PROP HUNT

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CONCEPT

2D Prop Hunt is a top-down multiplayer hide-and-seek game where a hider becomes props and a seeker hunts them down in a vibrant 2D environment

STORY

AN ALIEN HAS INVADED AN ARMED MAN'S HOME!

AFTER A FAILED ATTEMPT AT PEEKING THROUGH
THE SHOWER CURTAINS, THE ALIEN
HAS RESORTED TO DISGUISING ITSELF
AS A FURNITURE TO EVADE THE MAN'S WRATH!

NOW, WILL THE ALIEN SURVIVE OR WILL
IT FALL PREY TO THE MAN'S
INDOMITABLE SPIRIT

WILL IT INHERIT THE STARS OR WILL IT FALL TO
A BARREL OF A GUN?

HOW TO PLAY

1. Start the Server by typing "java GameServer" in the commandline
2. Start the first player by typing "java GameStarter", enter the network address and port in the dialog boxes
3. Do the same for the second player
4. Enter the Network address and Port in the dialog box.
5. Roles Assigned: The game randomly assigns players the roles of Seeker or Hider, each having their own special ability (see Controls).
6. Seeker's Hunt: The Seeker starts with a gun and enhanced movement speed. Use the map layout and tracker strategically to hunt down hiders (See Core Mechanics).
7. Hider's Deception: Hiders can transform into props scattered around the map. Blend in with the environment, and use your vision advantage to stay hidden from the Seeker's cone of vision (See Core Mechanics).
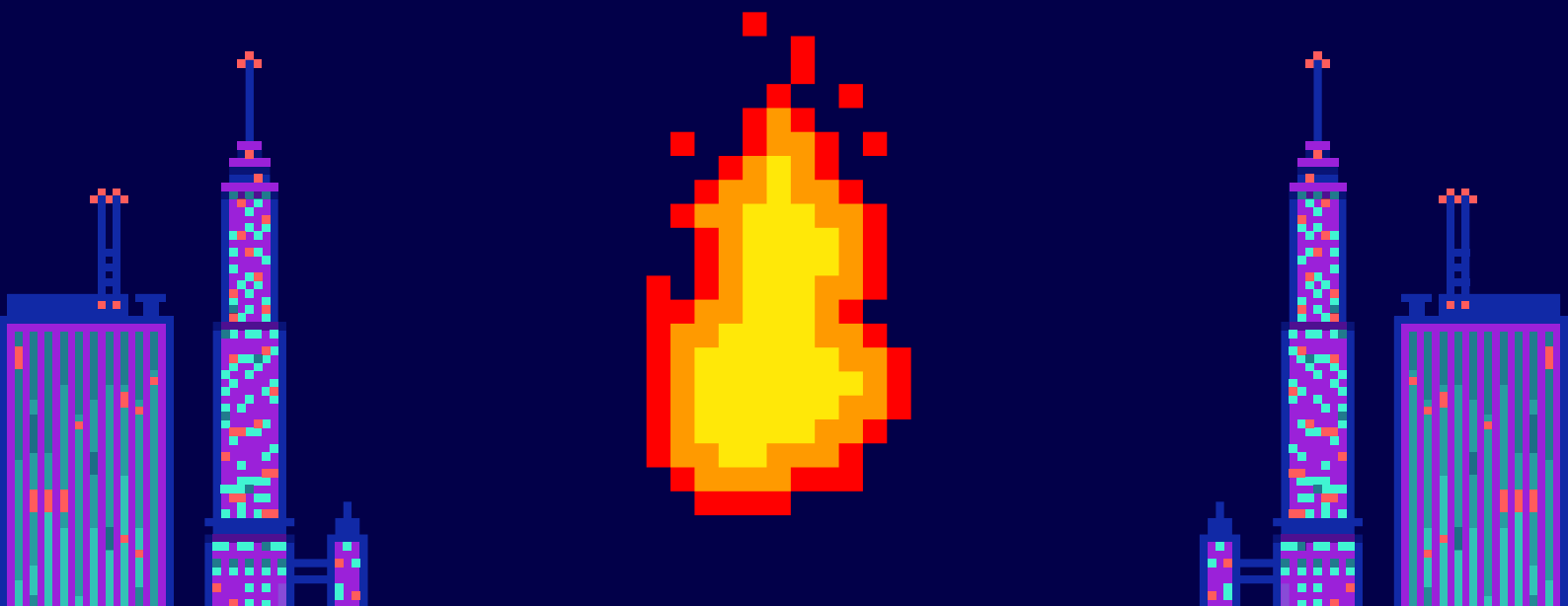
CORE MECHANICS
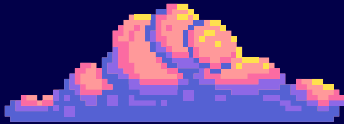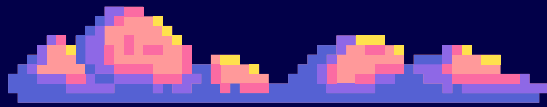
Roles: Players are randomly assigned roles as either a Seeker or a Hider.

