

# WILD HUNT

Marcin Grygo

<https://grygomarcin.one/kea/basicanimations/Wildhunt/>

#### Game idea

Help your dog become a truehunter by shooting a ducks and rabbits. Do not waste your ammo shooting discs (non-animals ware hunt while creating and playing this game).

#### Game inspiration

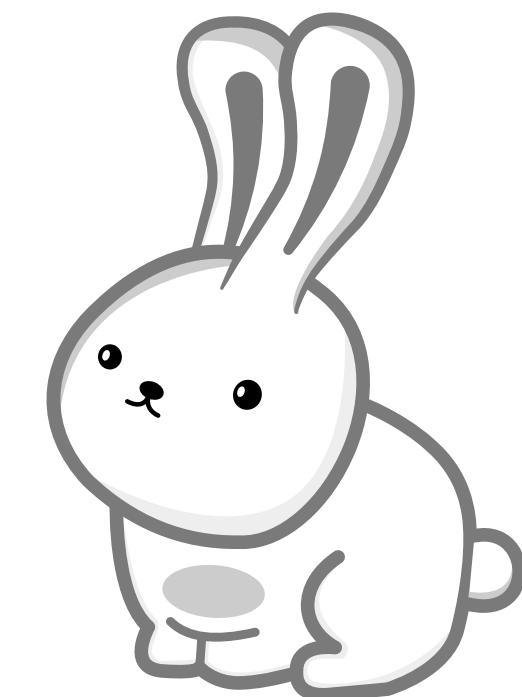
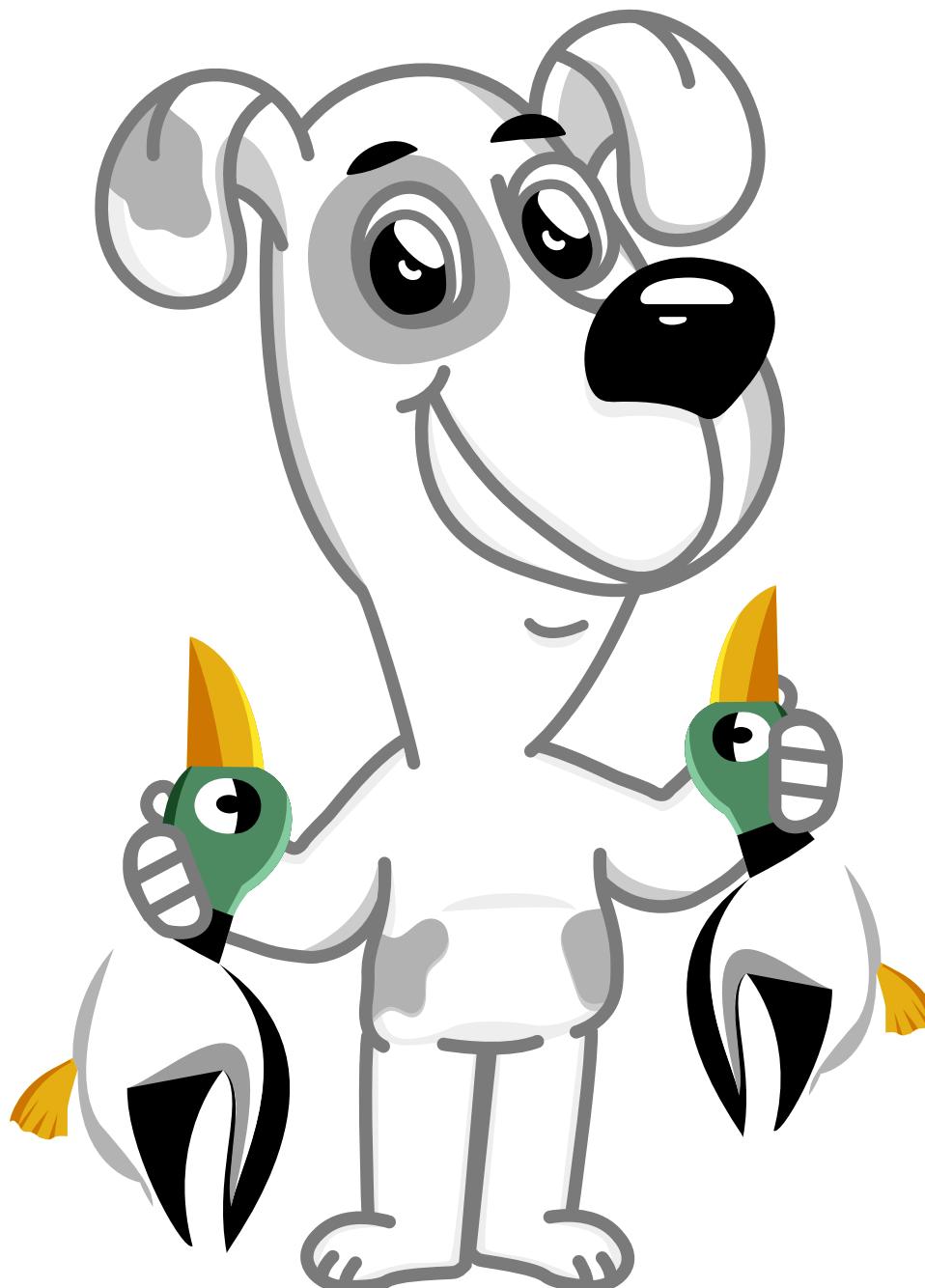
I wanna make sequel of old game Duck Hunt with implementing my own ideas.

[https://www.youtube.com/watch?v=x-daxzVxrQI&t=81&ab\\_channel=ToadSpeedgaming](https://www.youtube.com/watch?v=x-daxzVxrQI&t=81&ab_channel=ToadSpeedgaming)

While designing I was inspired with Pinterest images but also one of my favourite artist:

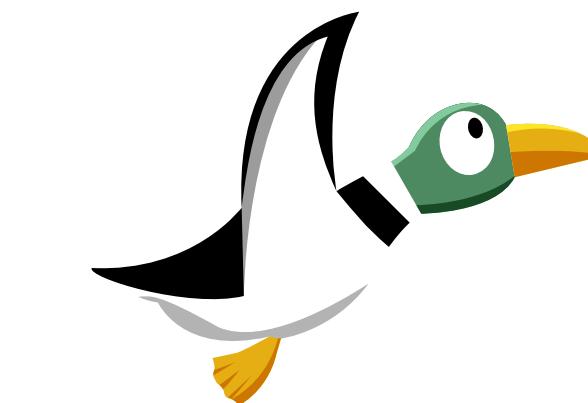
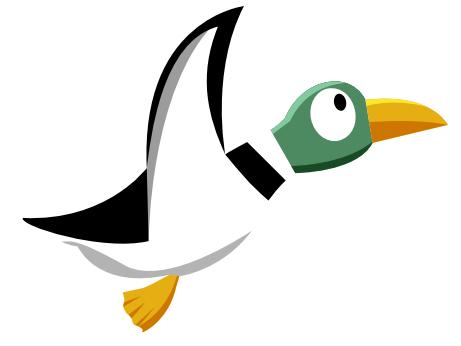
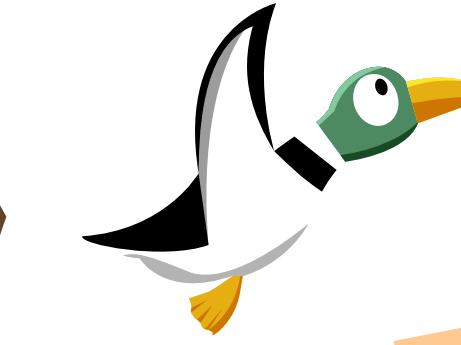
[https://www.instagram.com/s\\_harrington/](https://www.instagram.com/s_harrington/)

I was sure style need to be similar to one used in old game Duck Hunt, but I wanna make it fresh with “3d” stylised shadows.

