

# THE LAST SHOT

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NO ESCAPE. NO ANSWERS. JUST ONE LAST CHANCE



# *HomePlay 1 : GAME CONCEPT*

**Genre:** Horror / Survival / Adventure

**Target Audience:** 16+

**Perspective:** First Person

The Last Shot is a **first-person survival photography exploration game** that places players in the role of a **professional journalist** (photojournalist) working for a secretive global agency known as *SpectraVision Agency*.

Your mission: **capture photographic evidence** of rare, dangerous creatures appearing in isolated regions of the world.

What begins as a simple documentation task becomes a **psychological struggle for survival** as the agency's motives grow **more sinister**. The player will uncover the truth about *SpectraVision's genetic experiments*.

Players traverse diverse environments like fog-filled jungles, decaying cities, frozen mountain passes, and volcanic caverns while facing **intelligent creatures** that react dynamically to **sound, movement, and light**.

Armed only with a **camera**, players must rely on bravery, precision, and timing to document these lifeforms before their **mission time expires**, or their **blood level (health) reaches zero**.

Every photo count: images are scored by **distance, lighting, angle/framing, clarity, and rarity**. The game balances the artistry of photography with the intensity of survival, turning every perfect shot into both an achievement and a risk.

It evokes feelings of **curiosity, tension, and awe**, celebrating human courage in the face of the unknown. The blend of emergent AI behavior, photo-based progression, and non-violent tension creates a unique experience

## **GAMEPLAY OVERVIEW**

One day, a professional photojournalist working for *SpectraVision* Agency is assigned to a secret mission:

“Capture proof of the strange creatures reported in the restricted zone. No one will believe it unless we see it.”

Armed only with a camera, torch, and limited supplies, he enters the zone at night.

What appeared as a simple task quickly becomes a nightmare the creatures are real, hostile, and aware of his presence.

He must photograph them for evidence before they kill him, be aware of his health, time, and camera storage to survive and return to base to upload the proof.

Each mission draws him closer to uncovering the truth about *SpectraVision*'s experiments and his role in them.

The player begins each mission inside a secure hub base or helicopter zone, where they can prepare equipment, select destinations, and buy or upgrade items such as cameras, torches, batteries, noise tools, and protective suits. Once deployed into the field, the player explores dark and dangerous environments, tracking and photographing monsters while racing against time and managing limited resources including battery power, film capacity, and stamina all while avoiding direct confrontation.

Monsters react to both sound and light, forcing the player to move strategically and remain silent when necessary. Each mission must be completed before the timer runs out or the player's blood level (health) reaches zero; failure results in losing all captured photos. To succeed, the player must return to the base or extraction point to upload photos for scoring and rewards.

After each mission, photos are reviewed based on quality focus, distance, and rarity of the creature and the player earns XP and money accordingly. XP increases with difficulty and photo quality, unlocking harder missions, rare creatures, and better upgrades. Money can be used to purchase advanced tools, new cameras with larger storage, faster movement boosts, stronger light sources, and more durable protective suits.

As players progress through five difficulty levels (Very Easy to Very Hard), each lasting about 20 minutes, they face stronger, faster monsters, shorter time limits, and rare creatures that grant higher rewards. Every mission challenges players to balance exploration, survival, and precision photography while navigating in limited visibility and with no full map relying on memory and intuition to find their way back. Each completed mission reveals new clues about *SpectraVision*'s dark experiments hidden documents, syringes, and skeletons scattered across the environment

slowly uncovering the horrifying truth behind the creatures and the agency's role in creating them.

At the hard level, a monster approaches the player and says:

“I've been here before. You should run and save your life.”

It hands him a plastic syringe containing an unknown chemical.

When the player returns to the base, the scanner device analyzes the liquid revealing the truth about SpectraVision's genetic experiments.

