Project Top Down Hide and Seek*

(*Imagination pending)

Author: Tristan Cunningham
Email: Tristanjc@live.com

URL for project: www.tristanjc.com   /   www.kennyist.com
URL for project blog: blog.kennyist.com

Module: AINT209
version: TBD

Table of Contents

Summary:

A game of hide and seek if explained simply, the game is set in a large building containing a few environments. As its top down each level will be a different level of the building, Such as; basement, Offices, apartments and an outside environment. Each player gets "Traps" or Weapons to use after being bought, Hider items are used to help know where the Seeker is such as trip wires that alert the hider to that location. Seeker items are used to aid in tracking down as well as for stunning the hider, such as a flash bang mine. The seeker has a short time to find the hider and has a high movement speed, but has limited visibility to balance this out, To capture the Hider the seeker has to first "expose" the hider, This is done with a Scanner weapon. If the hider comes into contact with the scanner area he becomes visible and the seeker becomes visible to the hider, this lasts for a 10 seconds, when visible all the seeker needs to do is collide with the hider to win. The hider can win by simply surviving the whole game or by the hider running out of Scanner traps.

Planned features:

1) Map maker

      I plan to add the ability to create levels inside the game, As its top down i'm building assets in a grid based way so each object will only be able to move in 4 directions in set increments and only 4 rotations. There will also be options to set up the game options, Such as round time but Warm Up and End time will always be locked. There will be multiple asset types in the game such as Office types, Basement types and many more while allowing people to upload more through the other ways, See Greenlight.

2) Local play and online play

    As this moves away from the assignment, i will start to implement networking, moving away from splitscreen gameplay. This will allow for a better experience and a bigger

range of gameplay items to take use of, But coming back for a split screen option on a different game mode later in development.

Steam Greenlight Concepts:

I am also planning to start a Green Light Concepts for this project as I would love to integrate steam and its features into the game, such as steam based scoreboards using profiles, Steam workshop for level creation and steam server browsing. Aswell as being able to get out to larger player base for feedback while in development.

Development and Player attitude:

as i plan to get this out on Greenlight early, i want to go for an open development where i regularly update a blog on the process and what's happening and then i listen to what potential players have to say and this gives them the ability to influence the development so i can provide a game that players want to play. I will also have ways for people to contact me at any time, such as a specific email, Twitter and steam.

Target platforms:

· PC,
· Steam

Development Software:

1) **Engine software:**
    a) Unity 4.3 Pro

2) **Programming software:**
    a) Monodeveloper 4

3) **Artwork software:**
    a) Photoshop CS6,
    b) Firewoks CS5,
    c) Nvidia Developer tools

4) **3D modelling software:**
    a) Autodesk 3DS Max 2014

5) Audio software:
   a) Audacity,
   b) FMOD (unity plugin)
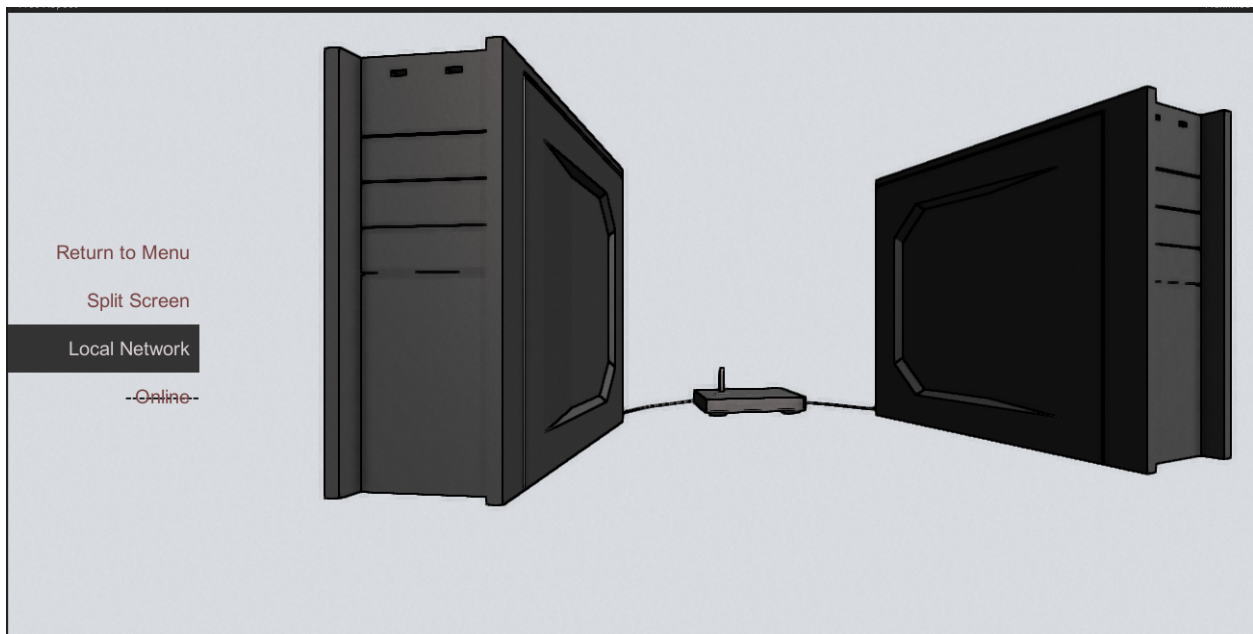
Title Screen:

