Shooter One

Table of Contents

[2 Story 1](#_Toc382398259)

[3 Gameplay 2](#_Toc382398260)

[3.1 Player 2](#_Toc382398261)

[3.1.1 Player actions 2](#_Toc382398262)

[3.2 Doors 2](#_Toc382398263)

[3.3 Platforms, lifts, elevators 2](#_Toc382398264)

[3.4 Start and Exit 2](#_Toc382398265)

[3.4.1 Start 2](#_Toc382398266)

[3.4.2 Exit 3](#_Toc382398267)

[3.5 Collectables 3](#_Toc382398268)

[3.6 Weapons 3](#_Toc382398269)

[3.6.1 Ammo 3](#_Toc382398270)

[3.7 Enemies 4](#_Toc382398271)

[3.7.1 Humanoid 4](#_Toc382398272)

[3.7.2 Mounted weapons 4](#_Toc382398273)

[3.8 Health 4](#_Toc382398274)

[4 User interface 4](#_Toc382398275)

[4.1 HUD 5](#_Toc382398276)

[4.2 Menus 5](#_Toc382398277)

[4.2.1 Main Menu 5](#_Toc382398278)

[4.2.2 Options 6](#_Toc382398279)

[4.2.3 Load 6](#_Toc382398280)

# Story

You are a contract-for-hire reconnaissance expert. You take the jobs others won’t because they are too dangerous. You are always looking for a profit. Recently you are contacted by a government agency to infiltrate a complex and map its layout. You don’t care why it needs to be mapped, or why this complex is so interesting as long as you are paid well. Additional intelligence gathered while mapping will also be well rewarded. While doing your initial sweep and research on the area, you learn that the complex may also contain some valuables worth millions. This is what you needed to hear and you take the job!

# Gameplay

There will be 12 levels in the complex which need exploration. Levels 1-11 are typical run-gun-explore-and-collect levels. Level 12 will contain a ‘boss’ character that is the climax of the game.

## Player

The player in the game will be nondescript. This means that the player can be male or female. Standard first person shooter movement will be used.

### Player actions

The player will be able to move, jump, shoot, use and free look around. ‘Use’ will be how the player interacts with more complex environments like opening doors and toggling switches.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Move | Jump | Shoot | Use | Look |
| Keyboard | W-A-S-D | SPACEBAR | CTRL | E | Arrow Keys |
| Mouse |  |  | LEFT BUTTON | RIGHT BUTTON | Mouse Move |
| Gamepad | Left Thumbstick | ‘A’ BUTTON | Triggers | ‘X’ BUTTON | Right Thumbstick |
| Occulus | TBD | TBD | TBD | TBD | TBD |

## Doors

Closed doors in a level will need direct interaction with the player to open. This is accomplished by the ‘use’ action. Locked doors will require a key of some kind. Locked doors will be descriptive enough visually to let the player know what kind of key is needed to unlock them. Enemies in the level will be able to open unlocked doors. Locked doors remain locked and will not be considered by AI during gameplay. Doors will not kill a player if closed on them. Death by door is silly.

What is represents a key? Keycard? Physical key?

## Platforms, lifts, elevators

Platforms that can be raised or lowered will be in some of the levels. Platforms will also require a ‘use’ action to activate.

## Start and Exit

Each level will contain a start and an exit.

### Start

The start should of each level should attempt to match the exit from the previous level. Any gameplay elements that involve enemies activating or attacking the player should not be enabled until the Player leaves the Start location. This ensures that the player gets a chance to breathe, reconfigure or inspect any settings without being immediately thrown into the action and killed upon arriving in the new level.

### Exit

The exit will need to be entered by the player and activated in order to progress to the next level or end the game. Once an exit is activated, the results of the player’s progress in that level will be displayed.

No automatic saving will take place here. Some players may want to hit the exit just to see how they did on their stats. I would like to avoid having a giant live stat display UI hanging out and having them find an exit to see how they are doing is cool. Basic stats like score, ammo and health will be obvious, but level times, secret counts, etc. will only be displayed on the exit to next level screen.

## Collectables

Collectables will be littered around the level for the player to pick up. The player’s score is increased by picking up collectables. There will be two high value collectables in the game. The high value collectables will be separated across two different levels.

We should think about what kind of collectables are in the game. Collectables don’t have to necessarily be themed, but they should be interesting enough for the player to pick them up and not match the surroundings so much that they walk past them. Coins are nice, Treasure is nice. I also think Collectables should make an interesting sound when picked up. Nothing annoying, but subtle enough that the player recognizes they are being rewarded for something.

|  |  |
| --- | --- |
|  | Score |
| Collectable 1 | 10 |
| Collectable 2 | 15 |
| Special Collectable 1 | 500 |
| Special Collectable 2 | 2000 |

## Weapons

The player will be able to manage a finite set of weapons collected during the game’s level progression. The mainline set of player weapons will use the same ammo type.