After this, there are two ways depending on player choice:

Option A: "Expose the Agency"

- Player uploads the data and exposes the truth to media
- Cutscene: world reaction and agency panic

Option B: "Keep Silent"

- Player chooses to bury the secret
- Message: “You did what they wanted. now it's your turn to pay for your choice”
- Cutscene: the player slowly transforms into a monster

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## FEATURE SET

- **Realistic Photography Mechanics:** Advanced camera system with adjustable zoom, focus, exposure, and flash; photo quality directly affects XP and rewards.
- **Dynamic Creature AI:** Monsters react to player sound, movement, and light, forcing strategic stealth and timing to avoid detection.
- **Survival Resource Management:** Players must manage camera storage, torch battery, blood level (health), and time to stay alive and complete missions.
- **Progressive Difficulty Levels:** Five distinct levels (Very Easy → Very Hard), each with stronger monsters, tighter time limits, and rarer creatures to photograph.
- **XP & Money System:** Real-time photo scoring and reward calculation based on shot quality, difficulty multiplier, and target rarity.

- **Upgradeable Equipment:** Access a base shop to buy or enhance tools like cameras, torches, batteries, noise devices, health kits, and protective suits.
- **Stealth and Distraction Tools:** Use noise devices, fireworks, or bombs to mislead creatures and create escape opportunities.
- **Non-linear Mission Progression:** Choose destinations freely, revisit zones, and unlock harder missions as XP increases.
- **Rare Encounter System:** 1% chance to encounter unique monsters with exclusive rewards and lore entries, expanding the “Rare Creatures” book.
- **Post-Mission Evaluation:** After each mission, photos are reviewed, ranked, and archived, contributing to overall XP, leaderboard position, and player reputation.
- **Environmental Storytelling:** Hidden clues and evidence (documents, syringes, skeletons, wrecks) reveal the truth behind SpectraVision’s secret experiments.
- **Immersive Audio & Visual Feedback:** Realistic ambient sound, reactive creature noises, and minimalist HUD design heighten tension and realism.
- **Player Mastery & Stress Curve:** Increasing pressure from time limits, resource scarcity, and smarter monsters enhances challenge and engagement each level.

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## ***CORE MECHANICS***

### • Exploration

- Navigate freely across open, handcrafted environments.
- Use stealth and observation to locate creatures without alerting them.
- Avoid hazards such as fog, low light, and environmental traps.

### • Photography

- Use realistic camera controls: zoom, focus, flash, and exposure.
- Capture clear and close photos of creatures to earn higher XP and money.
- Manage limited camera storage delete blurry photos to free space.
- Upload photos at the base to receive performance-based rewards.

- **Survival**

- Manage key resources: blood level (health), time, camera battery, and stamina.
- Monsters react to **sound and light**, requiring careful movement.
- Use torches, batteries, health kits, and noise tools strategically.
- Losing all health, time, or camera storage ends the mission.

- **Extraction**

- Return safely to the helicopter or base before the timer expires.
- Upload all captured photos to secure XP and currency rewards.
- Failure to extract deletes all collected evidence and photos.

- **Progression & Upgrades**

- Earn **XP** and **money** from high-quality photos.
- Unlock new levels, creatures, and tools as XP increases.
- Purchase or upgrade gear in the **Game Shop** (cameras, torches, suits).

- **Resource & Inventory Management**

- Maintain and upgrade a **Tools Bag** to expand carrying capacity.
- Manage limited slots for items such as batteries, health kits, and noise tools.
- Use **speed shots** for short boosts and **protective suits** for damage reduction.

- **Dynamic Encounters**

- AI-driven creatures with unique behaviors: aggressive, shy, or territorial.
- Counter-tasks like power outages, fog, or blocked paths increase tension.
- Rare encounters (1% chance) grant unique rewards and lore entries.

## **CAMERA & PHOTOGRAPHY SYSTEM**

The camera is the player's sole tool, both weapon and witness.

Players can customize lenses, flashes, and filters. Photos are instantly evaluated with real-time grading.

Factor	Effect
Distance	Closer shots earn higher quality scores.
Clarity	Focused subjects provide bonus points.
Rarity	Unique creatures add more XPs.

## **PLAYER TOOLS & EQUIPMENT**

- Camera
  - Torch
  - Batteries
  - Health Kits
  - Speed Shots
  - Protective Suit
  - Backpack
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## **SCORING & REWARDING SYSTEM**

Each mission concludes with a **photo review session** evaluating all captured shots.

Scores depend on accuracy, creativity, photo quality, distance from the target, the number of creatures in the frame, lighting conditions, and risk.

Rewards include **money, reputation, and unlockable missions**.

High reputation grants access to new regions and experimental equipment.

