Hunt for Justice

Chandrashekar Kongari
Deepika Moka

CS571 – Game Design with C#
Fall 2023
Sacred Heart University

Revision: 1.0.0
10/27/2023

Theme / Setting / Genre

- Theme: Collection.
- Setting: House, city
- Genre: Collection

Core Gameplay Mechanics Brief

- Will add in future.

Project Scope

Game Time Scale: Nov 29, 2023
Team Size: 2
Team Members:
- Chandrashekar Kongari
- Deepika Moka

Influences (Brief)

- <Influence #1>

- Saaho (Movie)
- This game is influenced by the Indian movie "Saaho" in its themes of betrayal, justice, and redemption. The movie involves characters who have been betrayed by close friends and go on daring missions to uncover the truth.
- In that movie there was a dialogue *"Sometimes, a king will come as an army-chief to save his kingdom", We were inspired from this dialogue and created player as thief to save his wealth.*

- <Influence #2>

- Hitman (Game)
- Game focuses on stealth and strategy as the characters navigate obstacles and security systems.
- Hitman game has high influence on us, in our game the player Will steal documents without colliding the side characters.

The elevator Pitch.
The game revolves around a main character, where he lost all his wealth due to betrayal of his business partner, so he decided to steal proof and documents from his house to recover his wealth.

Project Description:
The main character and his friend started a business, due to greediness, his partner betrayed him, due to this main character lose everything, to gain back his wealth there is only option is to steal important paper documentation and proofs from his friend home.

If the main character collects all the proof and documents then he will win and he can send his friend to jail for his betrayal, while robbing the house, if side characters collide with the main character then the game will be over, and he will go to jail.

Core Gameplay Mechanics

- **- <Core Gameplay Mechanic #1>**
    - <Details>
        /Describe in 2 Paragraphs or less/
    - <How it works>
        /Describe in 2 Paragraphs or less/

- **- <Core Gameplay Mechanic #2>**
    - <Details>
        /Describe in 2 Paragraphs or less/
    - <How it works>
        /Describe in 2 Paragraphs or less/

- **- <Core Gameplay Mechanic #3>**
    - <Details>
        /Describe in 2 Paragraphs or less/
    - <How it works>
        /Describe in 2 Paragraphs or less/

- **- <Core Gameplay Mechanic #4>**
    - <Details>
        /Describe in 2 Paragraphs or less/

- <How it works>
  /Describe in 2 Paragraphs or less/

Story and Gameplay

Story

Once upon a time, there lived a man named Roy. He was known for his hard work, determination, and a heart full of dreams. Roy had embarked on a journey to success with his best friend, Richard. They had started a small business together, dreaming of making it big.

For years, Roy and Richard worked tirelessly, and their small enterprise grew into a thriving empire. They enjoyed the fruits of their labor, but success had a dark side – it stoked the fires of greed in Richard's heart. Driven by envy and a thirst for more power and wealth, Richard devised a cunning plan to betray Roy.

One fateful evening, Roy discovered the cruel reality of his friend's treachery. Richard had secretly manipulated the business accounts and drained the company's assets, leaving Roy with nothing. The betrayal cut deep, but Roy was not one to be defeated so easily. With a burning desire to recover his lost wealth and bring justice to his deceitful friend, he hatched a daring plan.

Roy decided to steal the crucial documents and proof that could expose his betrayal. They knew that these papers held the key to Roy's redemption and Richard's downfall.

Assets Needed

- **2D**
    - Textures
        - Environment Textures and Sprites

- **3D**
    - Characters List
        - Main Character
        - Main Character Friend
        - Some Characters in Friend's house
    - Environmental Art Lists

- Example #1
- Example #2
- Example #3

- Sound
- Sound List (Ambient)
- Sound List (Other)
- Soundtrack

- Code
- Character Scripts
- NPC Scripts

- Animation
- Environment Animations
- Character Animations
- Player
- NPC

Schedule

- <Objective #1>
- 10/27/2023 to 11/03/2023
- Developing 30% of setup.
- Developing main character.

- <Objective #2>
- 11/03/2023 to 11/10/2023
- Developing 70% of setup.
- Developing side characters and collectable items.

- <Objective #3>
- 11/10/2023 to 11/17/2023
- Developing 100% of setup.
- Developing 50% of functionality.

- <Objective #3>
- 11/17/2023 to 11/29/2023
- Refactoring.
- Developing and testing the whole game.