Hit n Miss

Game Design Document

**Project Outline**

Simple Plot

“Welcome to Hit n Miss! Immerse yourself in the captivating journey of a lost pedestrian trapped within the mysterious confines of an unwelcoming village. As you assume the role of the pedestrian, prepare to embark on a thrilling adventure filled with suspense, strategy, and heart-pounding pursuits. With each level presenting new challenges and dangers, can you outsmart the hostile villagers and find your way to safety?”

This document describes the design for the gameplay and development of a computer-based game titled “Hit n Miss”, that I have been tasked to create for my Entertainment Technology project.

The aim of the game is to produce a fast, fun and exciting single player experience, with the player being chased and trying to escape.

The game is a simple 2D platform game, using AI chase mechanics and physics throughout its course.

The game is set in the current day world.

The game follows a simple plot of a lost pedestrian who has found himself in an estranged village, and is being chased out by the villagers who are not very welcome to newcomers.

The player has to control the character and navigate through a maze-like world through various levels, enemies and obstacles, to eventual victory.

**Character(s)**

**Lost Pedestrian (named Eddie):** The protagonist, and the character that the player controls. A bewildered pedestrian thrust into the heart of an unfriendly village. Physically, the pedestrian dons attire typical of a traveler, but beneath the surface lies a determined spirit, ready to navigate the treacherous landscapes and evade the relentless pursuit of the villagers.

**Villagers**: The AI-controlled antagonists of the game, these hostile villagers are determined to expel any outsiders from their midst. While varied in appearance, ranging from stern-faced townsfolk to burly guards, they share a common goal of apprehending the lost pedestrian (described further under the “Enemies” section).

**Gameplay (interactivity)**

Players will navigate through each level, utilizing intuitive controls to maneuver the lost pedestrian through the landscape. The primary objective is to reach the end of each level without succumbing to the villagers' relentless pursuit, as well as navigating through the maze like structure of the village. Key gameplay elements and interactions will include:

Environmental Interaction: The player will interact with the environment to gain advantages or create diversions. This includes picking up speed boosts found around the village in the form of powerups.

Dynamic Pursuit: The player will experience heart-pounding pursuits as the villagers relentlessly chase the pedestrian throughout each level. Utilize speed boosts to outrun pursuers, employ diversionary tactics to create openings, and stay one step ahead of the relentless pursuit.

Stealth and Evasion: The player must employ a combination of stealth and agility to evade detection by the villagers. Sneak through narrow alleyways, hide behind obstacles, and carefully time movements to avoid detection by the villagers.

Strategic Planning: Each level presents unique challenges, requiring players to adapt their strategies accordingly. Assess the environment, anticipate patrol patterns, and strategically use powerups to gain the upper hand.

**Game World**

The game world will be relatively big, with 8 different levels/scenes.

Players cannot access or see all levels/scenes at once, but are progressively shown each level after completing one.

The landscape is very broad and varied and will consist of:

* Pathways
* Fields
* Ponds
* Logs
* Plants
* Castle blocks
* Fire hazards

The landscape will start with a simple village setting, and transition to other scenery including a beach, a farm, underground, castles, and more.

The landscape is fixed, and is designed in such way that the end of each level transitions to the next.

For each level, the landscape has barriers around each setting, telling the user they can not walk through or leave the map.

The player can not jump nor fly, but can only walk and run faster when given speed boosts.

**Game Experience**

The player will receive a fully immersive gameplay experience with the following techniques:

Visual Immersion: The player will immerse themself in visually stunning landscapes, meticulously crafted to evoke a sense of immersion and urgency. From the rustic charm of the village streets to the eerie ambiance of the castle dungeons, each environment is rich in detail and atmosphere, drawing players deeper into the world of Hit n Miss.

Auditory Atmosphere: The player will immerse themself in a dynamic soundtrack that evolves with each level, heightening the tension and excitement as players navigate the treacherous landscapes. From subtle ambient sounds to adrenaline-pumping chase sequences, the audio experience enhances the immersion and intensity of the gameplay.

