# **The Hunted Survive**

## **High - Concept**

The Hunted Survive is online sandbox survival third/first person shooting game setting in a world that alien starting to seize a planet which the world and all the elements created by procedural generator. Player will have to survive from alien and other players too.

## **Mechanics**

Player have 3 stats that need to maintain health in order to survive in the game:

* **Food** – is the energy stat of the player, it represents in the game as a player’s hunger. Hunger will decrease when player using their energy and player will need to eat foods which they can get foods from several ways such as cooking meat, eating fruit, or stealing from other players.
* **Water** – is the hydration stat of the player, it represents in the game as player’s thirst. Thirst will decrease similar to hunger but for increasing it player have to consume water at the lake, river or water well
* **Toxication** - is the toxic stat in player’s body this can be caused by radiation in some places or eating raw meats. Player will lose health over time depend on how much toxic the player have in their body, and it can be prevented by wearing a special equipment or mask.

At the beginning of the game, player will spawn randomly to some field in a world but it will never spawn in the city. Then, player will have to survive in the world by following elements:

* **Location** – in every location in a game, it will have different elements, obstacles, and benefits. Player can create their own strategy depend on the location they wanted to go or settle their base.
* **Crafting** – allows player to craft items such as tools, weapons, equipment, armors, and construction items.
* **Base** – player can build their own shelters or bases by using construction items for building a blocks to become a base based on the sandbox system.
* **Clan** – player can choose to play solo or team, and clan system allow player to team up with other players and they can build their large base.

## **Dynamics**

## **Target Audience**