## AUDIO & VISUAL DESIGN

The game emphasizes atmosphere over violence.

Environmental sounds rustling leaves, footsteps, distant growls build tension and situational awareness.

Lighting plays a major role: fog, reflections, and flickering sources create unpredictable visibility.

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## INNOVATION & CREATIVITY

**The Last Shot** redefines the survival genre by turning **observation into action**.

Instead of weapons, the camera is the player's lifeline capturing, not killing.

This approach combines the **aesthetic pleasure of photography** with the **anxiety of horror**. Every mission becomes a creative challenge: *how close can you get to the unknown without being destroyed?* The blend of **emergent AI behavior**, **photo-based progression**, and **non-violent tension** creates a truly original experience that stands apart from combat-focused survival games.

## THE CHARACTERS:



## *HomePlay 2 :GAMEPLAY*

### **GAME GOAL**

The player is a professional photographer working for *SpectraVision* Agency sent to a remote and dangerous regions around the world to capture proof of rare creatures before time limit expires and collect enough money by capturing the photographs.

The main goals are to explore, survive, and photograph these monsters while managing limited camera resources , avoiding being attacked , blood level reaches zero.

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### **GAMEPLAY FLOW**

- **Start from safe place (Helicopter Scene):**  
The mission begins at the player's base or helicopter landing zone. where the game-shop and the Items which he can buy
- **Move to the field:**  
The player explores the environment to locate monsters and capture their photos with limiter camera storage while avoiding attacks
- **Manage resources:**  
The player must be aware of the limited camera storage, battery of the torch and blood level while exploring
- **Return to the safe place:**  
The player must return to the base to upload photos before the timer expires, or health runs out

- **Scenarios to avoid:**
    - If monsters hit the player, the blood level decreases
    - If camera storage is full no more photos can be taken until the player returns to upload them
    - If time ends or blood level reaches zero the game ends and all captured photos are deleted
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## ***LEVEL DESIGN & DIFFICULTY PROGRESSION***

The game consists of 5 levels (very easy/easy/medium/hard/very hard), each represents increasing difficulty as the player earns XPs. Each level's duration lasts for 20 minutes.

Each level introduces new monsters with higher attacks within short time limits (including rare creatures)

Level	Monster Count	New Monsters	Approximate
Very Easy (0XPs)	4–5	1 new type	100% Level 1 type
Easy (3000XPs)	6–8	1 new type	70% old + 30% new
Medium (7000XPs)	8–10	1 new type	50% old + 30% level 2 + 20% new
Hard (10000XPs)	10–12	1 new type	40% old + 30% mid + 30% new
Very Hard (15000XPs)	12–14	1 new type	25% old + 25% hard + 50% new

## ***EACH LEVEL ALSO CONTAINS RARE CREATURES:***

- **Very Easy:** 1 rare
- **Easy:** 1 rare
- **Medium:** 2 rare
- **Hard:** 3 rare
- **Very Hard:** 4 rare

## ***DIFFICULTY CHANGES ACROSS LEVELS:***

- Monster strength and speed increase (increase attacks' effect on player)
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## ***XP<sub>S</sub> CALCULATION***

$$XP = XP\text{-base}(10) \times D \times Q$$

## ***DIFFICULTY MULTIPLIER (D):***

- **Very Easy** = 1
- **Easy** = 2
- **Medium** = 3
- **Hard** = 4
- **Very Hard** = 5

## ***QUALITY MULTIPLIER (Q):***

- **Close + Focused** = 1.0
- **Close + Blur** = 0.8
- **Far + Focused** = 0.7
- **Rare Monster** = 0.6
- **Far + Blur** = 0.5
- **Focused + No Monster** = 0.3
- **No Monster + Blur** = 0.1
- **Skeleton Pic** = 60 XP (fixed bonus)

## ***PROGRESSION & REWARD***

When the player uploads their images, one photo may be ranked as a Top 10 and shown on a board in the scene. Each new monster captured is added to the “**Rare Monsters**” book. The player can delete blurry images and lose its XPs.