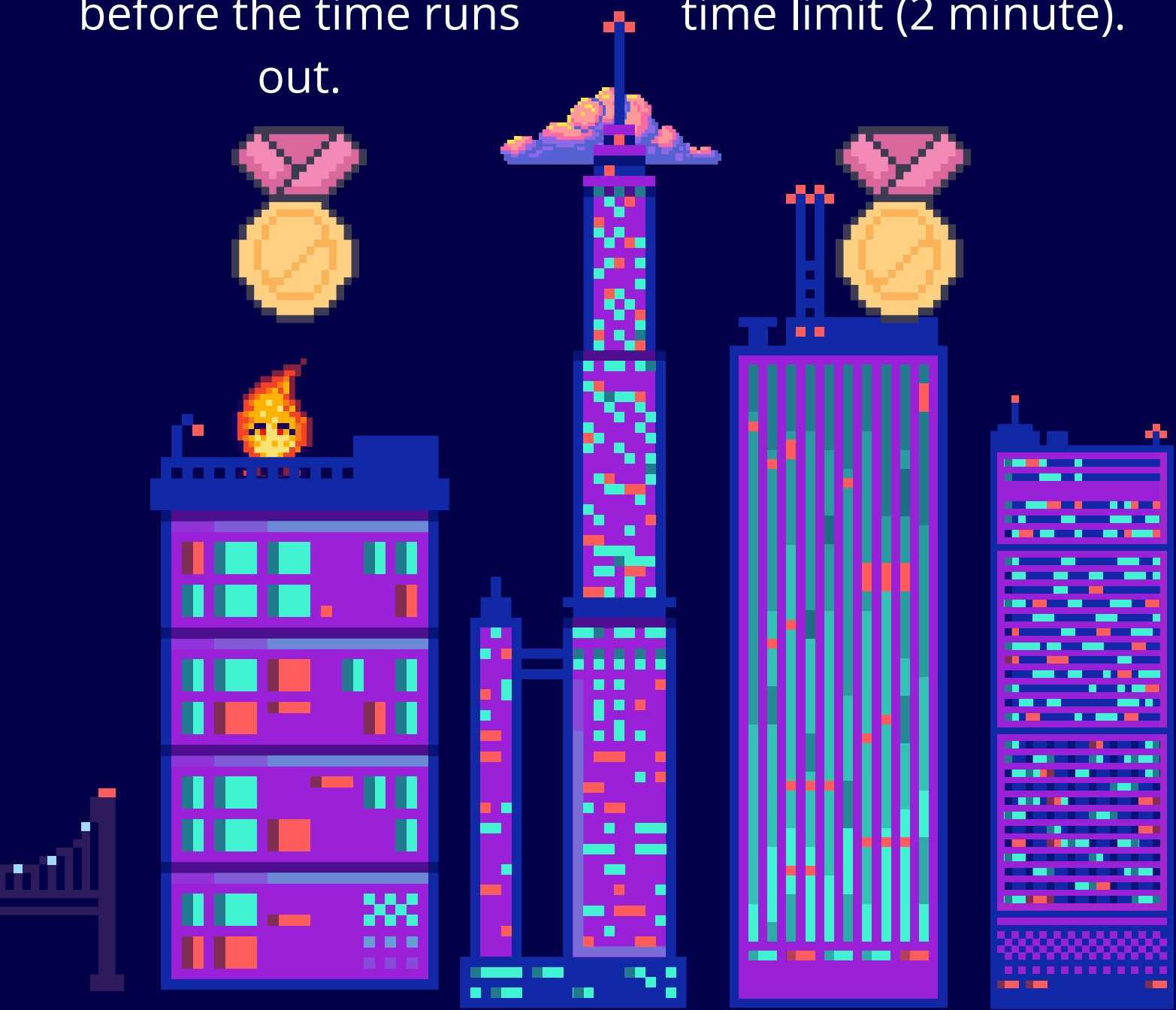HIDER: CAN TRANSFORM INTO A RANDOM PROP, PLACE FAKE PROPS, AND SEE THE SEEKER'S VISION RANGE.

SEEKER: ENHANCED MOVEMENT SPEED AND EQUIPPED WITH A GUN WITH TRACKING CAPABILITIES.

WIN CONDITION

Seeker Win Conditon:
Find and shoot the hider before the time runs out.

Hider Win Condition:
Survive the designated time limit (2 minute).

GAMEPLAY MECHANICS

At the start, the hider is given 10 seconds grace period to hide. After 10 seconds, the seeker is then released and can now hunt for 120 seconds.

The hider can only place fake props after the grace period.

When there are only 30 seconds left, and the seeker has not yet found the hider, they can activate their tracker to point to the hider's general direction.

Continuous usage will shorten the tracker until it becomes **unusable**

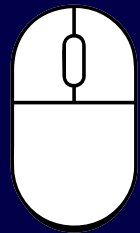The tracker becomes **transparent** the closer it gets to the hider.

CONTROLS

W = MOVE UP
A = MOVE RIGHT
S = MOVE LEFT
D = MOVE DOWN

USE THE MOUSE TO AIM!
Seeker

F CHANGE PROP
Hider

F TRACE ABILITY
Seeker

T PLACE PROP
Hider