Game Design Document

GAME's Name: Hunting Game

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Introduction

The Hunting Game is a hunting game. Main idea is to casually explore and hunt animals.

The purpose is regarding the problems, first layout design, derived rules, final design of the game, play test, recommendations and conclusions.

Problem

The objective of this hunting game is the lack of a great gameplay hunting game that covers all real aspects of a real hunters daily life. We wanted to increase features of the hunting game to get closer to real life simulation of a hunter because modern hunting games only focus on improving the graphics of the games*.*

Analysis

Game has inventory, day-night cycle, collecting items, killing animals, menu system from start and in game, basic ai movements for animals, hit effects, blood poddle, handmade death animations, dragging items from inventory and fitting the slots, basic ui that tells you which animal you are pointing at when you are in the range

Design
The game designs are shown below:

Initial Design Idea

We wanted to make a hunting game that covers fishing, cooking, shopping, base building, hunting animals with a broad range of variety in weapons.

Final Design Idea

Mechanics:

- Inventory

- Day-Night cycle

- Hunting animals

- Basic AI behaviour

- Loot items from ground

Dynamics:

- Explore and kill animals.

- Walk around and collect items.

- Avoid dangerous zones with wild animals without equipment.

Implementation

Evaluation

Game Length: If you like hunting you can spend some time.

Game Balance: Player biased single player game.

Clarity of Rules: Hunt anything that moves and explore.

Players Forget: Hunting can be so distractive that other features could be overlooked.

Player Not Use: Inventory

Enjoyment: Repetitive content can be boring but depending on the player that might increase the joy.

Results of Your Play Testing Session

Could not make the play test because of ending up alone and trying to finish the project solo.

Recommendations & Conclusions

Recommendations:

- Weapon variety and shop system to require those weapons would add extra purpose to grind..

- Animal behaviour could improve with ai alghoritms to improve fun.

- Cooking and sleeping could be implemented.

- Fishing would be interesting.

- A story for the game.

Conclusions:

In conclusion, i tried to create the game despite the unfortunate events.I wanted to create a fun and replayable game and i believe i created a great prototype for my optimal game.

References

- https://learn.unity.com/
- Unity course on udemy : Complete C# Unity Game Developer 3D (Updated To Unity 6)
  Made by; Rick Davidson, GameDev.tv Team,

- Learn Unity Beginner/Intermediate 2024 (FREE COMPLETE Course - Unity Tutorial) by Code Monkey on Youtube