*The more focused and closer the photos, the more XPs gained*

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## ***MONEY CALCULATION***

$$\text{Money} = (\text{XP} / 10) \times (1 + 0.1 \times \text{Level})$$

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## ***CHALLENGE HERARICHEY***

### **A. Mission**

- Survive in the monsters’ area and capture target monster photos
- Return to base and upload the evidence before the timer runs out
- Manage limited camera storage and blood level

## B. Sub-Missions

- Locate Monsters: explore the area within limited visibility and light
- Taking Photos: Getting close to a focused photo and avoiding blurry shots
- Avoid attacks: run, dodge, sneak silently to avoid monster detection or distract monsters with noise tools (light/ fireworks/ bombs)
- Resource usage: Refill batteries, heal blood level (health kit), and deleting bad photos to free up spaces under pressure
- Return to Base: return safely before time or avoid getting killed

## C. Atomic challenges

- Search dark areas while managing torch battery
- Approach as quietly and close as possible without monster noticing
- Quick reaction when a monster detects you. use noise tools to distract monsters
- Remember the way back to the safe place without map

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## *INTRINSIC SKILLS & STRESS*

The player must master camera control under time pressure, low visibility with target amount of money.

Each level increases monster speed, strengths and attacks, they can follow lights & sounds.

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## *INFORMING THE PLAYER OF CHALLENGES*

### **Explicit:**

- Target amount of money gets shown at the beginning of the game
- UI screen (blood level, photo counter, timer)

### **Implicit:**

- Monsters react to light and sound (player learns by experience)
- No full map so the player must memorize paths to safe place
- clues hint show that the agency hides the truth

## ***CLUES & EVIDENCE***

- Some papers have logo for agency & reports (**very hard**)
  - Helicopters related to agency (**very easy /easy**)
  - Plastic syringe with unknown chemicals (**hard**)
  - Skeleton of people in the monsters' area (**medium**)
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## ***ITEMS & TOOLS***

- **Camera:** differ in number of photos it can contain
  - **Torch:** differ in light capacity
  - **Batteries:** for torch that can add 5~7 minutes
  - **Health kits:** increase blood level by small value
  - **Speed shots:** make him faster for 1~2 minutes
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## ***GAME SHOP***

### **Things to be upgraded through levels by money:**

- **Camera:** Increases the number of photos the player can take per mission
- **Torch:** for longer battery & light capacity
- **Batteries:** slow down battery drain rate
- **Noise tools:** to attract monsters or distract them far away from the player (fireworks/ bombs / lights)
- **Blood booster:** add some blood
- **Speed boots:** make player move faster for 1~2 minutes
- **Bag:** to collect items he has during the game (differ in space, can hold many items of cameras /batteries /health kits / noise tools)
- **Protective Suit:** reduce monster attack (has limit number of attacks and then destroyed)

## ***PLAYER ACTIONS***

Action	Key/Button	Description
Move	W, A, S, D	Basic movement
Sneaking	SHIFT	move a little quiet without noise to avoid the monster
Jump / Dodge	SPACE	Avoid attacks
Use Camera	C + Left Click	To open camera +Take photo
Zoom	Z	Zoom camera lens
Torch On/Off	T	Light of torch
Flash	Q	Camera flash
Open Bag	B	Select items from bag
Use Item	Mouse click	Select items
Drop Bomb	R	Use noise distraction
View Photos	G	Open gallery in camera

