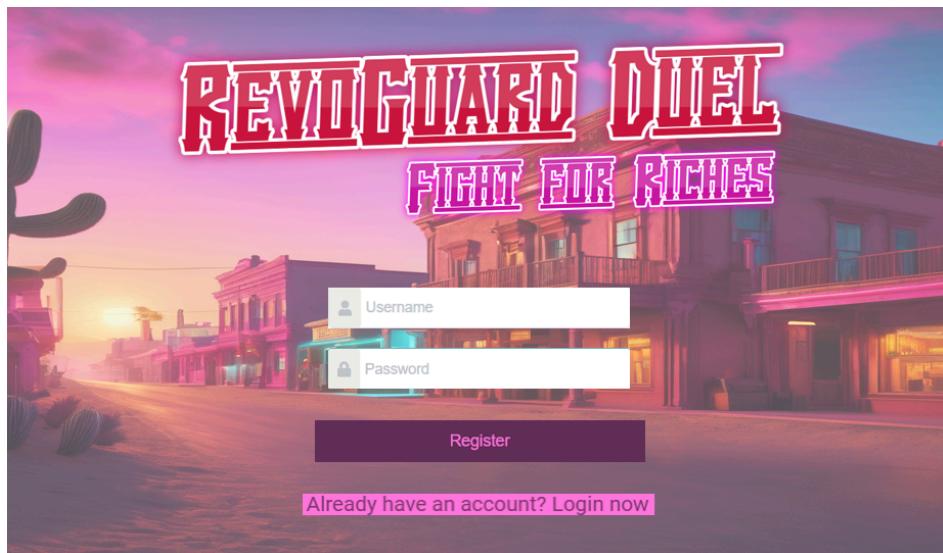
Fig 17: Login screen concept

The login screen is the menu the player goes to after the title screen. This screen allows the player to access their unique “RevoGuard Duel” account and includes several text fields and options:

- Username - requires the player to enter their account username.
- Password - requires the player to enter their account password.
- Login - once the player has entered their information they can click this button to enter the game.

- Register - if the player doesn't have an account yet they can click this option to create one.
- Exit - closes the game.

If the player has selected the "register" option on the login screen they will view the registration screen.



*Fig 18: Registration screen concept*

The registration screen is the menu the player goes to if they do not have an account yet. This screen allows the player to create their account by submitting a unique username and password. The menu includes several text fields and options:

- Username - requires the player to enter a username.
- Password - requires the player to enter an account password.
- Register - once the player has entered their information they can click this button to register their information.
- Return to login - if the player mistakenly went to this menu or if they are not interested in registering they can return to the login screen to login or exit the game.

### 5.2.2. Main Menu



Fig 19: Main menu screen  
(Weird West, 2022)