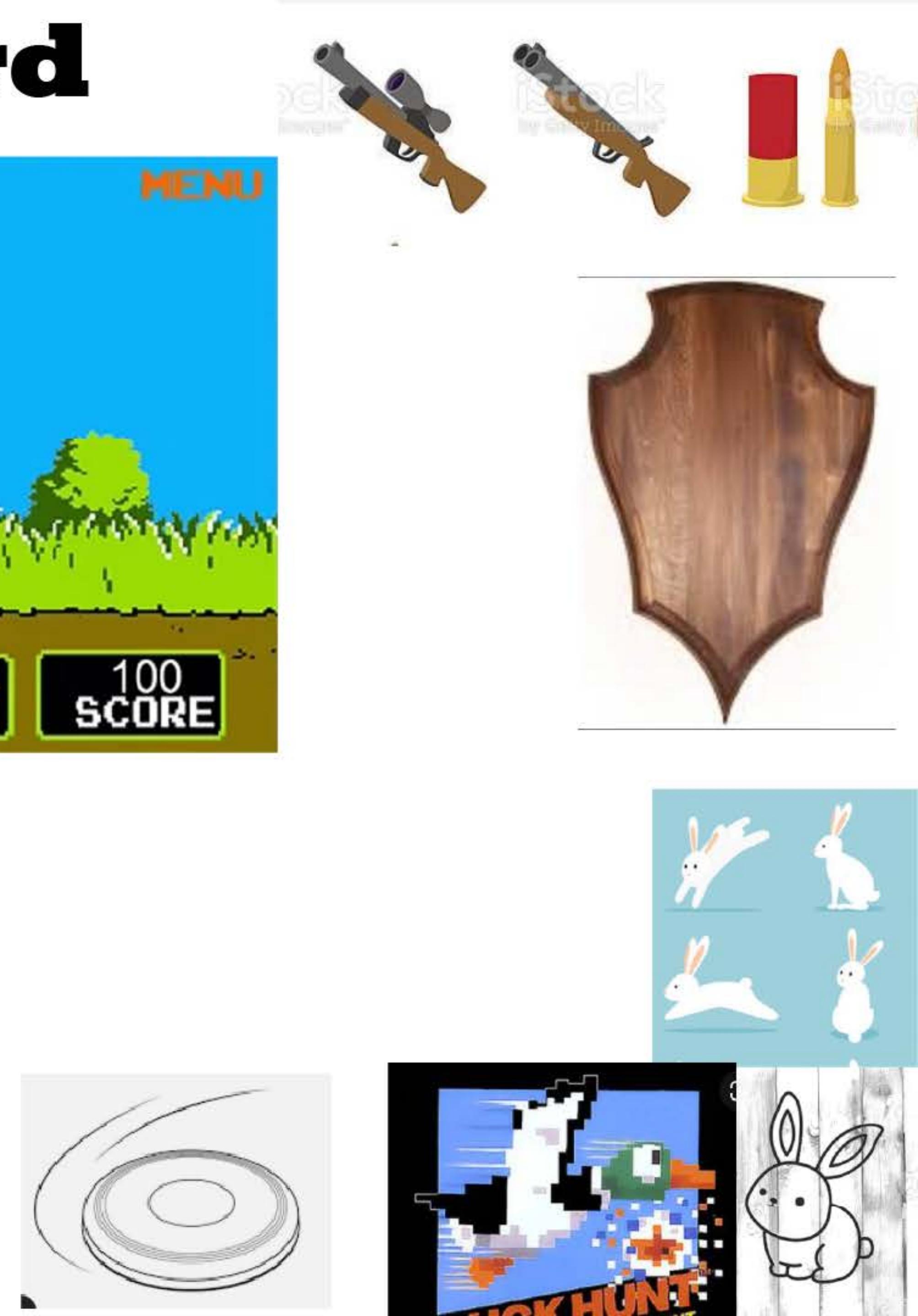
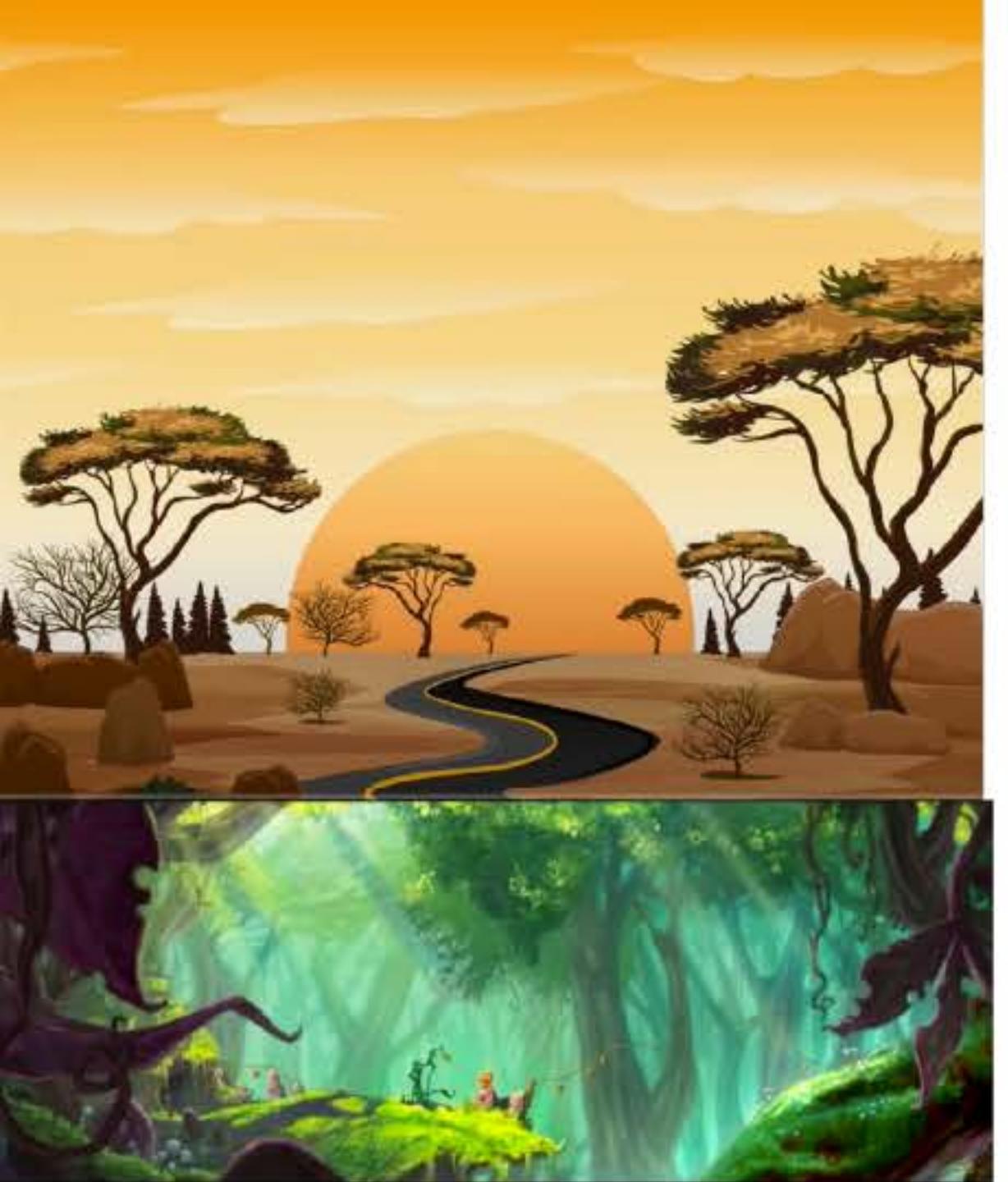


GAME PAPER PROTOTYPE

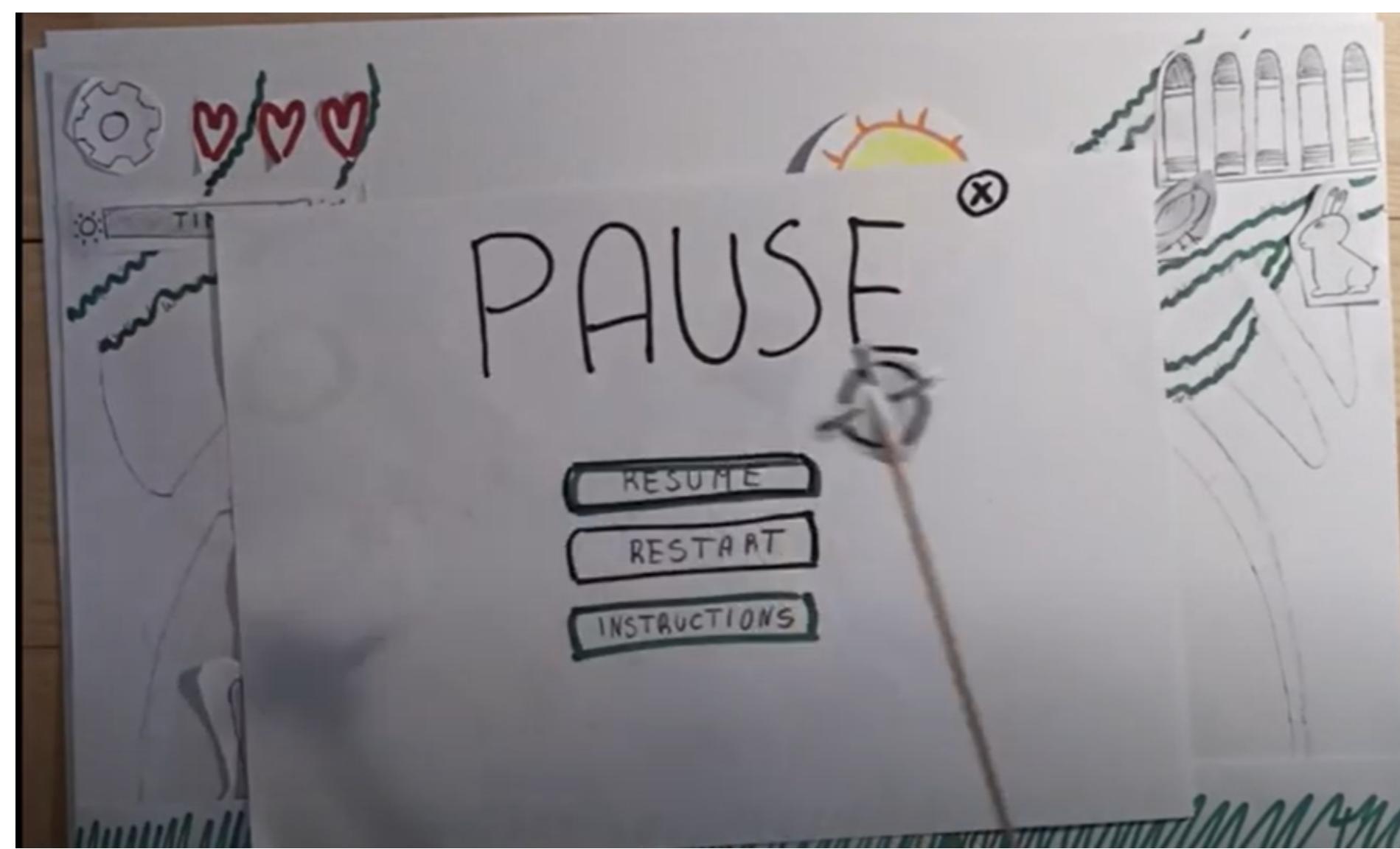
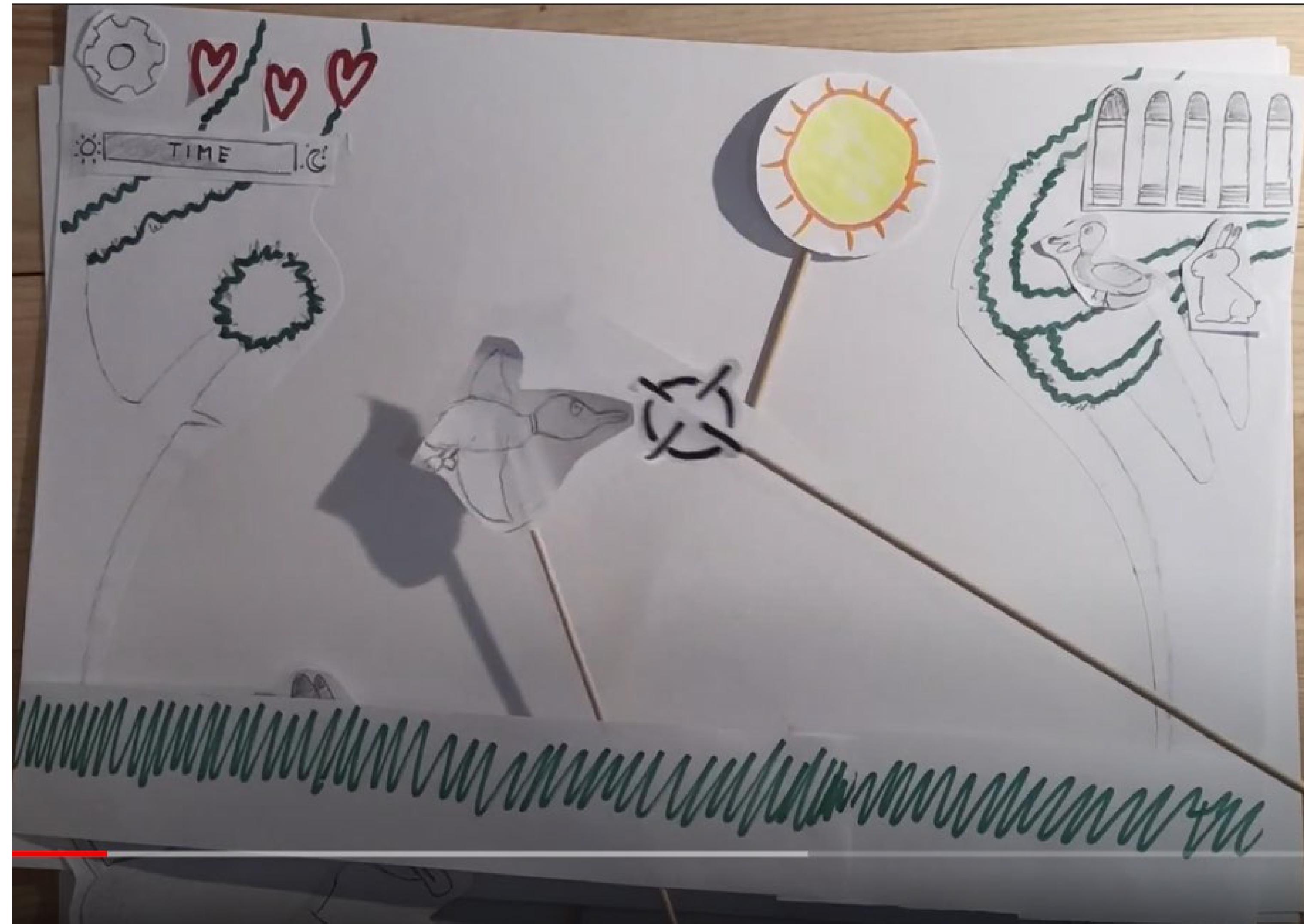