## *THE LEVELS*

**1-Very Easy (City)**  
(0XPs) include 4-5 monsters



**The Monsters:**



## 2-Easy (Factory)

(3000XPs) include 6-8 monsters



### The Monsters:



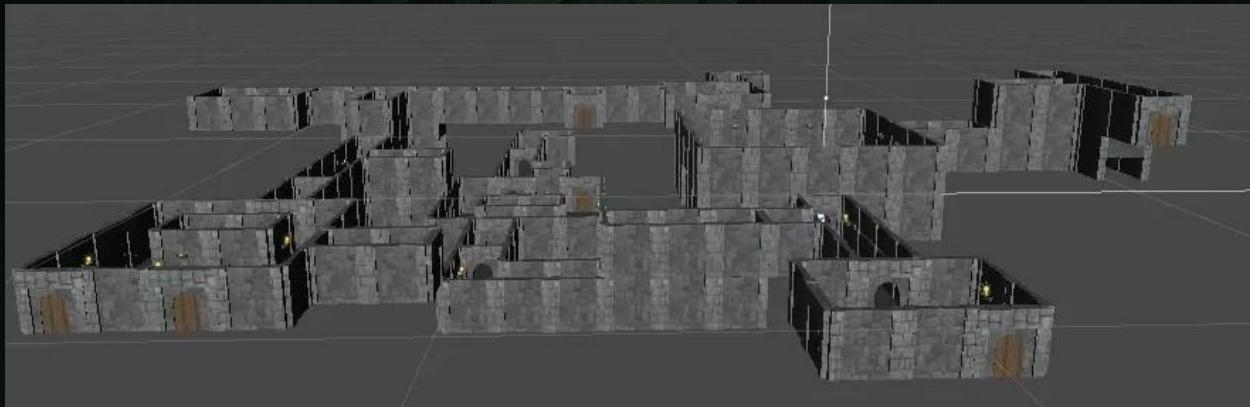
**3-Meduim (Forest)**  
(7000XPs) include 8-10 monsters



**The Monsters:**



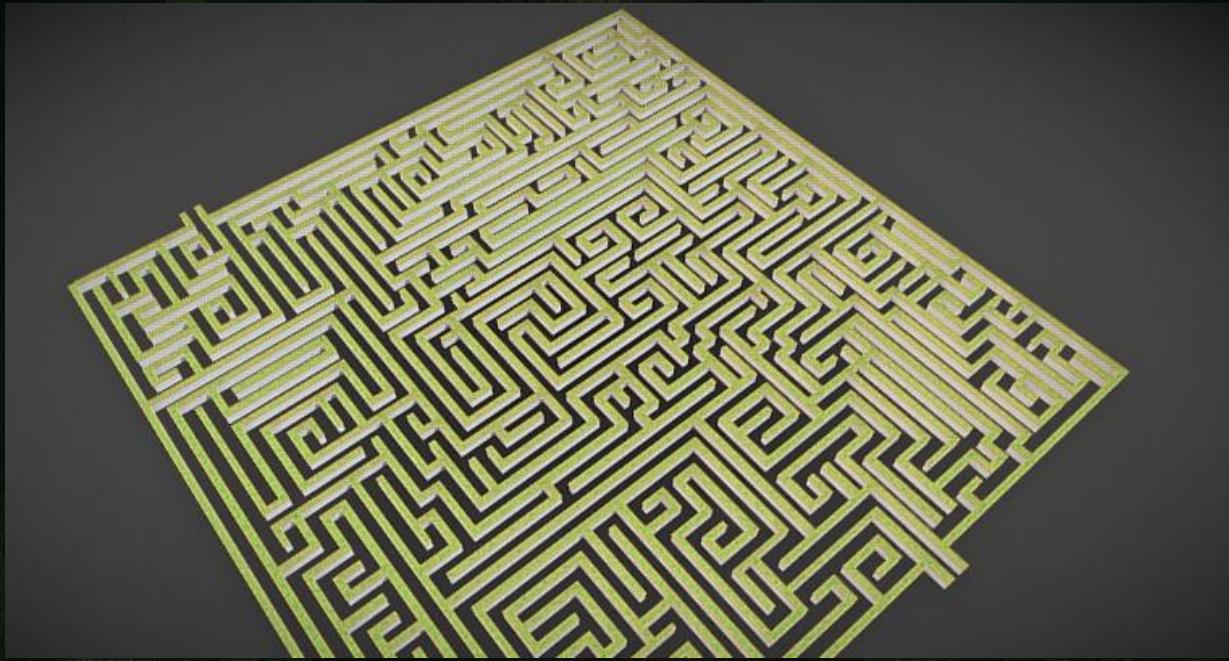
**4-Hard (Maze)**  
**(10000XPs) include 10-12 monsters**



**The Monsters:**



**5-Very Hard (Hard Maze)**  
**(15000XPs) include 12-14 monsters**



**The Monsters :**



**Rare Monster:**



# *HomePlay 3 :CORE MECHANICS*

## RESOURCES & ENTITIES & ATTRIBUTES:

### *Resources*

- Avatar
- Creatures
- XPs & Money
- Camera
- Time
- Tools Bag
- Tools
- Speed Shots
- Photos taken by the Camera

