**A cartoon of a person sitting in a chair

AI-generated content may be incorrect.**

**Design Document for:**

**(GDD)**

# Hide & Seek Super

**Hide Seek and super, i.e. The Ultimate Strategy game**

“lets play it !”™

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Version # 1.00

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# Game Overview

Hide & Seek Super is a top-down 2D multiplayer game where players are divided into two roles: Hiders and a Seeker. In singleplayer, you are the hider, and the seeker uses advanced AI behavior, mimicking real human strategies, to find the hiders scattered across a dynamically changing environment. The game introduces energy-based abilities, interactive hiding spots, and a heatmap-based searching system for the seeker.

## Philosophy

### Philosophical point

The game brings a feeling of excitement and fun and reminds us of the hide and seek games we played as kids.

## Common Questions

### What is the game?

*Hide & Seek Super* is a digital version of the classic hide and seek game. Players can hide or seek. The game has different maps, special abilities for each character to make the game interesting, and smart AI computer behavior to make the game challenging.

### Why create this game?

We made *Hide & Seek Super* because there aren't many games like this that are easy to learn but still fun and interesting. This game is great for anyone who wants to play something fun and familiar but also new and exciting.

### Where does the game take place?

The game has many different maps, like cities or forests. Each map has many places to hide and special things that can happen during the game.

### What do I control?

You control one character, either a Hider or the Seeker. The controls are easy, with just moving around and using special abilities.

### What is the main focus?

1. The main thing in *Hide & Seek Super* is to use strategy and special abilities to either stay until the end of game or find all the Hiders.  
   As a hider your goal is to stay hidden until the end of game or count(win) the Seeker .

### What’s different?

This game is different because it has powers, changing maps, and a smart Seeker. This makes the game fun to play many times and different from other games where you play with others.

# Feature Set

## General Features

* Large game world.
* Unique characters with unique super powers
* 2d top down isometric 128 map

## Multiplayer Features

* 4 players (1 seeker and 3 hiders) 1-2 min for mini game
* Easy to start playing and find games.
* Simple to connect with friends in the game.
* Voice chat available for talking with other players (in future).

## Gameplay

* **Role Selection:** At the start of the game, you can choose to be either a Seeker or a Hider.
* **Seeker's Objective:** If you choose to be the Seeker, your goal is to find all the Hiders within a given time frame (usually one minute).
* **Hider's Objective:** If you choose to be a Hider, your goal is to successfully stay hidden for the entire duration of one minute or get to the circle that spawns when you see the seeker .
* **Trapped Hiding Places**: Some hiding spots on the map are traps. If a Hider chooses to hide in one of these, they might be caught or face a penalty,debuf or adding a layer of risk and strategy to choosing where to hide.
* **Super Powers**: Players can use special abilities or super powers. These can help Hiders escape or remain hidden, and give the Seeker extra tools to find the Hiders more effectively.
* **Special buffs and debuffs**: Players have random buffs and debuffs appearing randomly in the map, it cost certain amount of Energy to use .

# The Game World

## Overview

The world of *Hide & Seek Super* making each play unique. It’s designed to be exciting and keep players always guessing.

## World Feature

**Trap-Hiding Places**: In the game, some places where you can hide are actually traps. If a player hides there, they might get caught or have something unexpected happen, which adds surprise and strategy to the game.

**Power-Ups**: Throughout the map, players can find power-ups that give them special abilities for a short time. These abilities can help Hiders stay hidden or help the Seeker find the Hiders faster.

**Dynamic Map Size**: As the game progresses, the map becomes smaller. This brings players closer to each other, making the game more challenging and forcing players to change their strategies as they have less space to hide.

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## The Physical World

**Overview**

The game map offers multiple areas to explore and hide, each with its own unique environment and features.

**Forest Area:** This area includes a tree house, a small cave, and waterfalls. It's great for hiding and using the natural landscape to avoid being spotted.

**Village Area:** Here you'll find a bustling village scene complete with food stalls, tents, and other structures. This area offers plenty of hiding spots among the buildings and crowded marketplaces.