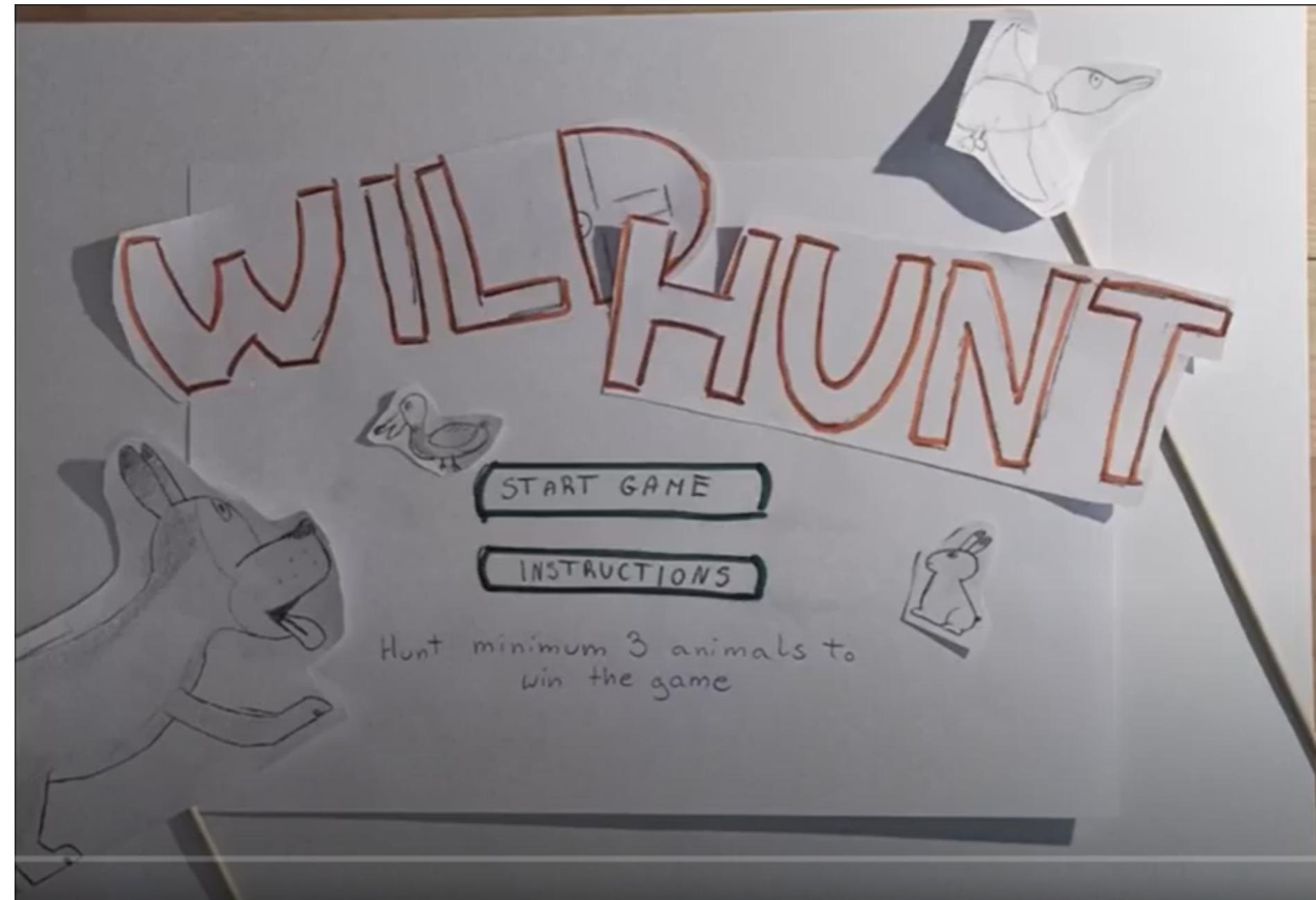
[https://www.youtube.com/watch?v=sG9vUFnb510&ab\\_channel=GGG](https://www.youtube.com/watch?v=sG9vUFnb510&ab_channel=GGG)