### *Entities & Attributes*

- **Avatar**
  - Role (photographer)
  - Assigned Tasks
    - Take Photos
    - Return the plane before timer ends
  - Health (Vitality / Survival)
  - Inventory (Compound)
    - Item 1: Camera
    - Item 2: Tools (Fire works, Bombs)
    - Item 3:Photos taken by camera
    - Item 4:Batteries

- Item 5:Torch
  - Speed
  - Abilities (Compound)
    - Ability 1 (Protective Suit)
    - Ability 2 (health kits)
    - Ability 3 (Speed shots)
  - Avatar ID (4 characters)
  - Experience Points (XPs)
  - Money
- **Protective Suit**
    - Item ID (protective\_suit)
    - Function (protect player from monsters' attacks)
    - Attributes
      - HitLimit
      - Resistance Value
      - Durability
    - Type (Defense)
    - Level (1~2 hits,2~3 hits,3~4 hits,4~5 hits)
    - Upgrade Cost (200\$ -> 275\$ -> 400\$ -> 650\$)
    - Purchase Cost (150\$)
    - Duration( lasts for 1~5 attacks and can be upgraded through levels)
  - **Health Kits**
    - Type(Active)
    - Item\_ID(HLK\_01)
    - Function(Restores blood level (player health) after being hit)
    - Purchase Cost(200\$)
    - Upgrade Cost(100\$ ->250\$ ->350\$ ->300\$)

- Cooldown(30 seconds before second use)
  - Duration(Instant and can be upgraded through levels)
  - Levels(10%,25%,50%,75%)
- Speed Shot
    - Item ID (SPD\_01)
    - Function (adds temporary Player Speed)
    - Duration (10 sec ~1 mins)
    - Cooldown (60 seconds after the last shot)
    - Purchase Cost (250\$)
    - Upgrade Cost (150 \$ ->250\$ ->350 \$ ->500 \$)
    - Upgrade Levels (150\$ ->250\$ -> 350\$ -> 500\$)
    - Levels(15secs,30secs,40secs,60secs)
- Torch
    - Attributes
      - BatteryLife
      - Light Intensity
      - Range
    - Upgrade Cost (200\$ -> 400\$ -> 600\$)
    - Type (equipment)
    - Item\_ID (TOR\_01)
    - Purchase Cost (250\$)
    - Interactions (Reduce visible difficulty .can attract the monsters)
    - Failure Condition (Battery Depleted)
    - Function (provide light for navigation and reveals hidden clues)

- **Creature**

- Creature ID
- Weakness (Flash / Noise)
- Spawn Rate & Coordinates
- Speed
- Attack Power
- Aggression Level
- Awareness Range (Sight / Hearing)
- Rank

- **Camera**

- Attributes
  - Zoom Level
  - Capacity
  - Clarity
  - Flash Power
- Camera ID (CAM\_01)
- Type (equipment)
- Upgrade Cost (300\$ -> 700\$ -> 1200\$)
- Purchase Cost (500\$)
- Function (Main Tool for capturing creatures and earning XPs & Money)
- Interactions
  - Distance
  - Focus
  - Lightining

- **Score**

- Photo Quality
  - Distance from target
  - Number of Creatures in photo
  - Lighting quality
- Creature Type (Rare or not, Complex to take photo for it or easy)

- **Tools Bag**

- Type (Inventory Expansion)
- Item\_ID (BAG\_01)
- Function (Increases total carrying capacity of items and tools)
- Upgrade Cost (250\$ -> 400\$ -> 700\$)
- Purchase Cost (300\$)
- Effect (carry more batteries, health kits, bombs)
- Attributes
  - Slot Count
  - Weight limit
  - Upgrade Tier

- **Noise Tools**

- Type (Utility)
- Function (distract or attract monsters depending on sound/light)
- Purchase Cost (300\$)
- Upgrade Cost (200\$ ->400\$ ->600\$)
- Effect Duration (5~10seconds)
- Attributes
  - Effect Radius
  - Duration

- Noise Level
  - Attraction type
- **Batteries**
    - Type (consumable)
    - Item \_ID (BAT\_01)
    - Function (recharge the torch battery for + 1~ 2 mins)
    - Purchase Cost (100\$)
    - Attributes
      - Recharge Value
      - Duration
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## ***MATCH-MAKING & LOCAL***