Options:
·   Play
·   Help
·   Highscores
·   Create
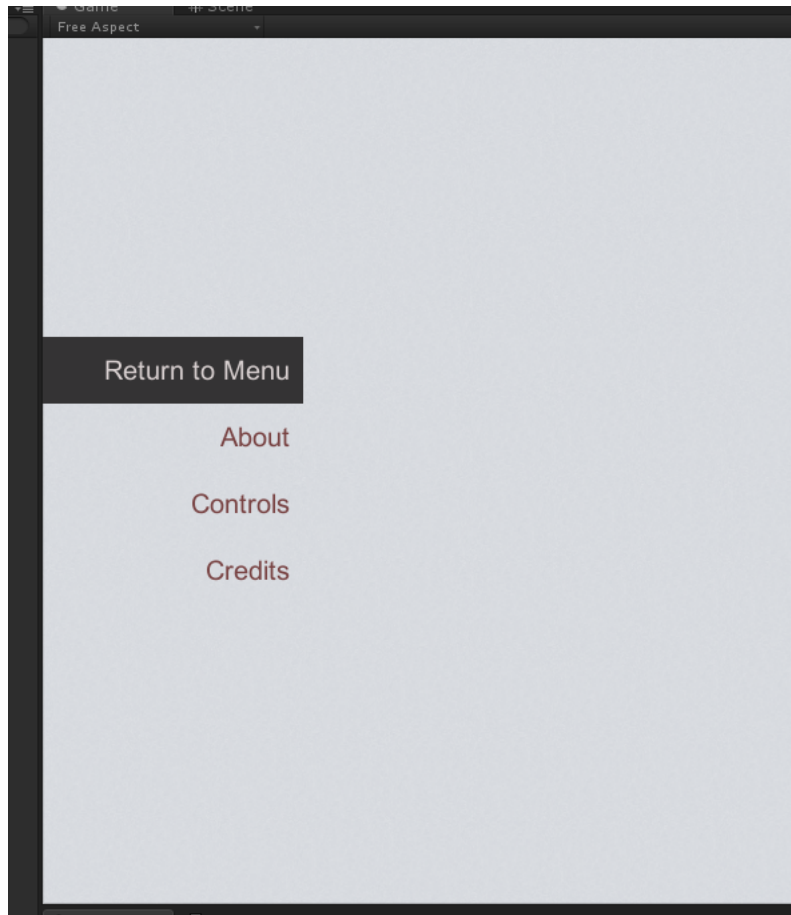·   Settings
·   Exit

1. Play

When pressed the menu slides to the left out of view, and the next one slides in. The menu is controlled by arrow keys and enter.

a. Play – Split Screen sub menu

Return to Play menu

Hider Name:

Seeker Name:

Begin

2. **Help**

3. Highscores

This screen shows the online saved high scores for both seeker and hider, They use separate high scores as the scoring is different for both player types.

name	Score	country	Oponent
Aegon Fyre	753	US	DELETE
Aegon Fyre	648	US	DELETE
DELETE	578	GB	anonymous
Aegon Fyre	483	US	anonymous
DELETE	453	GB	Aegon FagFyre
Not sir	375	GB	Sir
seeker	250	GB	hider
got	150	NL	fag
Aegon Fyre	123	US	DELETE
DELETE	123	GB	Aegon FagFyre

4. Create

This menu is not in yet, as it's a place hold for the planned in game level creator.

    5. Settings
    6. Exit

This button simply exits the game, no questions asked.