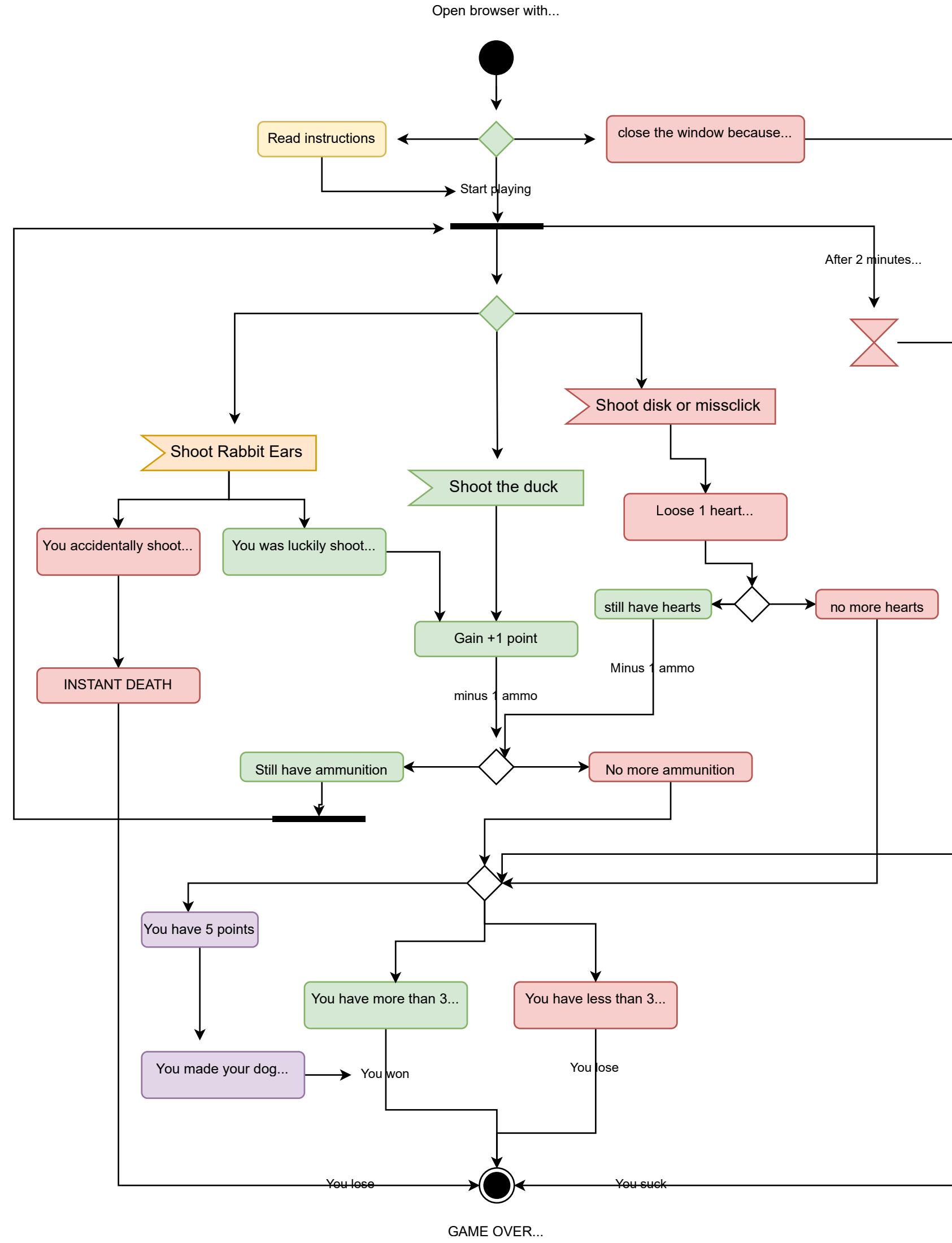
# Moodboard



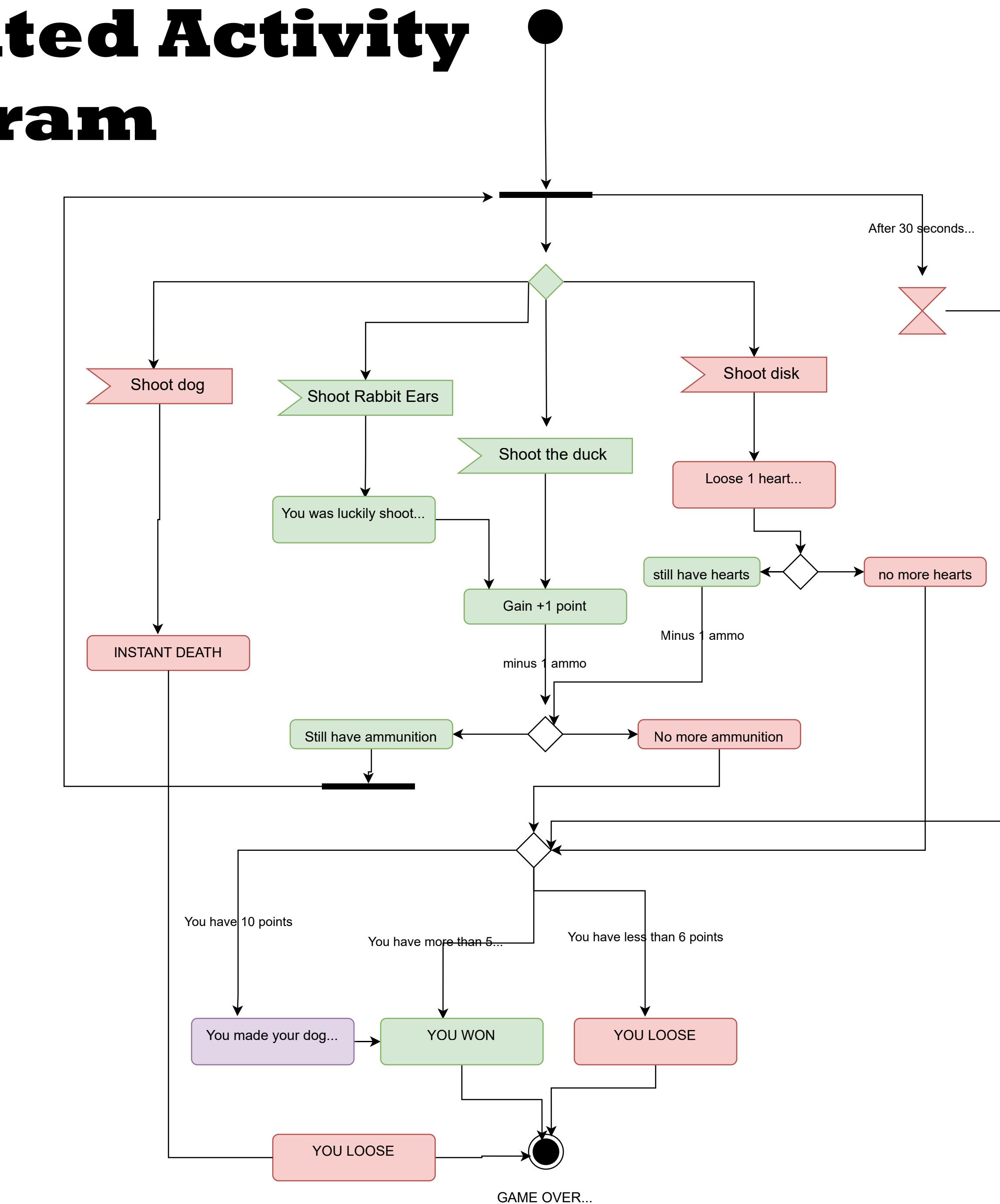
# GAME SKETCHES



# First Activity Diagram



# Updated Activity Diagram



# **FEEDBACK THAT HELPED ME DEVELOP THE GAME**

**Help your classmates** feedback on their Design and on how the Game, Characters, colors, style, Welcome/end screen/ level complete screens and UI (User Interface) element are communicating. Use this document when peer reviewing. Make a copy for each Game Design you are giving feedback to fill it in, and be prepared to hand it to the person behind the Game Design

**Who is giving the feedback:** Kathrine - Classmate

**Who is getting the feedback:** Marcin - Classmate

**What is the name of the game?** Wild Hunt

## Description of idea:

**Is there a description of idea / game?** Yes, both in the instruction, but also throughout the game

**A “One line” or a title?** Titel

**What, if anything, would you change about the game?** Maybe to lose a life every time you miss? I understood as if you only lost a life if you hit the dog, but then you lose all of them at once

## What is the game about?

**Where is the setting?** Forrest/ wilderness

**What are good objects?** Ducks and rabbits

**What are bad objects?** Dog and if you miss

**What does it take to win the game?** Shoot minimum 3 animals to win

**What does it take to lose the game?** 4 outcomes: 1, out of ammo. 2, hit the dog. 3, out of time. 4, out of lives

## What is the most detailed mechanic?

**How are the objects entering the screen?** from the sides

**How are they moving about on the screen?** vertically

**What happens when you click a good object?** You gain a point

**What happens when you click a bad object?** Your vision increases, so it gets harder to aim – and if you hit the dog, it's a straight game over

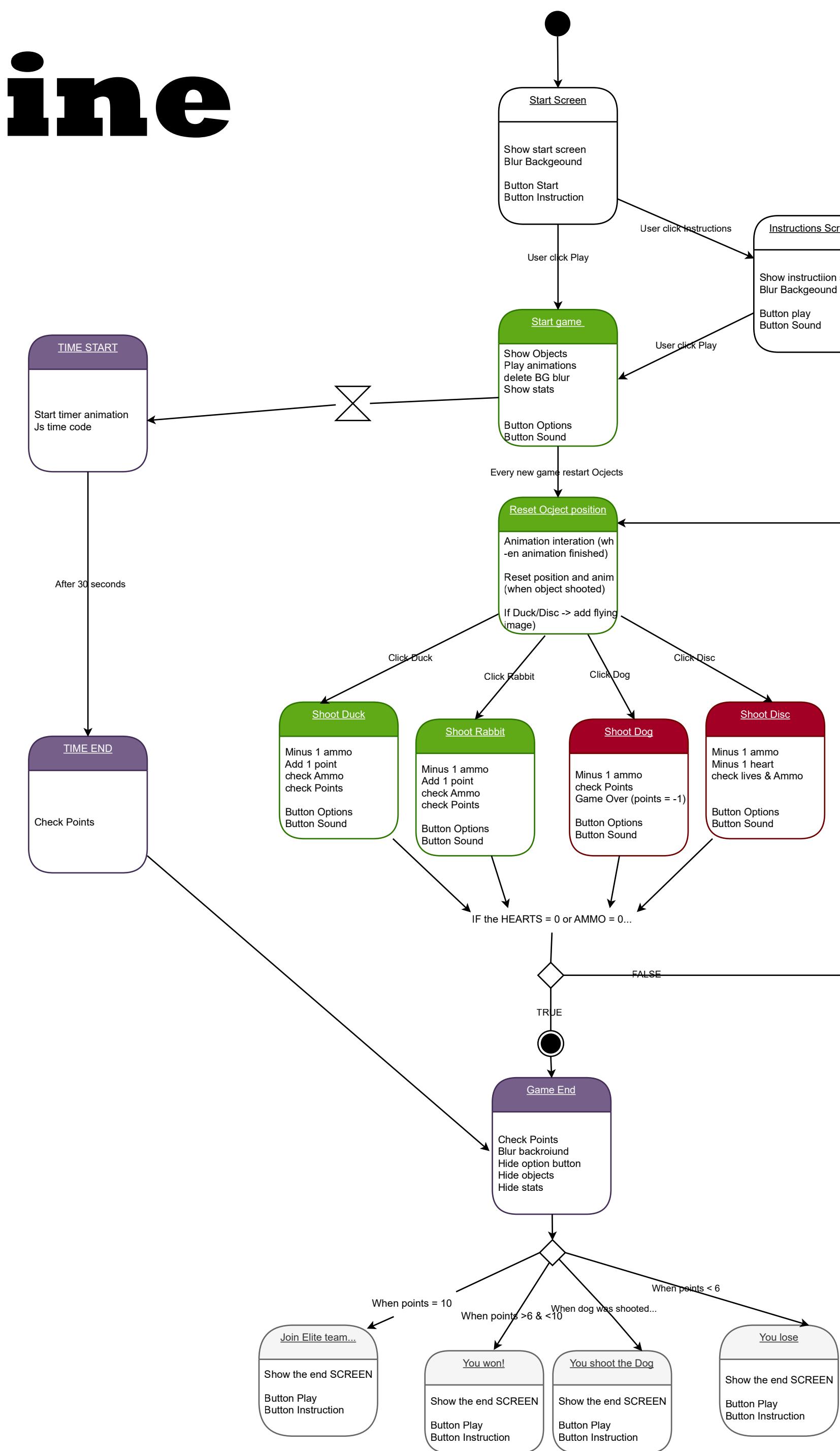
**What happens if you do not click an object before it finishes moving?** You then miss your shot, I guess?

**How does it look when you gain points?** You will receive a 1x next to the animal you shot

**How does it look when you lose health?** One heart is removed

**If something disappears after clicking – when and how does it re-appear?** Randomly, I guess. Maybe within a few seconds.

# State Machine Diagram



# DESIGN PROCESS

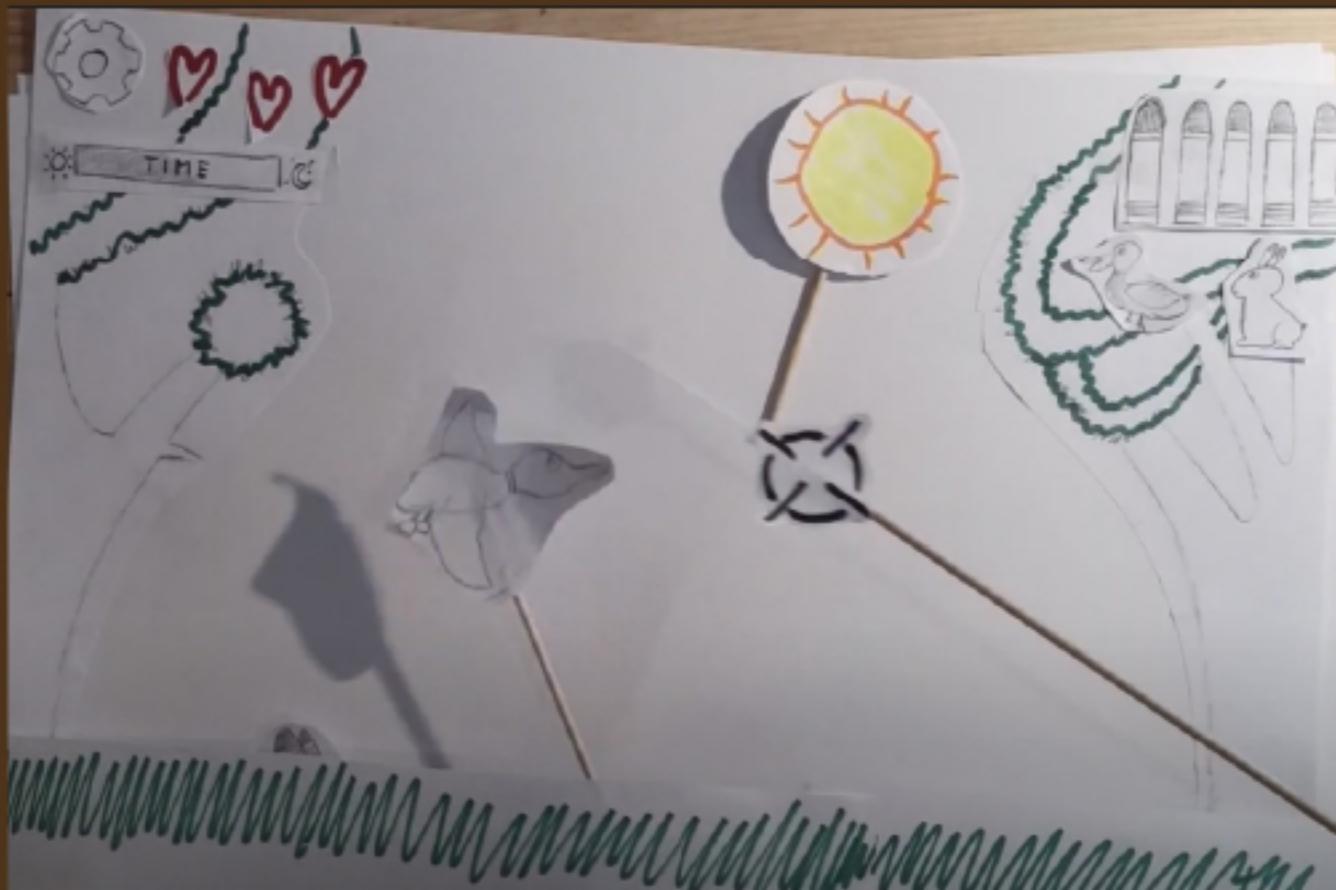
Design thinking process start with the original Huck Hunt game. My goal was to build a sequel to the game, but with some new features (such as rabbits and discs), and to do so in my own unique style.

