­DUCK BOY

Vertical Slice

* Player Mechanics
  + Hiding in lockers
  + Throwing bread
  + Picking up bread
  + Additional:
    - Hiding in garbage cans
    - Enhanced bread types
      * Water fountain 🡪 sticky bread
      * Garbage 🡪 poison bread
      * Heat surface 🡪 knockout bread
    - Eat bread to recover health
      * Bread = +1/3
      * Soggy = +1/4
      * Poison = -1/2
      * Toast = +1/2
* World Mechanics
  + Lockers
  + Stationary cameras
  + Additional:
    - Doors
    - Water fountain status effect
    - Garbage status effect
    - Heat status effect
    - Alt cameras
      * Rotary camera
      * Broken/static camera
      * Dark room; night vision camera
* Duck Mechanics
  + Known issue:
    - Sometimes ducks all stop/freeze when one eats
      * Or don’t return to their post
  + Stationary duck
  + Patrol duck
  + Additional:
    - Sneaky duck
      * As player enters duck’s camera zone, duck ‘hides’ immediately
        + Locker closes quickly
        + Lid on garbage shuts, garbage shakes a little
        + Does duck insta-kill?
        + How does duck attack player?
        + Upon reveal, ‘scares’ to deplete *x* amount of health, and then becomes regular duck
* Audio
  + Soundtrack!!!
  + Duck
    - Eating
    - Idle
    - Detection
    - Stalking
    - Attacking
  + Player
    - Take damage
    - Bread throw
    - Hiding
      * Heart beat
    - Eating bread
    - Footsteps
  + World
    - School bells
    - Lockers
    - Water fountains
    - Doors
    - Flies/trash can
  + Gameplay
    - Pickup bread
    - Soggy bread hit
    - Bread hit
    - Checkpoint reached
    - Game over/ death
    - Bread buffs
      * Soggy drip
      * Splat
      * Toaster pop
* UI
  + Menus
    - Start
    - Pause
    - Restart
  + HUD
    - Bread status indicator
      * Bread ‘slides’ into circle, and out upon throw
      * Soggy/Poison/Toasted bread icons
  + Interaction indicator
    - Locker
    - Bread buffers
      * HUD or in-world?
      * Light up?
  + Camera effects
    - Not SUPER stylized
    - Alt night vision camera
  + Terror/Duck vicinity indicator
* Narrative
  + Narrative Narrative Narrative Narrative Narrative

Tasks:

* Andrew
  + Refining duck logic
  + Sneaky ducks
  + Level Design(?)
* Danny
  + Status bread icons
  + Status bread mechanics
  + UI interaction indicators
  + Soggy Bread Falls over time
  + Battery/Health Blinks
* Orien
  + Models
  + Audio

Levels:

* Hallway 1
* Locker room
* Additional:
  + Outside
  + Chemistry labs
  + Cafeteria
  + Kitchen
* Outside 🡪 Kitchen 🡪 Cafeteria 🡪 Hallway 2 🡪 Exit?
  + Hallway 2 🡪 [long beach high school]
* Different classrooms:
  + Basic
  + Chem Lab
  + Small lecture room