

# One more night

## Development process

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The development process started with the game design. Inspired by my love of cosmic horror, I decided to create a horror game where the main character must find resources to get money and feed his family if can finish the night alive.

Having this idea I started to create a small GDD where I designed the main coreloop, enemies, UI , etc.

There are some features like the boss that I didn't have the time to implement, but the EnemyView was created to be the class parent.

I didn't have time to polish the notebook where I did the GDD (sorry for the disorder) but I just wanna show you evidence of the process. (at the end of this document you'll find the scratch GDD)

After this I started the creation of the UML Diagram of the classes , at least the base classes to start the scripting job.

The game is principally controlled by the GameManager that is a singleton, this script contains the reference of the rest of managers that controls different systems of the game.

My plan was to use the Model View Controller for the objects in the gameplay but due the short time I couldn't work on cleaning the code and incorporating the controllers to the view objects.

The scripts that I brought to the projects from previous games were the Dialog system and the SFX System that I used to show the tutorial to the player and to give feedback with the sounds.

I used some tools like the Universal render pipeline, Transparent Masks, and 2D Navmesh to create the visual appearance that I was searching for.

I worked really hard on this project but it was fun for me, I learned some new things like the 2d navmesh and how to use it. Thanks for the opportunity, hope you like my game!

UML Diagram class:

[draw.IO link with UML Diagram](#)

Scratch GDD (sorry for the disorder wish I could have time to do it better )

GDD.

2 :

One more night.

-this is as top down view game where you must survive to the forest hunting.

The player appear in the middle of the forest, he must kill a creature to get slime, after that, he can go to the base (where is secure) and buy bullets and gas for the lantern (everything is dark).

After that must go to get resources and more slime, the main goal is to upgrade the gun to kill the main boss who appear every 2 min and to kill him is necessary to have full upgraded the gun.

The game ends when the player kills the boss

## Mechanics:

- ① move around.
- ② shoot
- ③ Break Resources mine.
- ④ Collect resources
- ⑤ enlight
- ⑥ start mine work
- ⑦ Buy/Sell
- ⑧ skins/boosters

## Mine.

- To activate the mine must spend coins
- After activated, must wait some seconds to receive the resource. then the mine get deactivated again.

## Shop:

4 :

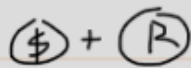
Price:



• Bullets.



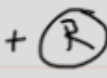
• Gas lantern.



• Cloak : increase speed



• Hat : increase money earn.



• Gun upgrade



1. speed

2. damage

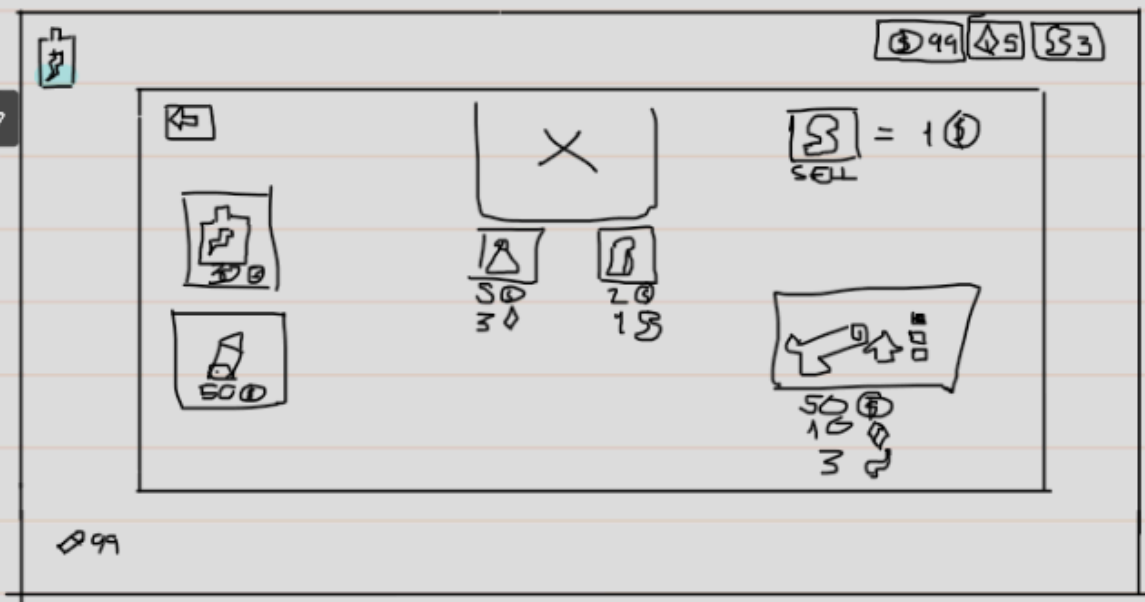
3. bullets quantity.

(): Coins

(): Resource.