Everything began with a paper prototype, where I got my basic idea for how I wanted to build my main screen and game.



## ORIGINAL GAME SCREEN

Making the game screen I was largely inspired by the original version because it was so excellent (plus the game was suppose to be a sique). I made additional buttons and adjusted the UI components (stats) to make them more clear for the player and to maintain a more pleasing appearance.



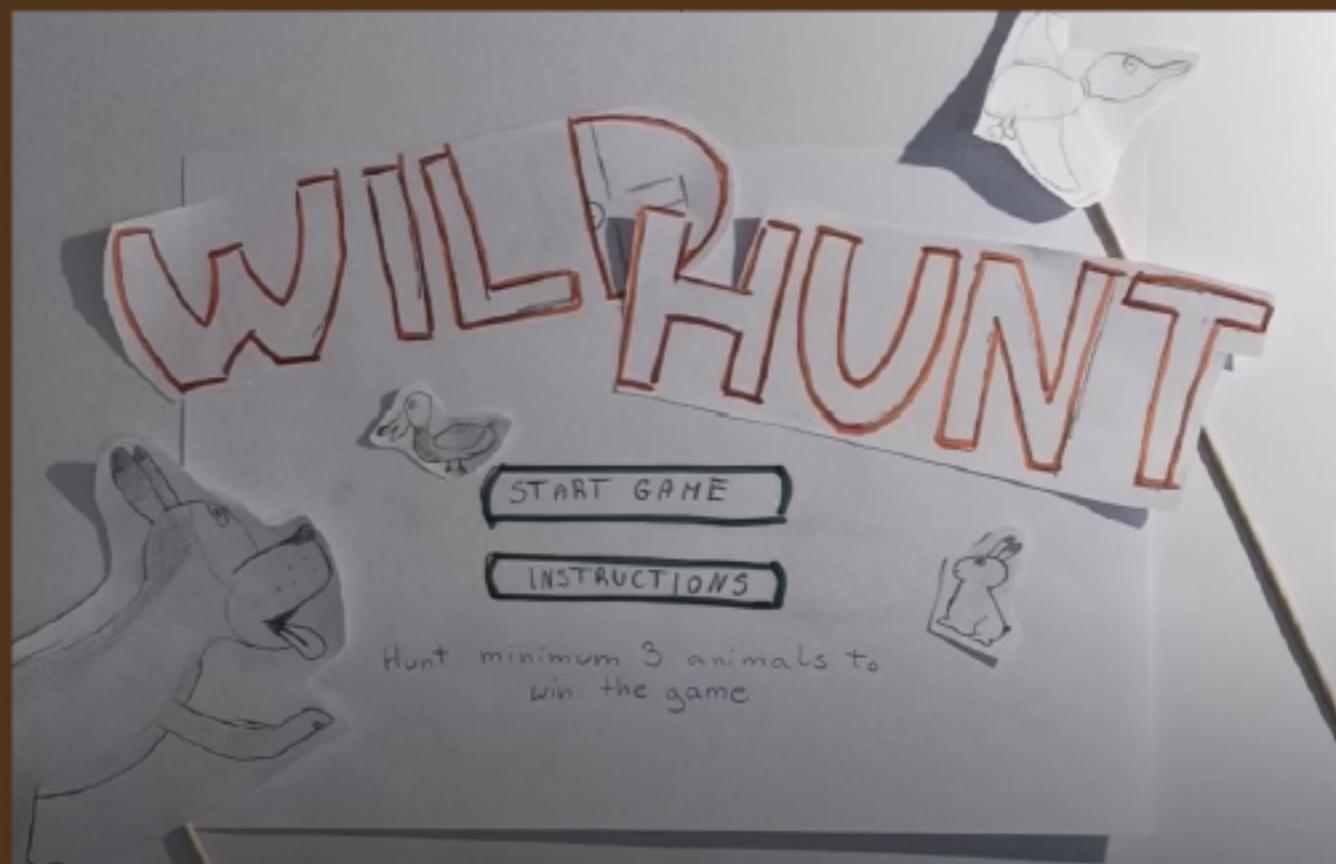
I wanted to make all of the characters from the same world (similar design style). After the class on backgrounds, I came up with a background design in my head without any sketching. With “game design requirements,” I was attempting to make it as nice as possible (Foreground - dark, backkground - bright)

# DESIGN PROCESS

## ORIGINAL GAME SCREEN



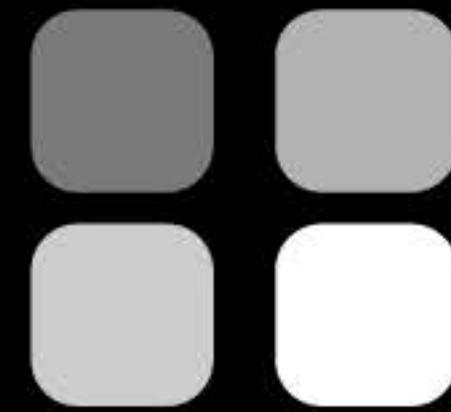
To begin, I wanted to design the main screen in a natural style with some “cowboy” themed typeface pointing like a rifle that shoots ducks. Wood buttons were used to stylize the grassy background.



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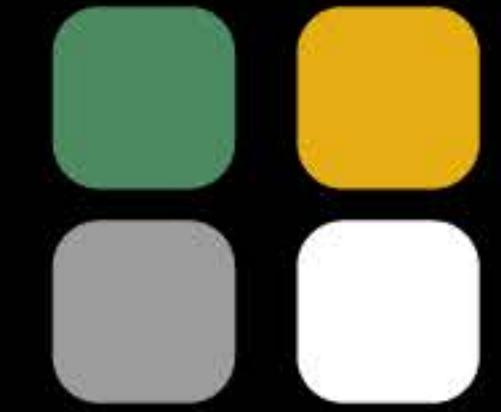
# Style Tile

DOG

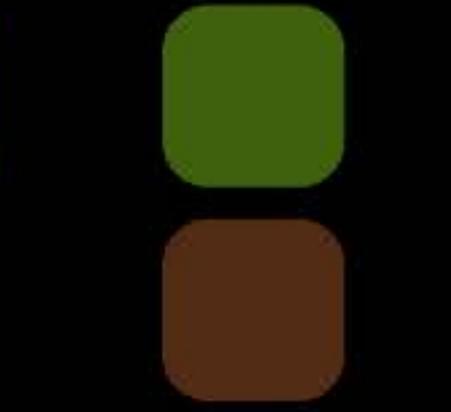


## Game Colours

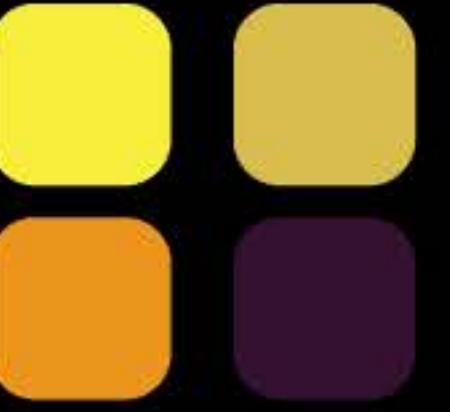
DUCK



TREE GROUND

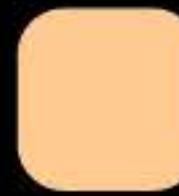


SKY



## Menu Colours

TEXT



WOOD BG



## Font Type

**Rockwell Extra Bold**

Rockwell

Oswald Regular

TITLES

BUTTONS

TEXT

PLAY

INSTRUCTIONS

## Buttons

RETURN



RESTART



END GAME



Ideas

Hunting Cowboy font style Duck Hunt

# CHARACTER DESIGN

Used shapes:



The main character is created with ellipses to make a friendly/positive impression. Rectangles are used to make him bigger to make a safety impression.

Bigger head like a baby to make a cute impression.



Good Element

## Duck



Used shapes:



Ducks are a good elements but created with sharp shapes as the evil elemets you need to shoot.

Good Element

## Rabbit



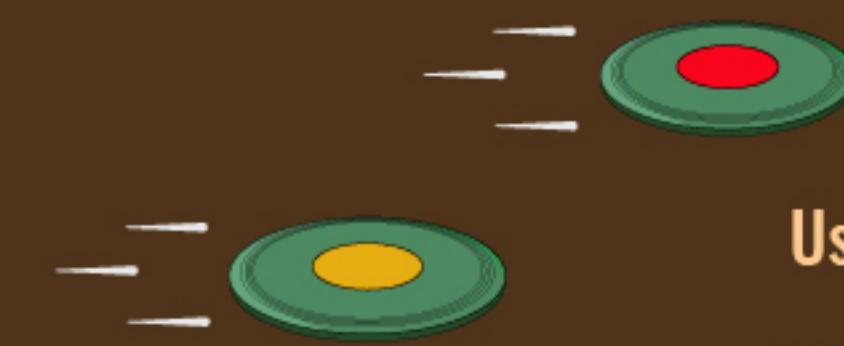
Used shapes:



Rabbits are designed to perplex the player. Rabbits and dogs have the same ear shape. You may attempt to shoot the rabbit. Shutting down a dog means you've lost the game.