### Ammo

Ammo is a generic term for bullets fired in the game. There will be ‘special’ weapons in the game. Special weapons will override any currently active weapon when picked up and will immediately be active for use. Special weapons come with limited ammo and are not replenished. The special weapon is gone once its ammo reaches 0 or dropped. Special weapons are there to provide some variety in gameplay without overloading the weapon/ammo concepts used in the mainline design. A special weapon is dropped when the player intentionally switches to one of their mainline weapons.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Ammo Used | Damage Issued | Single Use |
| Hand to hand combat | 0 | 5 | No |
| Hand gun | 1 | 10 | No |
| Machine gun | 4 | 30 | No |
| Chain gun | 8 | 50 | No |
| Special 1 | 1 special ammo | 100 | Yes |
| Special 2 | 1 special ammo | 150 | Yes |

Special weapons which are single use should be carefully designed. These weapons are not permanent and should have some value in the level that they are presented in. We have a chance here to also make some interesting visuals when these weapons are fired. We should also consider ‘experimental/prototype weaponry’ as an option. Something Sci-Fi if we conclude the complex is some sort of research facility. **IMPORTANT:** A player should still be able to accomplish the goal of the level without using the special weapon.

## Enemies

Enemies are classified as anything that can kill you in the game. These include moving characters as well as mounted weaponry. There are only two classifications of enemies in this game.

### Humanoid

Human enemies will consist of workers, trained soldiers and possibly civilians. Soldiers will vary in abilities and are considered the most lethal in the game. Soldiers can use weapons and use tactics to find the player and eliminate them. Workers and civilians are there to increase the chaos of the level and will be able to inflict damage on the player and get in the way during intense gameplay. Workers and civilian enemies will panic and are unpredictable in their movement and attack strategy. Some workers may know how to use weapons but just not be that good at it.

### Mounted weapons

Secure or protected areas will have mounted weapons. These weapons are computer controlled, not human controlled so accuracy is better. They will also follow different patterns when activated. Some will sweep and shoot, some will direct track the player, and some will need significant reload time in between bursts.

## Health

The player will have a percentage health indicator. This value is easy to understand and commonly used. Enemies will not have indicators. The Player will learn how much ammo takes down each enemy as they progress through the game. Enemy hit points are not 0-100. They will be larger. This will make damage distribution easier and provide granularity to the damage amounts per weapon. See [Weapons](#_Weapons).

# User interface

This game will contain a few parts of UI to be exposed. A design guideline should be make these experiences simple and reduce the amount of options provided to the gamer.

## HUD

An on screen HUD can be displayed on screen for the player to see the current health, ammo, weapon being used, and score.

We might want to think about HUD variants. Some players want more gameplay screen visible. We can provide a few configuration options without the need for a completely customizable HUD. Three maximum variations of hard coded layouts.

## Menus

There will be a few menus available for the player to navigate. A design goal here is to make the game a ‘click-through-to-play’ as fast as possible. This will involve carefully placing the ‘New Game’ and ‘Load Game’ options near the top of the main menu.

### Main Menu

The Main menu will be the first menu presented to the player upon launching the game. This menu will alter itself to help the player get to playing the game as fast as possible.

#### Quick Launch Menu Items

On the Main menu a few quick launch menu items should appear. These items will be last saved games. This gives the player a two-step to playability. 1) Launch the Game and see Main Menu, 2) Pick immediately the quick load/launch menu item for the last game saved. Player is in their game.

#### New Game

This menu creates a new game starting from Level 1.

#### Save

This menu only appears if a game is in progress. A first launch of the game should not show this menu.

Should there be ‘quick save’ hot keys/buttons? I saw these in some games, but wasn’t sure how popular they were. Keyboard users are easy (F-keys were commonly chosen). Gamepad, could be a combo key press which is neat but more complicated. I think we can cut this, but wanted to include it here for discussion.

#### Load

This menu takes the Player to a screen listing the game saves. See [Load](#_Load).

#### Options

This menu should take the Player to basic game options. See [Options](#_Options).

#### Exit

This menu should exit the game. A prompt stating ‘Do you really want to do this’ should only appear if the Player has started a game. If they select ‘Exit’ immediately after launching the game, then the game should just exit.

You can correct this if you want, but I like the exit-immediately if no game has been started. It seems cleaner and more professional than prompting them.

### Options

This menu is where more detailed configuration for the game is performed. Options include audio, controller setup, and additional game options.

* Audio
  + Sound on/off
  + Volume
* Controllers
  + Mouse Sensitivity
  + Invert Mouse
  + Controller button Configuration
  + Keyboard button Configuration
  + Mouse button Configuration
* Hud
  + Cross Hair on/off
  + Cross Hair style?
  + Layout choices (toggle between a few)
* Graphics Quality settings

More design is needed here to further flesh out what options we think the Player will want to toggle. We will want to possibly spread these out across multiple screens, but I would like to avoid menu screen explosion. So if we can fit some together it would be nice. I think the options experience will be a nice design challenge.

### Load

This menu shows a list of slot based game saves. Loading a game from this screen here could be a quick number press of the slot for the game (keyboard only users), or navigation and selection for gamepad and keyboard users.

The game saves will be slot-based and not unbounded. From this menu you will be also be able to delete game saves.

Deleting a game save is something we should design. PC users should be able to press DEL to do this. GamePad users should be able to use on of the non-gameplay buttons to do this.