### **PLAYER LEVEL**

- Players use the XP gained from rounds they have played to level up (**TRADER**)
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## ***GAME SHOP***

- Players use the Game Shop to purchase new Camera Capacity and Tools.
- The Player uses the XP Gained from rounds they have played to purchase from the Game Shop.
- The Game Shop deducts an ability's purchase cost (or upgrade cost) from the player's Gold, in exchange for the item bought. (**TRADER**)

## ***TASKS & COUNTER-TASKS***

### **Tasks:**

- Complete the task ,capture a focused well taken photo and return the plane before the timer finished
- Locate and track creature without being killed
- The player must capture photographs within the limited storage capacity of the camera. once the storage is full, the camera becomes disabled from taking new photos until the player deletes one (**Converter**)

### **Counter tasks:**

- Fog and rainy weather reducing visibility and increasing photo difficulty
- During the game **the player will use noise tools that** will cause noise (such as bombs, fireworks, or light traps) to **distract or attract the monsters**

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## ***ABILITIES***

### **Defensive Abilities**

**1-**

**Name:** Protective Suits

**Detailed description:** It absorbs limited attacks from monsters, allowing the player to survive multiple hits before being destroyed

**Type :** Automatic defense

**Duration :** lasts for 1~5 attacks and can be upgraded through levels

**Cooldown :** NO cool down

**Level :**

first upgrade : 1~2 hits

second upgrade : 2~3 hits

third upgrade : 3~4 hits

fourth upgrade : 4~5 hits

**Upgrade cost :** 200\$ - 275\$ - 400\$ - 650\$

**Purchase cost :** 150\$

**2-**

**Name:** Health Kits

**Detailed description:** It used to restore blood level by a small amount after the player being hit by the monsters

**Type :** Active

**Duration :** Instant and can be upgraded through levels

**Cooldown :** 30 secs before the second use

**Level :**

first upgrade : 10% blood level

second upgrade : 25% blood level

third upgrade : 50% blood level

fourth upgrade : 75% blood level

**Upgrade cost :** 100\$ - 200\$ - 250\$ - 300\$

**Purchase cost :** 200\$

**3-**

**Name:** Speed boosts

**Detailed description :** temporarily increase movement speed .Useful for escaping monsters or reaching the safe place before the timer ends.

**Type :** Active

**Duration :** lasts for 10 sec ~1 mins and can be upgraded through levels

**Cooldown :** 60 secs after the effect has been used

**Level :**

first upgrade : 15 secs

second upgrade : 30 secs

third upgrade : 40 secs

fourth upgrade : 60 secs

**Upgrade cost :** 150\$ - 250\$ - 350\$ - 500\$

**Purchase cost :** 250\$

# ***HomePlay 4 :Balanced Mechanics + Playtesting***

## **Feedback:**

After completing the initial gameplay design some mechanics were changed and improved to enhance fairness, tension, and player immersion. The enhancements focus on improving player control, and environmental feedback .make sure that the progression remains exciting without overwhelming the player.

### **1-Game time adjustment**

- **old rule:** each level has the same duration (20 mins)
- **the problem:** the feeling of tension stays the same that can reduce player excitement. the player might feel the later levels aren't challenging even if monsters get stronger
- **new rule :** The mission duration decreases by 2 minutes per level (20 – 18 – 16 – 14 -12)
- **the change :**makes players plan faster routes, upgrade items, and manage storage wisely.  
keeping excitement high without exhausting the player

### **2-Dynamic Sound Effects**

- **old rule :** the game used to have a static sound effects while moving and capturing the photographs
- **the problem :**the audio feedback felt repetitive and didn't add tension or environmental immersion
- **new rule :** added some sounds effects
  - Heartbeat when monsters are near
  - Footsteps sound while running
  - Hard breath sounds while getting chasing by monster
- **the change :**Enhances player immersion and more connected to environment and provides effects for danger and safety

### **3-Control & Settings Customization**

- **old rule** :fixed control using (W,A,S,D)
- **the problem** : some players prefer using arrow keys
- **new rule** : add settings menu
  - Choose between WASD or arrow keys for movement
  - Adjust mouse sensitivity
- **the change** : Improves player comfort, accessibility, and control flexibility to apply user satisfaction.