Bad Element

## Discs



Used shapes:



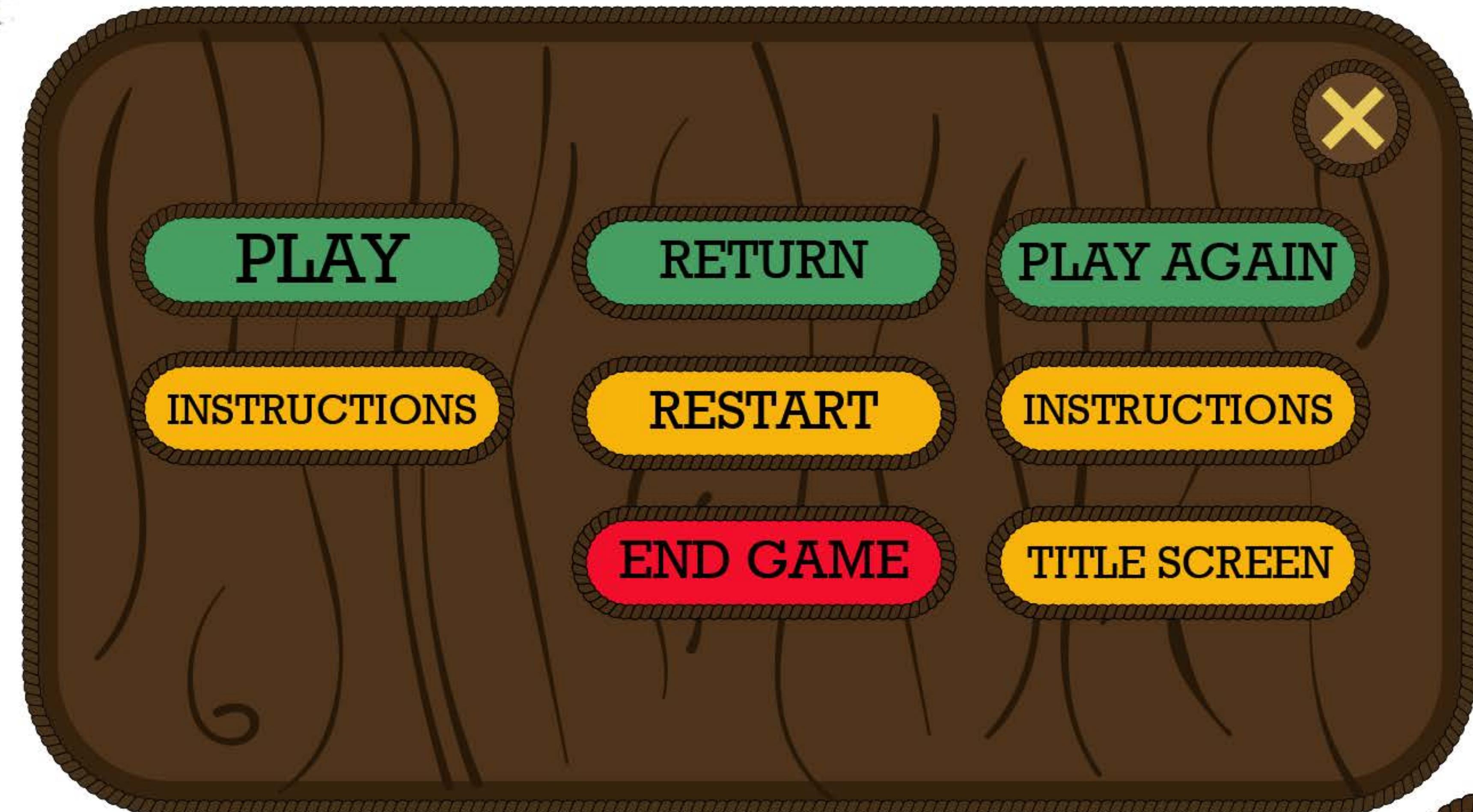
Discs as bad elements you shouldnt shoot. Ellipse shaped disc with air shooshes created using triangles.



