Pre-Production

Look up how to make a pre-production document

Shit to do:

* Player
  + Character Model
  + Health = 150 + regen over time if damage taken
  + Player Abilities
    - Walk
    - Run
    - Jump
    - Crouch
    - Aim down sights
    - Shoot
    - Throw
    - Pick up loot
    - Take damage from enemies
    - Take fall damage
    - Weapon wheel
      * Up to 4 guns
        + Start with a pistol and ar
      * Up to 2 throwables
        + Start with 1 grenade
      * Display amounts of all ammo
      * Display amounts of all throwables
    - Player slows after taking damage
  + Player Story?
* Map design
  + Map layout
  + How to navigate between buildings
    - Zipline model
    - Ladder model
  + Traffic Pileup Model
  + Lighting
  + Skybox
  + Background
  + Secret stash 1 on street
  + Building 1
    - Building Model
    - Enemy locations
    - Lighting
    - Music
    - Traversal in building
    - Floor plans
    - Chest locations
    - Dead ally on roof
    - Dropped sniper on the roof
  + Building 2
    - Building Model
    - Lighting
    - Music
    - Puzzles
      * Puzzle to get down 1 floor
      * Puzzle to get down another floor
      * Small puzzle to unlock the exit
    - ALTERNATIVE TO PUZZLES
      * Abandoned refuge for Humans
      * Graffiti on walls
      * Notes laying around
      * Signs of previous human life
      * Traversal through building
    - Crashed Helicopter Model
    - Secret stash 2 of Rocket Launcher and other loot
    - Floor plans
    - Chest Locations
  + Building 3
    - Building Model
    - Enemy Location
      * Boss location
    - Lighting Music
    - Doors shut behind the player
    - Chest Locations
    - Dropped loot locations
    - Main Traversal
      * Hidden Stealth Traversal
    - Floor 1 guards won’t stop spawning until the player progresses
    - Boss fight
    - Heli on the roof for exfil and game end
  + Building 0
    - Inaccessible
    - Enemy Locations
    - Lighting
* World Setting/Story
* World Design
* Premise/Aim of the game
* Enemies
  + Small Militia
    - Model
    - Weapons
      * 65% pistol
      * 34% SMG
      * 1% rocket launcher
    - Take damage from player
    - Speed = 1.5x player speed
    - Health = 50
    - AI
      * Run straight at the player
  + Guard
    - Model
    - Weapons
      * 50% AR
      * 50% SMG
    - Take damage from player
    - Speed = 0.8x player speed
    - Health = 100
    - AI
      * Tries to use some cover but does so poorly
  + Sentinel
    - Model
    - Weapons
      * Sniper variation in building 0 = 100% sniper
      * 15% rocket launcher
      * 35% AR
      * 50% Sniper
    - Take damage from player
    - Speed = 1.2x player speed
    - Health = 200
    - AI
      * As intelligent as possible
      * Always use cover
      * Keep their distance
  + Boss
    - Model
    - Name
    - Attacks
      * Charge Attack
      * Range Attack (involving throwing something?)
      * Heavy slow attack (melee)
      * Light quick attack (melee)
    - Take damage from player
    - Health = 2000
    - Speed = 1x player
* Progression
  + 5 total levels
  + Level up based on xp earned
  + xp acquired by
    - Killing enemies
    - Opening chests
  + xp amounts (SUBJECT TO CHANGE)
    - Killing Militia = 100 xp
    - Killing Guards = 200 xp
    - Killing Sentinels = 300 xp
    - Killing Boss = Irrelevant but maybe 3000 in case of other levels
    - Opening small chest = 50 xp
    - Opening medium chest = 150 xp
    - Opening large chest 250 xp
  + xp required for to reach level
    - 2 =
    - 3 =
    - 4 =
    - 5 =
  + Rewards for every level;
    - 2 =
    - 3 =
    - 4 =
    - 5 =
* Loot
  + 3 types of chest
  + Small chest
    - Model
    - Small ammo guaranteed
    - 50 xp
    - 35% Pistol
    - 20% SMG
    - 10% AR
    - 2% Sniper
    - 0.01% Rocket Launcher
    - 5% Grenade
    - 5% Molotov cocktail
    - … 22.9% nothing
  + Medium Chest
    - Model
    - Small ammo guaranteed
    - Medium ammo guaranteed
    - 150xp
    - 15% pistol
    - 30% SMG
    - 25% AR
