**Working title:** Release The Hounds

**Concept statement:**

You are a prisoner frantically trying to outrun terrifying hounds guarding a German Nazi camp in world war 2. But something isn't right, is this even real?

**Overview:**

A high speed single player action / horror game designed for PC.

The game starts inside the prison camp. The player wakes up and his cell door is open. There seem to be no guards so he starts to look for a way out. During the early stages there will be a slow build up of fear towards the dogs that guard the outside of the camp. Glimpses of their eyes, faint growling and the occasional triggered event of a dog trying to get at the player from the other side of bars or fences. The main focus for the game is after the player has left the building. There the frantic chase begins. Horrifying hounds relentlessly hunting the player while he traverses the outdoor maze of obstacles.

Players may get useful items to aid them in their play through, but getting those items might put them in odd situations such as dead ends. The player will have to assess if the risk is worth the reward. The hounds are to add a fast pace to the game, a state of dread and panic. Night time lowers the visibility making it a more frightening experience.

This game is aimed at users between ages of 15 and 30. Gamers who enjoy high quality graphics, horror and action and prefer to have gaming sessions shorter than 1 hour per play.

PC platform is the main target as players will want a high framerate and the accuracy of a mouse to get the most out of the game. PC also has a much higher market share in most genres than MAC and console.

**Game Treatment:**

You are a prisoner of war in a German war camp specializing in biological warfare experiments. After months of torture and pain you wake one day to an eerie silence and an unlocked cell door. Now is your chance to escape, but horrible hounds of death are roaming the camp. Once they have your scent, they will track you down until you are torn to shreds.

You frantically try to outrun the hounds and escape. Maybe you can outwit them, maybe you will have to hide from them or avoid them long enough rest. There might even be useful things hidden in the maze that you can use to survive until the end, but one thing is for sure. There is an end, and the longer you take, the more likely it is to be a messy one.

**Key Features**

* Randomly changing maps make the game a new experience every time.
* Heart pumping horror style imagery.
* Intense high speed game play.
* Challenging and difficult to master.
* Pick up useful items to help you escape the hounds

**Competitive analysis:**

Taking the chase elements from the always popular zombie games and combining it with a cinematic horror theme. The main difference being that the player will fear their predator instead of looking to score the most headshots. In typical zombie games it can take hours before the player gets overwhelmed and has that frantic fight for survival experience. We aim to deliver this same experience much earlier with increasing intensity but also allowing quiet moments for the player to rest and build up suspense.

Replay ability comes from the randomly changing parts of the map and the difficulty in succeeding. Unlike zombie games with no end condition, we have an achievable ending but it will not be easy. This is something the zombie modifying community demanded and ended up implementing themselves in their own custom maps. But they all have a very similar end conditions, reaching a certain number of points to buy a door. And once they know the map it becomes too easy.

So we will be aiming for the middle ground between the unwinnable matches people keep coming back to and the achievable endings that they found too easy.

**The team:** Each member is experienced in (and will be involved with) all aspects required for the development but each member has been assigned lead roles according to their strengths.

* Bradley – Lead level designer & scripter.
* Faraz – Lead Modeler and artist.
* Thomas – Lead Documenter, Animator and AI scripter.

**Budget and schedule:**

We aim to invest about 180 hours minimum into the prototype between 3 people. This is 60 hours per person over 6 weeks equating a minimum commitment of 10 hours a week for each team member.

**General timeline of tasks based on 10 hrs. each per week.**

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| --- | --- | --- | --- | --- | --- | --- |
|  | WEEK 8 | WEEK 9 | WEEK 10 | WEEK 11 | WEEK 12 | WEEK 13 |
| FARAZ | Hound Model | Hound Model | Player Model | Main menu graphics and UI elements | Textures and details for map and items. | Polish graphics and models. |
| BRAD | Level Design Mockup | Level Design in Unity | Level Design in Unity | Scripting of random map changes | Level design detail and lighting. | Polish level. |
| TOM | AI navigation Mesh | AI Navigation.  Pickups and Items Mockups | Animate Hound Model | Scripting for pickups and usable. | Sourcing sound effects. | Polish AI and sound. |

**Milestones.**

Stage 1. [approx. 30 hrs.]

A basic layout of the map with AI navigation mesh implemented with place holder objects for player and hounds. Hounds should constantly try to navigate to the players position in the game.

Stage 2. [ approx. 50 hrs.]

Level now has Items and atmospheric lighting. Hounds now have models and the direction and distance from walls should be controlled in the AI navigation. Also the hounds should be only hunting the player when they are aware of his general location via the players smell radius. Hounds should be able to move up and down ramps or small obstacles.

Stage 3. [approx. 30 hrs.]

Player mechanics are fully implemented. Level should now have random differences each time it is played. Player can pickup items and use them. Player can see himself when looking down and have hands.

Stage 4. [approx. 40 hrs.]

Level is becoming more atmospheric with lighting effects and sounds. Graphics and UI are working and have quality textures. Items can be used to interact with certain elements aspects of the level.

Stage 5. [approx. 30 hrs.]

A fully playable prototype with termination conditions and some polished effects, graphics and mechanics.