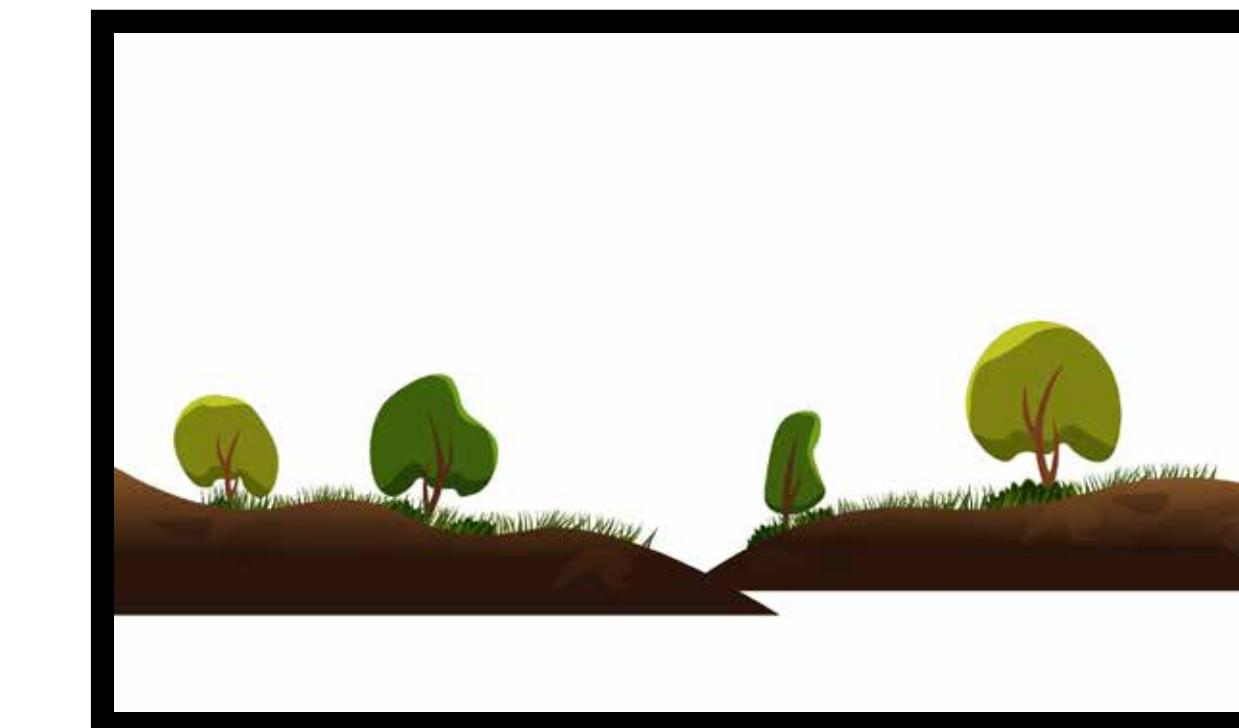
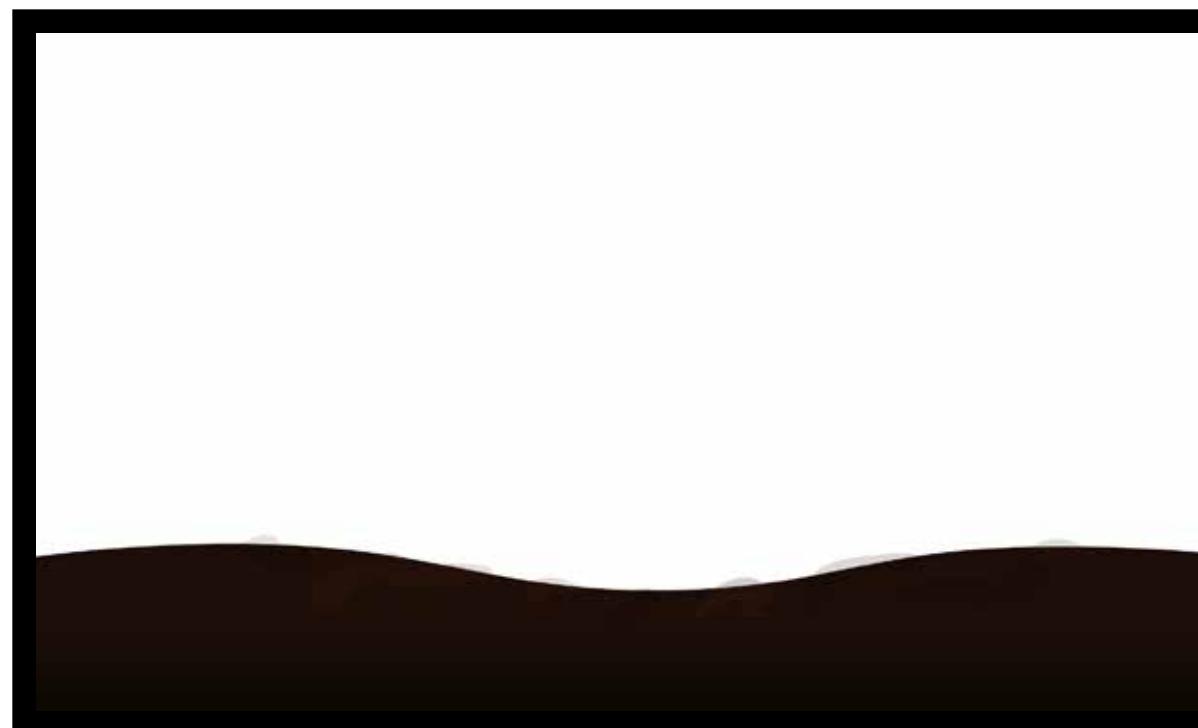
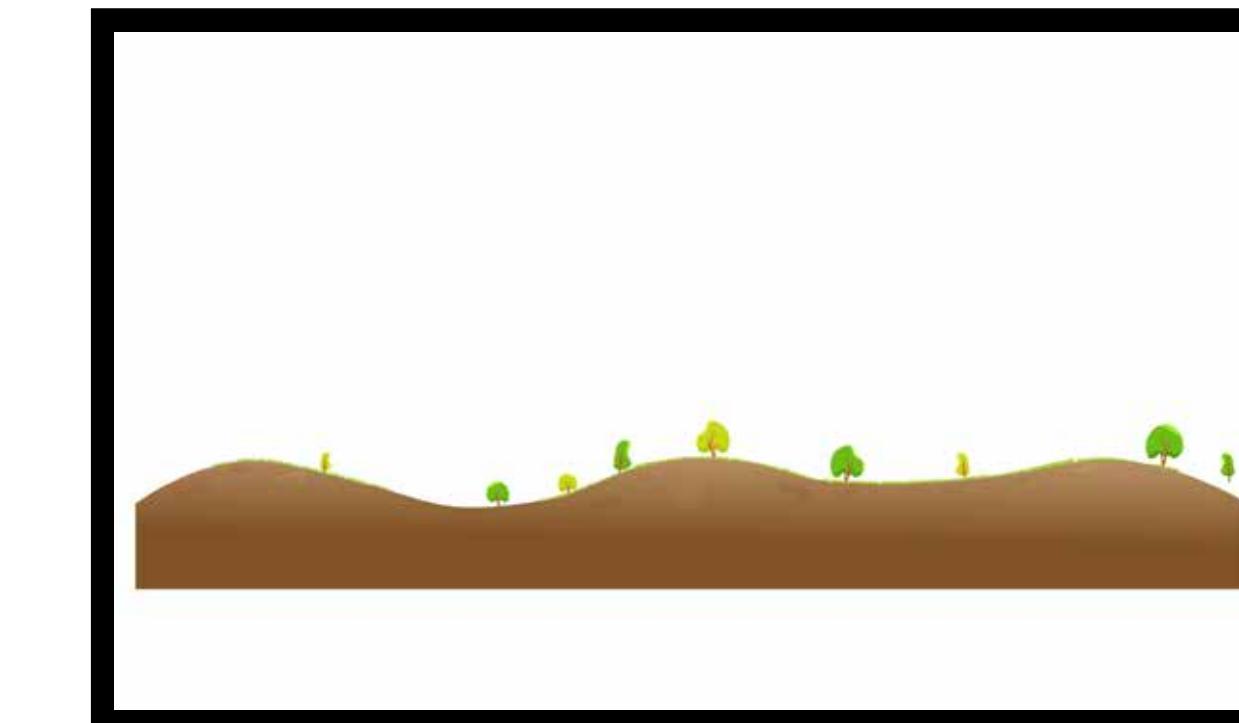
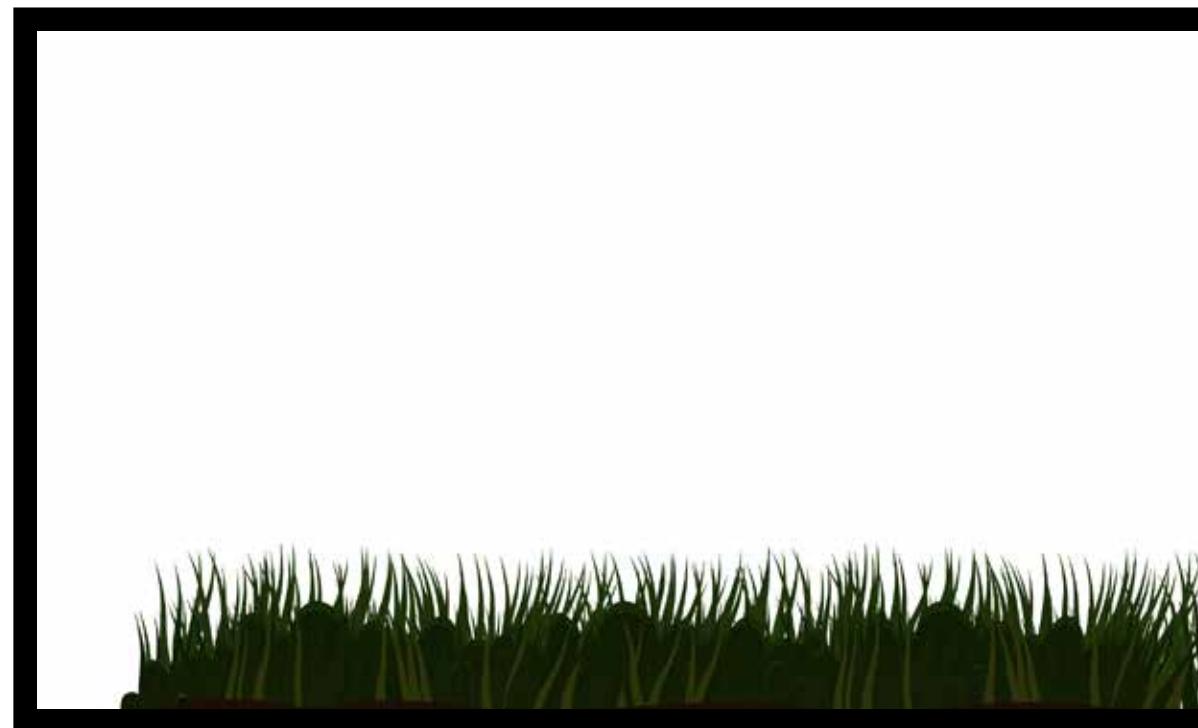
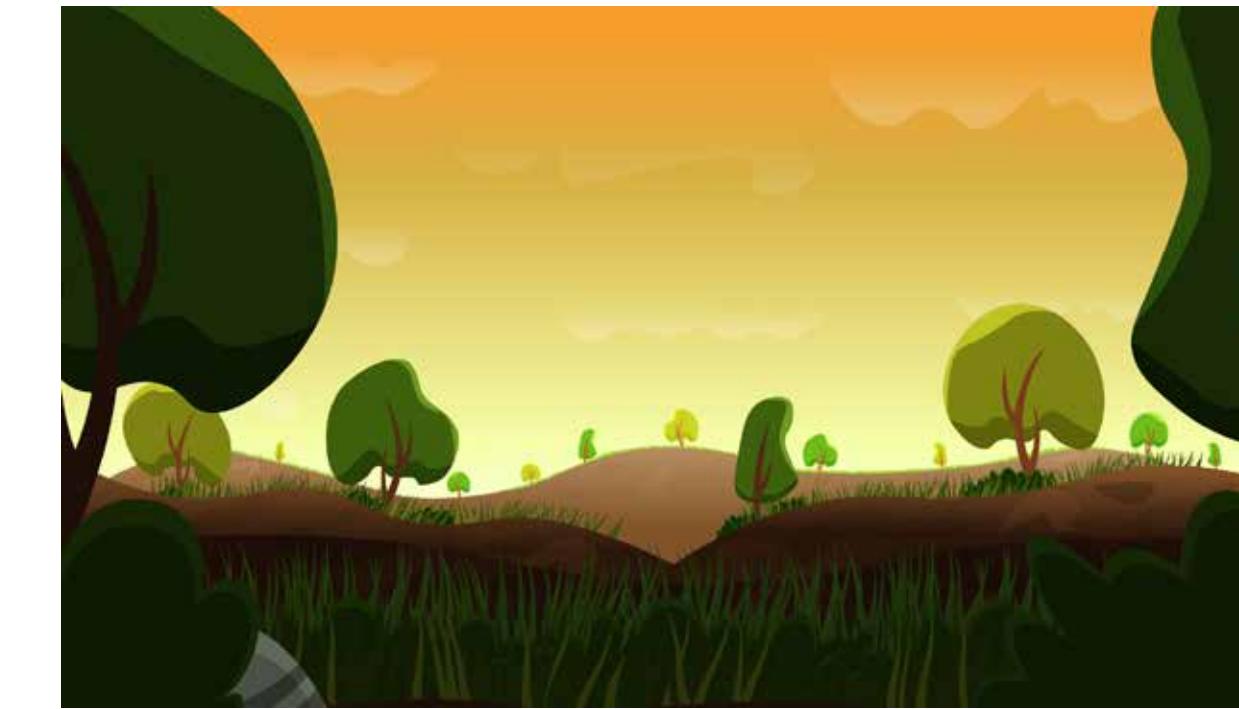
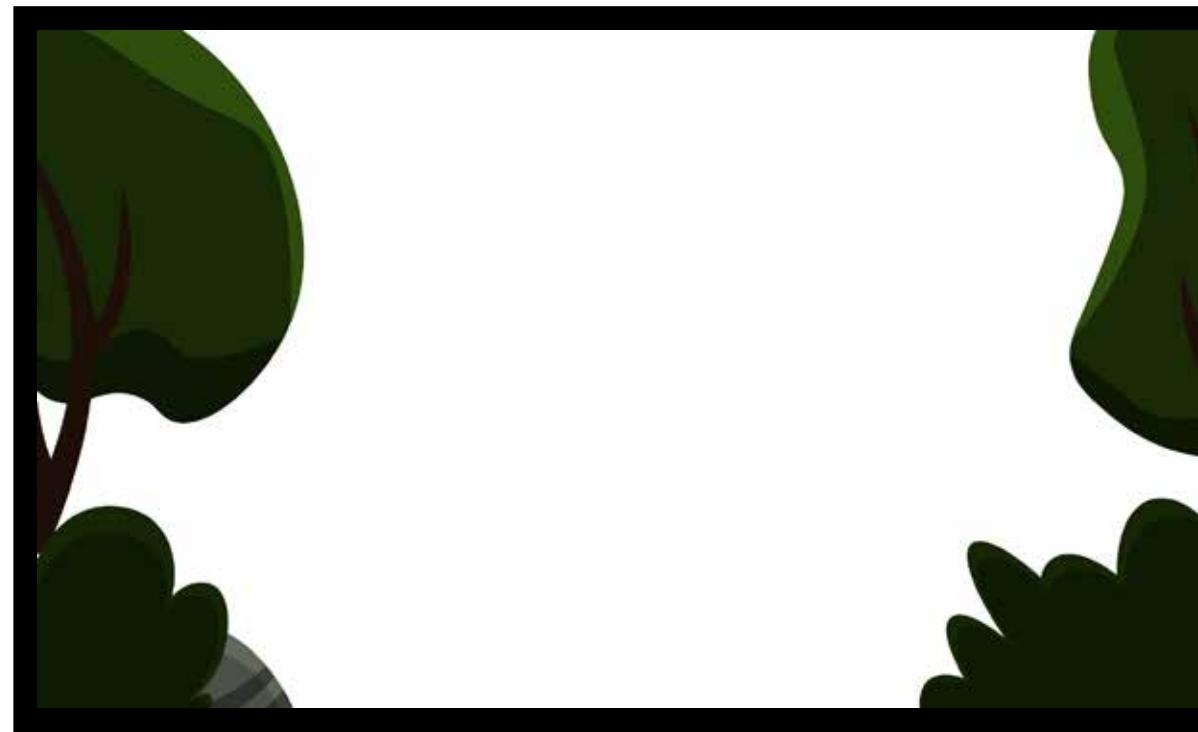
# UI elements