    - 5% sniper
    - 2% Rocket Launcher
    - 10% Grenade
    - 10% Molotov cocktail
    - … 3% nothing
  + Large chest
    - Model
    - Small ammo guaranteed
    - Medium ammo guaranteed
    - Sniper ammo guaranteed
    - 1 rocket
    - 250xp
    - 1% pistol
    - 20% SMG
    - 35% AR
    - 20% Sniper
    - 10% Rocket Launcher
    - 7% Grenade
    - 7% Molotov cocktail
  + Enemy loot drops
    - Small militia
      * % small ammo
      * % gun
    - Guard
      * % small ammo
      * % medium ammo
      * % sniper ammo
      * % rockets
      * % gun
    - Sentinel
      * % small ammo
      * % medium ammo
      * % sniper ammo
      * % rockets
      * % gun
* Guns
  + Pistol
    - Model
    - Ammo type = small
    - Magazine capacity = 8
    - Damage per bullet = 20
    - Fire rate = 1 rps max (semi-automatic)
    - Reload time = 0.5s
    - Ttk guard = 5s
  + SMG
    - Model
    - Ammo type = small
    - Magazine capacity = 24
    - Damage per bullet = 2.5
    - Fire rate = 12 rps
    - Reload time = 0.7s
    - Ttk guard = 3.33s
  + AR
    - Model
    - Ammo type = medium
    - Magazine capacity = 45
    - Damage per bullet = 15
    - Fire rate = 3 rps
    - Reload time = 1s
    - Ttk guard = 2.2s
  + Sniper
    - Model
    - Ammo type = Sniper
    - Magazine capacity = 3
    - Damage per bullet = 101
    - Fire rate = 0.6 rps
    - Reload time = 2s
    - Ttk guard = 0s
  + Rocket Launcher
    - Model
    - Ammo type = Rocket
    - Magazine capacity = 1
    - Damage per bullet
      * Direct impact = 300
      * Area of impact < 1m = 200
      * Area of impact > 1m && < 3m = 100
    - Fire rate = 0.33 rps
    - Reload time = 3s
    - Ttk guard = 0s
  + Small ammo
    - Total carrying capacity = 300
    - Dropped from chest = 30
  + Medium ammo
    - Total carrying capacity = 250
    - Dropped from chest = 60
  + Sniper ammo
    - Total carrying capacity = 20
    - Dropped from chest = 5
  + Rockets
    - Total carrying capacity = 5
    - Dropped from chest = 1
  + Headshot multiplier = 2x
* Throwables
  + Grenade
    - Model
    - Carrying capacity = 3
    - Damage
      * Area of impact < 1m = 100
      * Area of impact > 1m && < 5m = 75
    - Explosion timer = 3s after throwing
    - Throw recharge timer = 0.5s
  + Molotov Cocktail
    - Model
    - Carrying capacity = 3
    - Damage
      * Area of impact < 1m = 50
      * Fire damage = 10 per second for 7.5 seconds
    - Throw recharge timer = 0.5s
* Visual fx
  + Hitmarker
  + Headshot hitmarker
  + Gunfire
  + Throwable explosion
  + Level up graphic
  + Red damage splash screen?
* Audio fx
  + Hitmarker
  + Headshot hitmarker
  + Gunfire
  + Throwable explosion
  + Level up sound
  + badly damage sound
  + footstep audio
  + footstep audio silenced when crouched
  + spontaneous noise form the enemies as if they are talking
* HUD
  + design
  + minimap
  + compass
  + current weapon
  + current weapon ammo
  + player level
  + boss health if applicable
  + crosshair
* Overall game
  + Checkpoints
    - Checkpoint after every floor of a building
  + Game saves
    - Allow player to save the game whenever and be able to store save
  + High score table
    - High score of xp
  + Fastest timetable
    - Time from the start of the game to exfil
  + Pause and pause the menu
    - Completely pause the game
    - Pause menu has options
      * Resume
      * Save game
      * Achievements
      * Controls
      * Quit game
  + Achievements
    - Complete building 1
    - Kill all snipers in building 0
    - Complete building 2
    - Complete building 3
    - Complete with a score of \*insert score here\*
    - Complete within a time of \*insert time here\*
    - Find and open all chests
  + Controls
    - Use controls for a generic fps game
    - Maybe Implement controls for controller too
  + Start menu
    - Start a new game
    - Load game
    - Achievements
    - Controls
    - Quit and exit to desktop?
  + End card
    - Thanks for playing
    - Display score
    - Display time
    - New game
    - Load game
    - Quit game