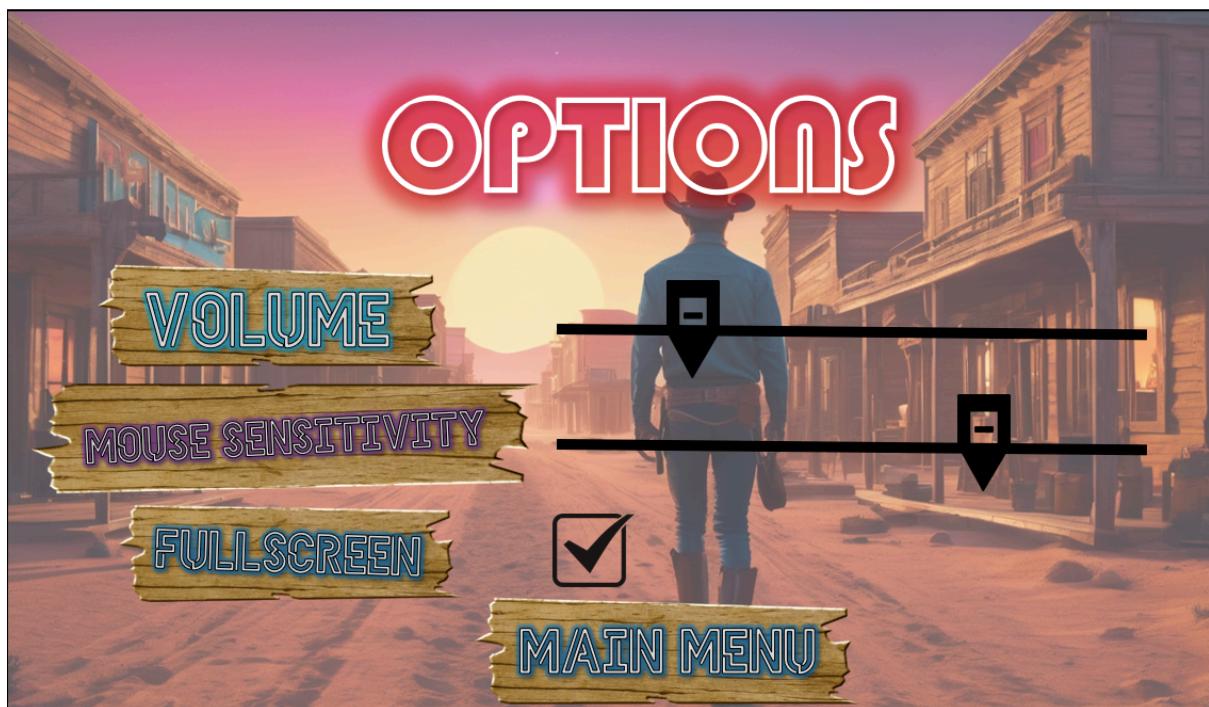


Fig 20: Main menu concept

The main menu is the menu the player goes to after the title screen and includes several options:

- Duel - sends the player to the matchmaking menu so the player can find an opponent and play a game of RevoGuard Duel.
- Options - leads the player to the options menu.
- Exit - closes the game.

### 5.2.3. Options



The options menu will include:

- Volume slider - allows the player to increase or decrease the volume of sounds in the game.
- Mouse sensitivity slider - allows the player to adjust how sensitive their mouse movement is when looking around/aiming.
- Display options - a checkbox for switching between full-screen (the game occupies the full display area of the screen) or windowed mode (the game runs in a window which doesn't cover the whole screen and can be resized according to the player's needs).
- Main Menu - takes the player back to the main menu.

