Clone-42 // WIP

A First-person Action Horror Game

* Horror Game fights monsters (Magic)
* Goal to Save Something (Clone, Item, Object)
* Environment and Enemies are Horror
* Sounds Horror
* Health Bar,
* Mana/Bullets/Stamina

# Project Overview

## High Concept and Mockup

Provide a **brief 1-2 sentence description** of your game, the main game loop, and followed by your **mockup** visualizing what the player will see when they play your game.

You’re “Clone-42” an experiment whose set out to retrieve intel from abandoned sites, the player will wander through the map, fighting enemies and pushing past obstacles to achieve the task provided. Death is inevitable but with each clone iteration, your understanding of the map, tasks and abilities grow.

\*Retaining knowledge marks, the player learning over time\*

[Reference Mockup Description]

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## Character

Describe the **character** that the player will be playing as. If the player does not control a particular character, describe the types of characters that the player interacts with during gameplay.

A humanoid entity known as “Clone-42” is controlled by the player, it’s designed to retain knowledge over previous iterations and is initially limited to basic human capabilities. “Clone-42” learns and adapts over time, gradually developing new skills to engage with the challenges faced during missions.

These missions undertaken by “Clone-42" present supernatural phenomena, this causes the character to learn abilities that exceed human limitations allowing them to overcome obstacles otherwise seemed impossible.

## Camera

Describe the **perspective** that the game will be played from.

The game will be experienced through the character's eyes, the first-person camera will allow the player to experience the game as the “Clone-42” does and immerse themselves in the world of horror. Incorporating mechanics like flashlight/night vision become much easier and more practical to implement.

{Other Idea} Camera Perspective as a camera on the entity.

Pros:

* Time-Limited Battery for Camera, adding urgency and strategy (Night Vision included)
* Detached but still engaging and observing from an objective standpoint

Cons:

* Might deduct immersion and make player feel too detached
* Extra Effort and requirements to meet

// Possible Description // WIP

The player will observe through a camera placed as "Clone-42"'s eyes, giving them a unique perspective to be controlling the game from. The perspective provides immersion in a new form, giving control but also detaching them from the player a bit to feel less in control. Additional features like night vision can be included and nerfed with it consuming battery life of the camera.

## Controls

Describe the **controls** that the player will use to interact with the game.

The player will move around the map using basic (WASD) along with the ability to crouch and walk faster or sprint. There will be no jumping mechanic yet, and maybe changed for progression or after testing. Moving the camera is as simple as moving around your mouse and the players movement are relative to the camera perspective.

Main controls consist of interacting with objects, toggling personal lighting (Flashlight/Night Vision) and accessing items in the players inventory with (1,2,3,4). Additional controls will include abilities that may be implemented and learnt as the progression of the game.

All Current Known Controls:

Movement:

* Move forward, left, right, back (WASD)
* Crouching (Left Control)
* Sprint/Fast Walk (Shift)

Main Controls:

* Inventory (1,2,3,4)
* Night Vision/Flashlight (F)
* Interact (E)

Each **section or phase** of your game, such as a main menu, a battle, overworld navigation, or credits screen, should be described below. Each section should be accompanied by a **UI wireframe**, indicating **what UI elements are needed** and **their positions** on the screen.

You will need at least the following: a **Splash Screen**, a **Main Menu**, and a **Gameplay** screen; sections for each are added below. If your game has more, please add new sections for them.

## Splash Screen

## Main Menu

## Gameplay

# Roadmap

Provide an **overview** of the time taken to create this project and **the objectives that will be completed** by each section of time. (This doesn’t need to be super detailed – bullet points and lists will do fine)

|  |  |
| --- | --- |
| **Week** | **Objectives** |
| 1 |  |
| 2 |  |

# Credits

List each member of the team that will be working on this project. Each person should have their name and title clearly displayed. This applies, even if working alone.

Van-Jordan Allen – Game Programmer

## Third-Party Works

If you are using any assets or plugins, please list them below.

Comments