Tactile Engagement: The player will experience responsive controls and fluid movement mechanics that empower players to navigate the environment with precision and agility. Whether darting through narrow passageways or executing daring escapes, the tactile feedback enhances the sense of immersion and control.

**Game Mechanics**

The game employs straightforward mechanics for control, movement, and environmental interaction, providing players with intuitive gameplay while navigating the perilous landscapes of the village. Key mechanics include:

**Character Control and Movement**

* Players control their character using arrow keys exclusively, allowing for precise movement in four directions: left, right, up, and down.
* The game input is supportive of multiple input methods, including keyboard and mouse, as well as game controllers, ensuring accessibility for a wide range of players.

**Map Design and Environmental Interaction**

* Maps are intricately designed in maze-like configurations, with elements of the landscape such as rocks, plants, and castle blocks serving as barriers that the player cannot traverse.
* Environmental elements such as ponds and fire hazards are strategically placed throughout the levels, presenting challenges and opportunities for interaction.
* Innovative interactive components allow players to manipulate the environment to their advantage, including:
  + Interactive Props: Utilize interactive props such as barrels, crates, and boulders to create barriers, block pursuit, or create makeshift bridges to overcome obstacles.
  + Environmental Hazards: Interact with environmental hazards such as fire pits, poisonous gas vents, or crumbling infrastructure, strategically avoiding or neutralizing threats to progress safely through the village.

**Combat and Hazard Interaction**

* While the game does not feature traditional combat mechanics, players must navigate hazards and evade pursuit to survive.
* Fire hazards serve as dynamic environmental obstacles, animating to indicate danger and providing a sense of mystery and urgency. Players lose health upon contact with fire hazards, necessitating careful navigation and strategic planning to avoid injury.
* Water bodies act as impassable barriers, preventing players from traversing through them and adding another layer of challenge to the maze-like landscapes.

By incorporating these detailed interactable elements, the game provides players with a rich and immersive experience, where strategic thinking and environmental awareness are crucial for survival in the hostile village environment.

**Enemies**

***Angry Villagers***

Description: The angry villagers serve as the primary antagonists of the game, relentlessly pursuing the lost pedestrian throughout the village. While varied in appearance, ranging from stern-faced townsfolk to burly guards, they share a common goal of apprehending the lost pedestrian and enforcing the village's isolationist agenda.

Behavior: The angry villagers exhibit relentless pursuit behavior, actively seeking out the pedestrian and attempting to corner them using coordinated tactics. Some villagers may patrol specific areas, while others actively chase the pedestrian upon detection. Their movements are influenced by line of sight, sound detection, and environmental obstacles, creating dynamic and challenging encounters for the player.

Challenge: Evading the angry villagers requires keen observation, strategic planning, and quick reflexes. Players must utilize stealth, distraction, and environmental manipulation to outsmart their pursuers and navigate the level without being caught.

***Fire Hazards***

Description: Fire hazards pose a significant threat to the lost pedestrian as they traverse the village landscape. Fire hazards add an extra layer of challenge and urgency to the gameplay experience.

Behavior: Fire hazards are static environmental elements that emit flames or heat, posing a hazard to any entity that comes into contact with them. Touching a fire hazard inflicts damage upon the pedestrian and will temporarily slow their movement, as well decrease their health, hindering progress and increasing vulnerability to pursuit by the angry villagers.

Challenge: Navigating around fire hazards requires careful observation and strategic planning. Players must anticipate the movement of flames, time their movements to avoid contact, and utilize environmental features to create safe pathways.

**Cutscenes**

The game will have two simple types of cutscenes at the beginning and end of each level:

Level Introductions: Each level begins with a cinematic cutscene, setting the stage for the impending challenges and dangers that await. Witness the pedestrian's arrival in each new environment, unaware of the perils that lie ahead, as the villagers begin their relentless pursuit.

Level Completion: Upon successfully evading the villagers and reaching the end of a level, players are treated to a cinematic cutscene and progression to the next stage of their journey.

**Bonus Materials**

The game will use royalty-free/non-copyright 2D and 3D models and sound effects (credit: opengameart.org), and an audio soundtrack produced solely by me, Caleb Edosomwan.