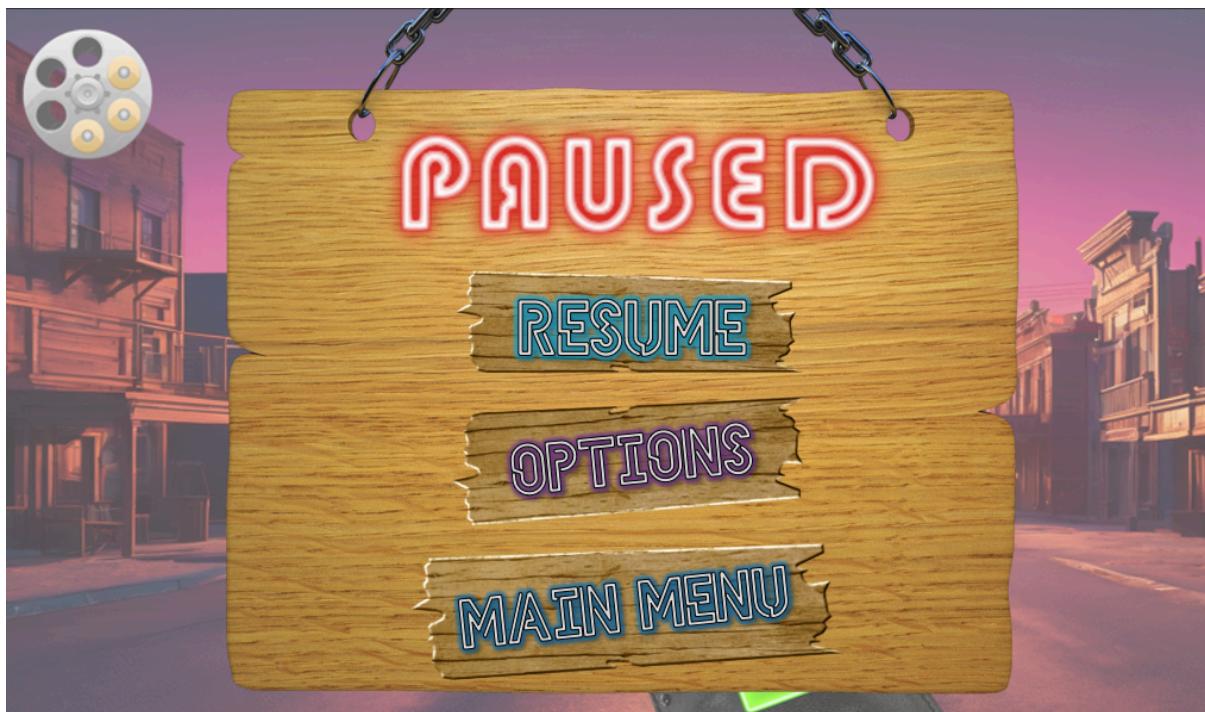
### 5.2.4. Matchmaking Menu

The matchmaking menu will appear when the player selects “Duel” in the main menu. The player will begin looking for an opponent with the same MMR (matchmaking rating) level as them, and when found, both players will be notified of this, and they have to accept the match.



Fig 22: Matchmaking Menu example  
(Mortal Kombat 11, 2019)

### 5.2.5. Pause Menu



*Fig 23: Pause menu concept*

The pause menu will appear when the player pauses the game and will include several options:

- Resume - allows the player to continue playing where they left off.
- Options - opens the [options menu](#) which allows the player to adjust various game settings, such as sound volume, graphics, and control options.
- Main Menu - allows the player to exit the game and go to the main menu.

### 5.2.6. End of Round/Results Menu



Fig 24: End of round result (Combat Master, 2023)

Once the player has lost or won a round, this message will appear for a short time to inform the player they have won/lost the round. The first player to win 2 rounds will win the game and the results screen will appear.



Fig 25: Victory screen (Multiversus, 2022)

The results screen appears when a game is over and will include:

- Winner - the name of the winner will be displayed as well as how many rounds each player won.
- Rematch - choosing to rematch will begin a new game with the same opponent. Choosing not to rematch will lead the player back to the main menu.
- Duel rank - both players' new duel rank will be displayed which increases if they win or decreases if they lose.

# Section 6. Security

## 6.1. Registration Security

In RevoGuard Duel, the player will need to create an account with a password and username, these credentials will be checked for security and offensiveness. When the user inputs their username when he is creating an account it will be checked against a library of offensive words and if the user does not pass the check they will need to input another username. As for the password, it will need to include a capital letter, symbol, and a number, as well as being more than 8 characters long.

## 6.2. Database Encryption

Database encryption is crucial to keep players' info private and secure, in RevoGuard Duel we are going to use Symmetric Encryption, this encryption type uses a single key to encrypt and decrypt. This encryption is going to be used to keep the data in the database private, we choose to use Symmetric Encryption due to its speed which should not have an impact on the matchmaking and data retrieval performance.