### Key Locations

* Game center counting plece – the game starts here
* Hiding spots
  + Bushes and trees in the forest
  + Market Stalls and tent in Village Area

### Travel

Players can navigate with the arrows key in the keyboard or WSAD

### Objects

* **Natural Things**: In the forest, there are trees, rocks, and bushes where you can hide. There are also rivers and hills that make the area interesting.
* **Buildings and Stuff**: In the village, there are food stalls, tents, and houses. You can hide behind these or even go inside some of them.
* **Special Items**: Around the map, you can find items that give you special powers for a short time,

### Weather

The game includes different types of weather that change how you play:

* **Sunny**: Everything is clear and bright.
* **Rain**: Makes it light dark and hard to see
* **Fog**: Reduces how far you can see,

### Day and Night

The game mainly takes place during the day, which means it's generally bright and easy to see. However, the game will switch to night mode randomly for 10 sec (As a debuff)

During night mode, visibility is reduced.

### Time

The time will be the same as the real world but during the game the night mode will active randomly during the game.

## Rendering System

### Overview

Our game will be a 2D top-down rendering approach. This style is chosen to view the gameplay area, the camera will follow the player.

### 2D/3D Rendering

2D top down

## Camera

### Overview

The camera system in our game is designed to follow the player, to give the best possible view at all times.

## Game Engine

### Overview

The game is made using unity game engine.

### Game Engine Detail #1

We are using unity game engine because it’s the best choice for the Israeli game dev atmosphere.

# The World Layout

## Overview

The layout of our game world is designed to create a varied and engaging environment that challenges players and enhances the hide-and-seek gameplay.

## World Layout Detail

The game world is divided into several zones, such as a dense forest area, a village, Each zone offers different hiding opportunities and challenges. For example, the forest is great for camouflage, while the village has many buildings to slip into.

# Game Characters

## Overview

The player can chose one of 4 players the, other players will be NPCs (for singlemode )

Each character has different powers

## Creating a Character

* Cat-woman
* The wolf
* The mage
* Ninja

## 

# User Interface

## Overview

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

## User Interface Detail #1

First scene is the opening scene which is the menu. You can then choose between hider or seeker and your character, after pressing start you get into the game scene, after you finish the game you get to the ending scene, where you can start over or go back to the menu  
  
insude the game there is an energy bar at the middle-lower part of the screen, you have a timer at the top-right part of the screen, and optional hiders and seeker score text at the top-left part of the screen .

# Musical Scores and Sound Effects

## Overview

* TBD

## Red Book Audio

* TBD

## 3D Sound

* TBD

## Sound Design

* TBD

# Single-Player Game

## Overview

The single-player mode offers a thrilling hide-and-seek experience where players alternate between evading AI as a hider or hunting them down as a seeker. The game emphasizes strategy, stealth, and skillful use of special abilities.

## Single Player Game Detail #1 **Hider Mode:** Survive the timer using abilities like invisibility and speed boosts.

## Single Player Game Detail #2 **Seeker Mode:** Capture all hiders with tools like x-ray vision and speed enhancements.

## Story

Set in a futuristic arena, players compete in a hide-and-seek game show for survival and glory, navigating abandoned environments filled with challenges and opportunities.

## Hours of Gameplay

A single session offers **2-4 hours made out of 1-2 minute rounds** of immersive gameplay, with high replayability due to varied maps and AI challenges.

## Victory Conditions

 **Hider:** Survive until the timer ends.

 **Seeker:** Capture all hiders before time runs out.

# Multiplayer Game

## Overview

In *Hide & Seek Super*, five players will join each game session. One player is randomly chosen to be the Seeker, and the remaining four players will take on the roles of Hiders. The goal for the Seeker is to find and tag all the Hiders within the allotted time, while the Hiders must evade the Seeker to win.

## Max Players

* 4 players

## Servers

* TBD

## Customization

* TBD

## Internet

* TBD

## Gaming Sites

* TBD

## Persistence

* TBD

## Saving and Loading

* TBD

# Extra Miscellaneous Stuff

## Overview

TBD

## Junk I am working on…

Crazy idea #1  
TBD

Crazy idea #2  
TBD