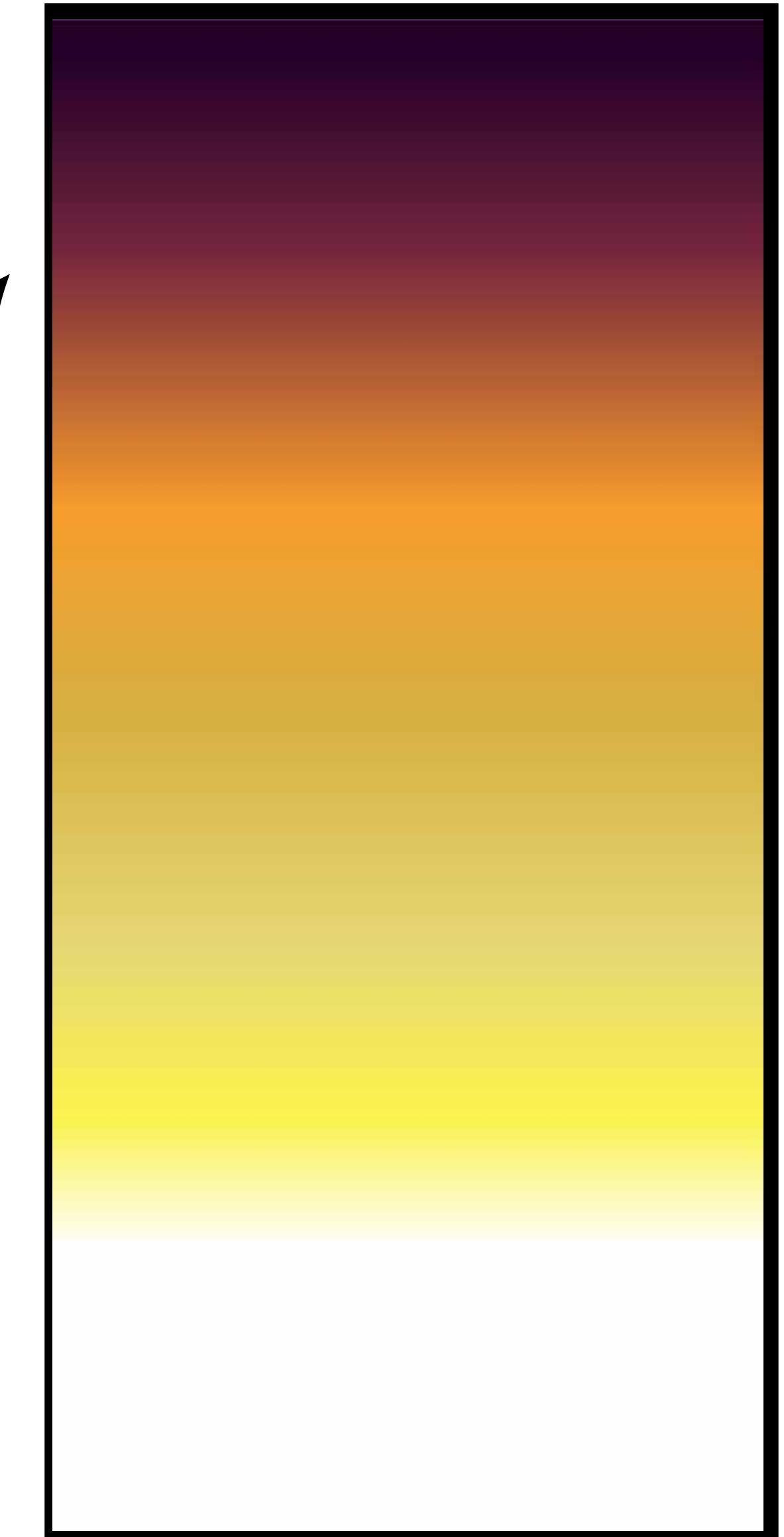
2X 0X



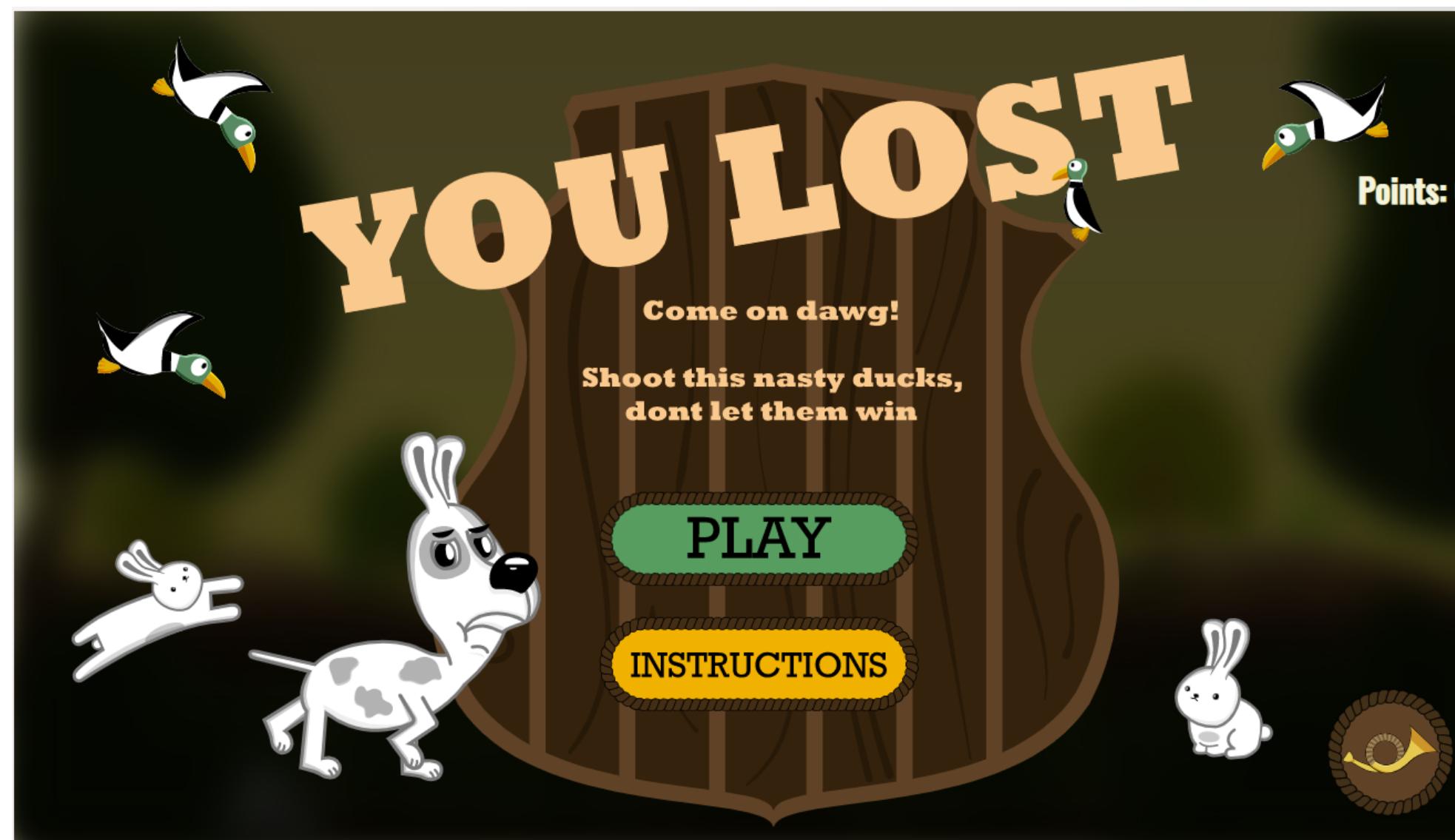
# BACKGROUND LAYERS



Long sky background used with css animation that is changing position when the game starts from bottom to the top (creating sun down mood)



# Final Game Screenshots



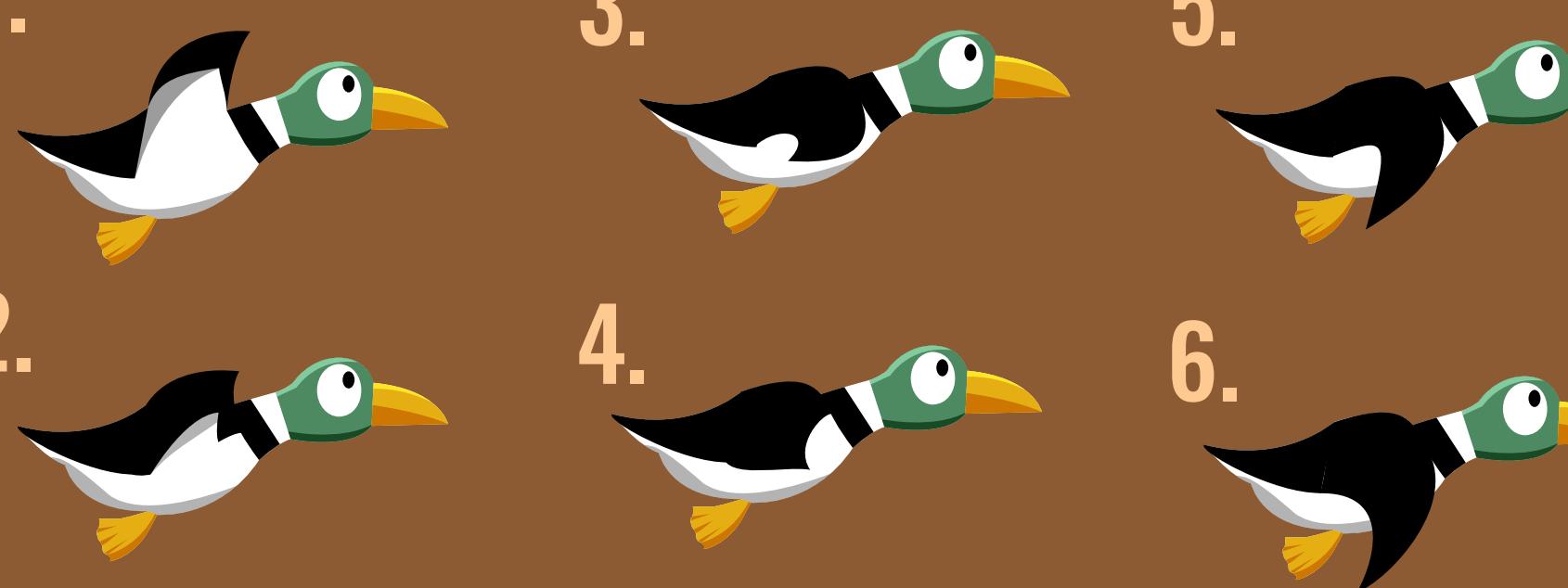
## **DIFFICULTIES ENCOUNTERED WHILE DEVELOPING THE GAME**

The first issue I ran into while developing the game was implementing the shot the duck function. The function will first add one point, then add a falling animation while changing the image of the falling duck. It was difficult to connect this function to the next function, that will restart the position with a different image for the normal flying duck.

The most difficult part was creating an option screen (to stop the game and set a timer) while the game was running. I created my own time function after encountering some issues with Keld's function. It wasn't difficult to pause the object animations. To stop the timer I needed to use internet-based code found on the internet. It was difficult to comprehend, but I eventually changed it for my own purposes). Finally, I finished my working a stop function, but the game can only be stopped once (the second open of the options while playing wont stop the timer)

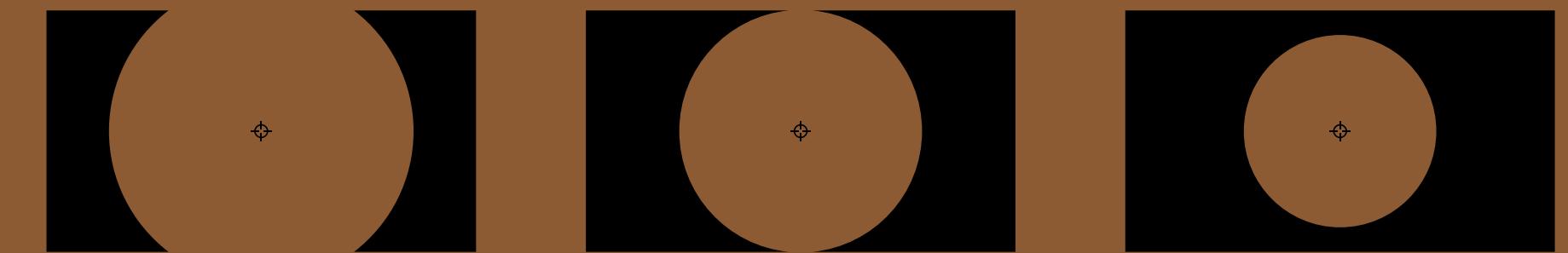
# FUTURE DEVELOPMENT

## Flying duck animation

- 1.
  - 2.
  - 3.
  - 4.
  - 5.
  - 6.
- 

## Changing cursor after a missed shot

After first miss      After second miss      After third miss



## Playing options:

**EAZY PEAZY**

Slower ducks

more time to play

without changing the aim cursor

**HARDY PARDY**

Faster ducks

changing the aim cursor after miss shot

more levels after win

## Create more realistic sounds

## Hiding rabbit / dog in the grass

The player would see only ears in the grass and can shoot it

(dog's and rabbit's ears are the same)

So there is a possibility player would shoot the dog and lose a game or shoot the rabbit and get a point