### Symmetric Encryption

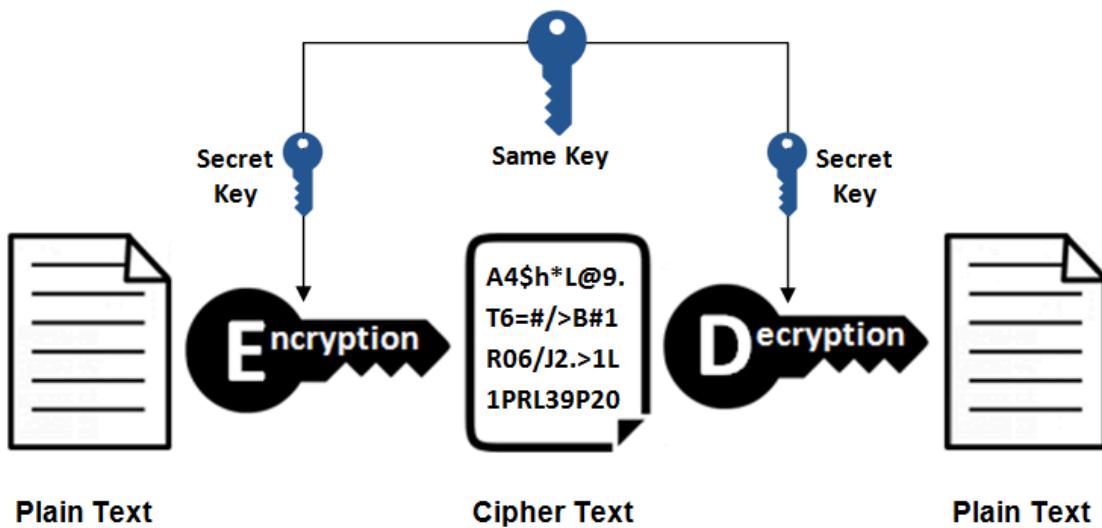


Fig 26: Symmetric Encryption diagram

### 6.3. Server Validation

Server validation is crucial in RevoGuard Duel for maintaining fair gameplay and preventing cheating. The validation process will go as follows, both players and server simulate the game, but the server will validate movements and actions. The server runs its own instance of the game and only accepts legitimate inputs from players, ensuring authoritative control. This will prevent unauthorised or illegitimate actions while maintaining the integrity of the game and ensuring adherence to the game's rules and mechanics, enhancing the gaming experience for all players.

# Section 7. Art

## 7.1. Art Style

The art style of RevoGuard Duel is semi-realistic with a fusion of sci-fi and synthwave elements and a Wild West aesthetic. The environment will also feature some alien elements as the game takes place on another planet. There are some humorous elements due to the player character being disproportionate.



*Fig 28: Lighting inspiration (Returning Home by New Arcades, 2019)*



*Fig 27: Environmental art style/colour palette inspiration (Call of Juarez, 2013)*



*Fig 29: Overall lighting, colour palette and aesthetic (u/Neonblue88, 2020, [https://www.reddit.com/r/outrun/comments/ias0xi/outrun\\_x\\_wild\\_west/](https://www.reddit.com/r/outrun/comments/ias0xi/outrun_x_wild_west/))*

## 7.2. Colour Palette



The colour palette of RevoGuard Duel combines the more futuristic purples, pinks, and blues of the synthwave aesthetic with the darker brown and beige shades of the rustic Wild West. The Wild West colours are mostly used in the terrain and buildings while the synthwave colours are used more in the lighting and sky as the game takes place on another planet.

## 7.3. Assets List

Refer to appropriate sections in the GDD for more information about each asset.

### 7.3.1. Characters

#### 7.3.1.1 Models

Name of character	Description
Player	2 unique and distinct 3D player character models - one for each player. Each player must have a shield in their left hand and a revolver in their right hand. The character's right wrist must have a bracer with 3 lights which can be turned off individually.

#### 7.3.1.2 Animations

Name of character	Name of animation	Description
Player	Running animation	Animation of player character model running/sprinting

	Running with shield raised animation	The same running animation above but with the character's shield raised
	Crouching animation	Animation of player character model crouching
	Moving while crouching animation	Animation of player character model moving while crouching
	Shooting animation	Animation of player character model shooting their revolver
	Reloading animation	Animation of player character model reloading their revolver
	Shield raise animation	Animation of player character model raising their shield up to a position in which the shield blocks their body

### 7.3.2. Objects

Name of asset	Description
Smoke Trail	A thin, transparent smoke effect that follows the path of the bullet fired
Smoke Cloud	A thicker and more opaque form of the smoke trail, becomes bigger with more smoke trails close to it.
Revolver	A classic six-shooter handgun with a sci-fi twist.
Shield	A shield with a holographic look, that is translucent.
Bullets	The bullet fired by the revolver.
Various Boxes	Sci-fi boxes made out of steel and wooden crates.

### 7.3.3. Environment

Name of asset	Description
Water Barrels	Large barrels filled with water for horses and livestock to drink from. They are strategically placed around the arena for the convenience of participants.

Rock Formations	Various types of rocks and boulders scattered throughout the landscape, providing natural cover and obstacles.
Cacti	Different species of cacti, ranging from small barrel cacti to tall saguaro cacti, adding authenticity to desert environments.
Campfire Ring	A circular arrangement of rocks used for containing a campfire.
Rustic Signposts	Wooden or metal signs with directional arrows providing environmental context.
Rustic Sci-fi Buildings	Simple wooden structures like barns, shacks, and cabins, they will have neon highlights and other sci-fi elements and can be used as points of interest in the arena.

