



STUDENT NAME: Artuur Demeyer

KEY WORDS: Aiming & Glimpse

Short Description & Main Mechanics

What genre of game are you going to make?

Horde Survival

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

The camera will be first person seeing what a soldier sees. This soldier is on the lookout in a trench at night. You will be aiming weapons and equipment with your mouse. Shooting and throwing will be the left button of the mouse. There will also be simple numeral keyboard shortcuts for equipping different weapons and or equipment to fire and throw. It is also important to mention that you will not be able to move.

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

The goal of the game is to survive with as many allies as possible. You beat the game / level by surviving the set number of days depending on the level. Each night / day counts as a wave after a certain number of days you can order a resupply. Each enemy that is able to get to your trench will kill an ally along with himself. After you have no allies left the next enemy will kill you. You can stop enemies from marching and help allies using your equipment.

*Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells ...
Describe how the puzzle would work, what the spell does ...*



The game is set at night in the trenches of World War 1. You are a soldier who is on the lookout for enemies and allies (soldiers), with the help of a rotating spotlight. This spotlight will sometimes show glimpses of movement. It is your job to act fast enough in order to help allies by throwing aid at them or killing enemies by shooting them. You could by accident help enemies or shoot allies, so you have to be focused. The game also forces you to act fast since enemies are marching and allies need help. The main way to interact with the world is by aiming and then throwing / shooting at spots in the dark. This can range from throwing gas grenades, medic packs, smoke grenades to just firing your rifle. Smoke grenades will increase the likelihood of the allied soldier (not injured) to make it. While it will hide enemies from the spotlight. Medic packs will heal injured soldiers making them available to march next night. The gas grenades will injure soldiers in the vicinity, injured soldiers will die after a certain time. After a certain number of days, you could order resupplies the amount will be based on rescued and current allies. Since you won't have enough to fully resupply all your ammunition and other equipment you will have to choose wisely. If you survive the set number of days of the level, you complete it with the score equal to rescued allied soldiers.

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

I would really like to develop the rotating spotlight system which makes you see glimpses of enemies. Since the scene will be at night this will make the spotlight system very important. But at the same time, I can see myself manage to make the variety of soldiers appear on the field. Making the aiming / shooting / throwing system is also in the scope. Of course, this could be too much to handle in hindsight, but I still believe that I am capable to make it in time.