Gameplay:

This in a basic explanation is an hide and seek game. The seeker (red, Left side) has to find and capture the hider (Green, Right side), But its not as simple as going to the hider because the hider is invisible to the seeker (and the other way around). The seeker has to deploy a scanner, If the hider touches the range of it they become visible, then all the seeker has to do is collider with the hider.

Both players have weapons, Some shared some different. The seeker weapons are there to help find the hider whereas the hider weapons are for distracting. You both get a set ammount of gold, If your deployed weapon gets hit by the other player you get a rebate. This does lead to another way to lose for the seeker, As the scanner costs gold, Running out of gold you will be unable to capture the hider so the game ends.

Art style:

Cartoony simplistic style using Shaders to give a Borderlands cel shading look. Also using near solid bright colours to give a Mirrors edge cleanness and colourfulness to it as well, But doesn't come out to well due to the lower ambient colour.
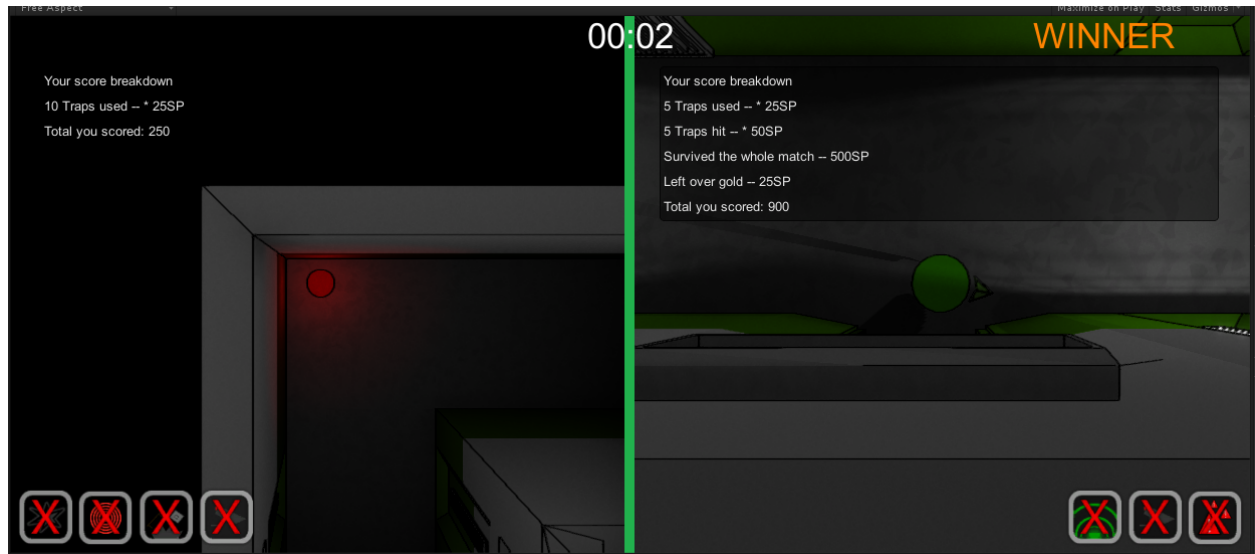
Levels:

HUD:
Weapons and items:
Sound effects:
Music:
Game over:

At the end of the game you are presented your Score breakdown then sent it the leaderboard upload and position page:

00:02 **WINNER**

Your score breakdown

10 Traps used -- * 25SP

Total you scored: 250

Your score breakdown

5 Traps used -- * 25SP

5 Traps hit -- * 50SP

Survived the whole match -- 500SP

Left over gold -- 25SP

Total you scored: 900

hider is the winner!

hider scored 900 and is placed:

2

In the world

seeker scored 250 and is placed:

11

In the world

Return to Menu

Data storage:

Online Highscores, No local storage.

Supported hardware:

Mouse, Keyboard and Xbox 360 controller

Controls:

Seeker:

Movement - WASD or Right anolog stick (controller)

Camera zoom - Q and E or RB and LB

Flash Bang - 1 or A (controller)

Scanner - 2 or B (controller)

Pulse Push - 3 or Y (controller)

CCTV camera - 4 or X (controller)

Hider:
Movment - Arrow keys
Warning system spam - CTRL (right)
CCTV - Shift (right)
Motion Detector - return

pickup and drop objects - Left click

credits:

1. Freesounds.org
    a. Julien Nicolas
    b. Dheming
2. GabberDann - Creative input and gameplay advice