### 7.3.4. UI Elements

#### 7.3.4.1 Menu UI

Location	Element	Description
Login/ Registration	Background screens	A full colour, 1920 x 1080 background image representing RevoGuard Duel including the game logo. The same image can be used for both login and registration screens.
	Login/Registration buttons	Buttons for Login, Register and Quit Game respectively. Each button must fit the visual theme of RevoGuard Duel and be labelled correctly (Login, Register and Quit Game)
Title screen	Title screen image	A full colour, 1920 x 1080 background image representing RevoGuard Duel including the game logo
Main menu	Main menu background	A full colour, 1920 x 1080 background image representing RevoGuard Duel including the game logo

	Main menu buttons	3 buttons for Duel, Options and Quit Game respectively. Each button must fit the visual theme of RevoGuard Duel and be labelled correctly (Duel, Options, Quit Game)
Pause menu	Pause menu background	A simple plain semi transparent greyish background that allows the player to still see the game in the background. Must have "Paused" title at the top
	Pause menu buttons	3 buttons for Resume, Options and Main Menu respectively. Each button must fit the visual theme of RevoGuard Duel and be labelled correctly (Resume, Options, Main Menu)
Options Menu	Options menu buttons	A button to get to the Main Menu. The button must fit the visual theme of RevoGuard Duel and be labelled correctly (Main Menu)
	Options menu background	Background can be the same as the main menu without the game logo. Must have "Options" title at the top
	Options menu slider	Two sliders (line and icon to be dragged) including a "Volume" and "Mouse sensitivity" label. All elements must fit the visual theme of RevoGuard Duel.
	Options menu tick-box	A tick/check box (both ticked and unticked versions) including a "Full screen" label
Round Result	Result text	Stylised text reading "Round win" and "Round lost". All text must fit the visual theme of RevoGuard Duel.
Game Result	Game result image	A full colour, 1920 x 1080 background image. The image must be plain to not distract from the result text.

	Game result buttons	Buttons for Rematch (a tick and cross for accepting or rejecting) along with text reading “Rematch?”. Each button must fit the visual theme of RevoGuard Duel and be labelled correctly
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#### 7.3.4.2 In-game UI

Player UI	Crosshair	A simple red crosshair or + with a red outline to use in the centre of the screen
	Ammo counter	A revolver cylinder from the back view for the player to see how many bullets are in the cylinder. There must be different variations of the cylinder with different amounts of bullets loaded into it - from empty to full

# Section 8. Audio

## 8.1. Soundtrack

To accompany the game's mix of Wild West and synthwave aesthetics, the soundtrack is also a fusion of instrumental country and synthwave genres. This mix of different sounds is unique and fits the tone of the game perfectly. As the game is constantly fast-paced and engaging, the in-game music matches this tone with fast-paced, more futuristic beats in contrast to the more peaceful sounds of the menus.

Music	Description
Menus	<ul style="list-style-type: none"><li>• Calm, peaceful synthwave country instrumental or country instrumental</li></ul>
In-game	<ul style="list-style-type: none"><li>• Faced paced Synthwave country instrumental or synthwave instrumental</li></ul>

## 8.2. Sound Effects

### 8.2.1. Menu Effects

Sound	Description
Button clicked	A simple, realistic button clicking sound
Mouse hovering over button	Whoosh sound

### 8.2.2. In-Game Effects

Trigger	Description
Moving	A footstep sound that will increase in speed to match the character when they are running
Jumping	A “woosh” sound made by a gust of wind
Shooting	The sound of a revolver being shot
Reloading	The sound of a single bullet being reloaded into a revolver
Blocking	The sound of a bullet colliding with a metallic object
Parrying	A sound of a bullet ricocheting off a metallic object
Taking damage	The sound of a person shouting in pain
Smoke screen activating	A sound of dust being blown by strong winds
Round lost	Crowd booing
Round won	Crowd cheering
Game lost	Sad country/western music
Game won	Victorious electronic/synthwave music