**Hearth Bound**

**Game Design**

**Version 1.00.00**

**January 26, 2024**

**Revision List**

|  |  |  |  |
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# Introduction

This document specifies the design, gameplay mechanics and technical specifications of the game titled “Hearth Bound”. This document is intended for following scope and audience.

## Scope

The document defines the rationale regarding design, model, animation, programming, environment for the game “**Hearth Bound**”. The document at initial stage doesn’t contain any financial feasibility but at a later stage may include it.

## Audience

This document is intended for judges, mentors, organizers, testers, reviewers and players of MUN MCE Game Jam 2024 session.

# Target Platform

## Windows

Windows 11 x64 – initial release

## Linux

Debian based distros x64 – planned after stable beta release

## Android

Android 13 and up – planned after stable beta release

## iOS

SDK 14 and up – planned after full release

# Development System

## Game Engine

Unreal Engine 5.3.2 – will support all engine versions of UE5

## Game World

Unreal Engine PCG (Procedural Content Generation framework) – planned for dynamic world level generation

## Character Model

Unreal Engine MetaHuman Creator

# Specification

## Concept

“Hearth Bound” is a survival tower defense with enemy wave type game where each level the player has to survive and keep the warmth of fire alive from the invasion of enemies. Defeat all enemy waves successfully to win the game.

## Story

You are a young executive of an enterprise who is travelling to attend a conference. Your plane crash landed in a pacific island with experimental bio-facility of unknown origin. Almost all of the passengers are affected by an unknown virus that drives them mindlessly towards any source of warmth and eventually die. They will literally kill themselves by jumping into fire. Your task is to keep the fire alive to preserve heat, collect things to build your hearth, survive as long as help arrives.

## Game Structure

There will be separate maps for each of the rounds. The maps will be pre-designed for now but in future will use Unreal PCG to randomly generate the map. The player will get a central fire pit at first. The player can choose to defend the fire or get few more fires going. As soon as all source of fire gets extinguished the game is lost. If all enemy waves are defended successfully the level boss spawns. The player needs to defeat the mutant boss to win the level. Win a level to get rewards based on performance and unfold the story.

## Players

Initial version will be single player mode only. There will be 2, 3, 4 player split-screen mode under Co-Op. There will be network multiplayer and playing as enemy (either waves or boss) in later versions.

## Action

The player will defend the source of warmth with bare hands in initial waves. Enemy will drop weapons with timed (expires after x minutes) or breakable (have x durability) stats. Players can equip such weapons to kill enemy waves quickly. Players must get a weapon in last wave before boss as killing boss with bare hands will be impossible.

Players must gather wood in middle of waves to build additional fire source. As long as player has 1 wood, they can light another fire source. In future when player is lighting fire source the enemies will also attack the player.

## Objective

### Defend source of warmth

### Kill all enemies in each wave

### Kill boss

### Finish all levels

# Gameplay

## World

## Landscape

## Player Character

## Enemy Character

## Boss Character

## Movement

## Animation

# UI & Cinematics

## Intro

## Cutscenes (story, waves & boss)

## HUD

## Credits