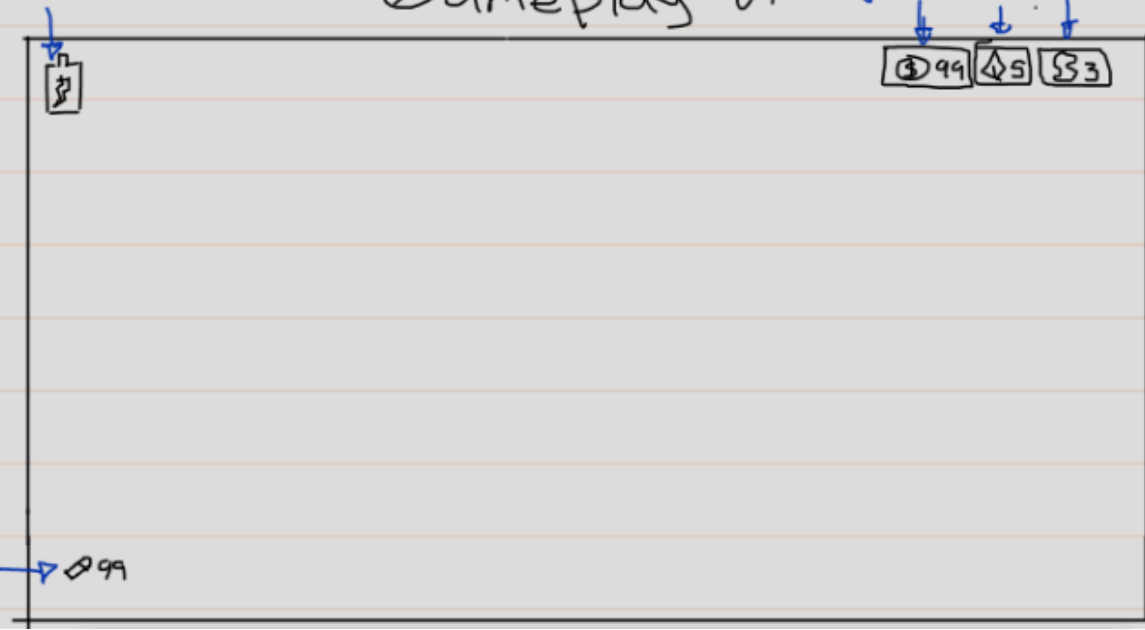
(): Slime.

# Shop UI



# Gameplay UI

only appear if  
get or spend item



## Enemies.

6 :

$\Delta$ : Base enemy.

This enemies can hurt a 10% of total life, they appear in groups around the resources points.

When is killed it will leave some that can be sold in the store to get coins

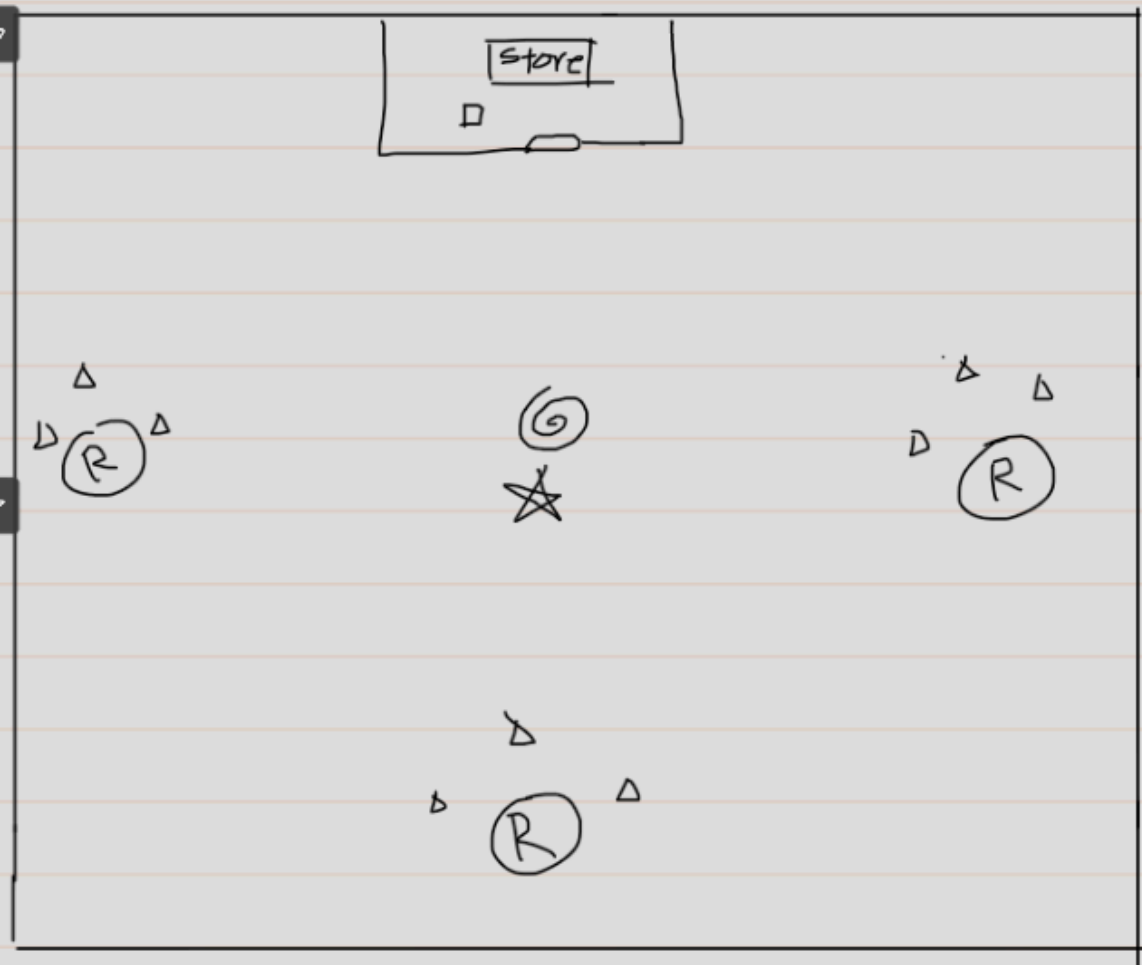
★ : Boss

Appear from the portal every 2 min. At the begin is impossible to kill it before he kill us, so the player must hide until is gone to keep upgrading the gun to kill it.

It's necessary to buy the last upgrade of the gun to hurt the boss.

# Map Design.

7 :



△: Base enemy

★: Boss @: Boss Portal

Ⓡ: Resource Point.

□: Player.