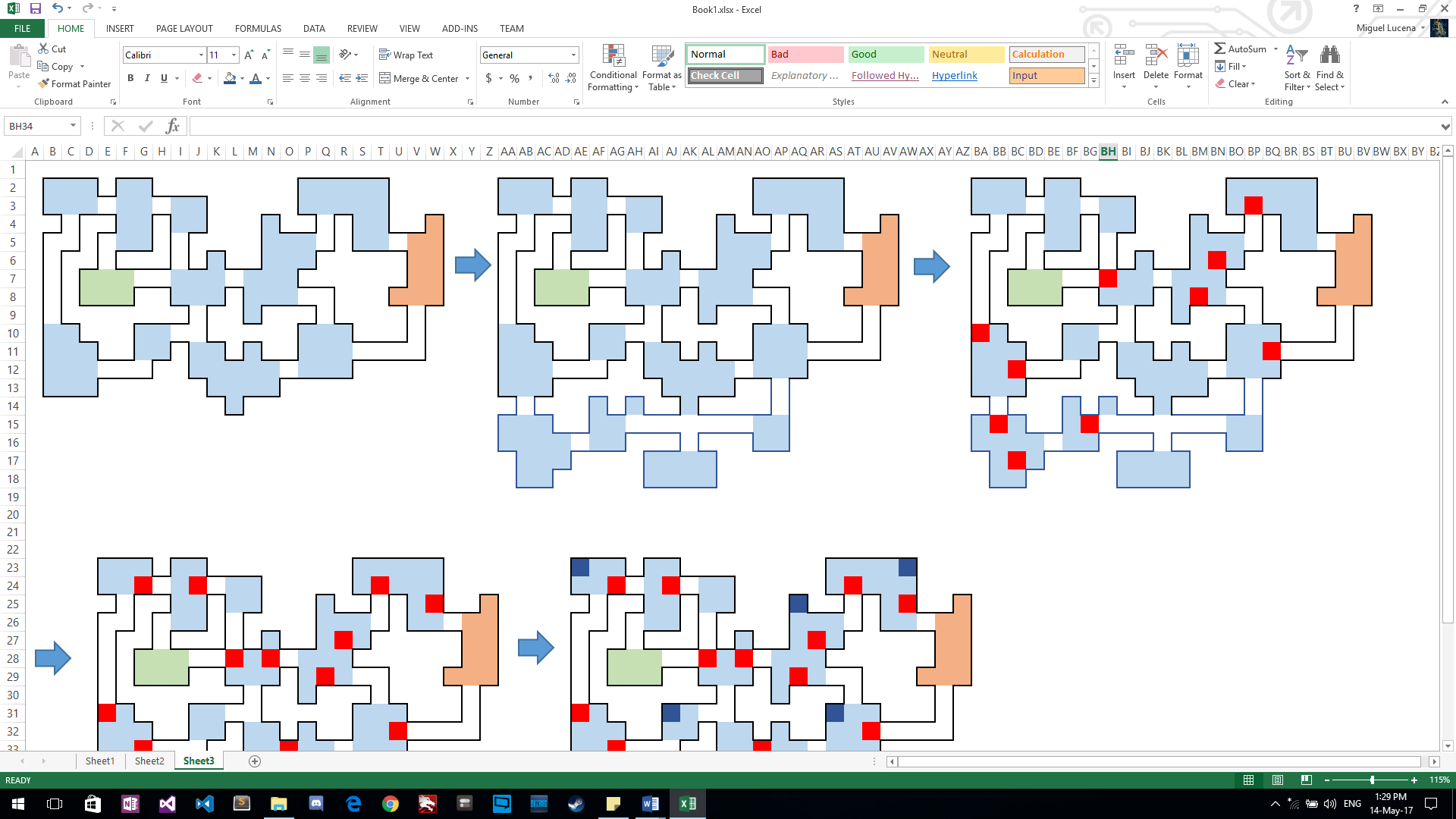
# **The Hunted Survive**

## **High - Concept**

The Hunted Survive is third/first person online multiplayer sandbox survival 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.

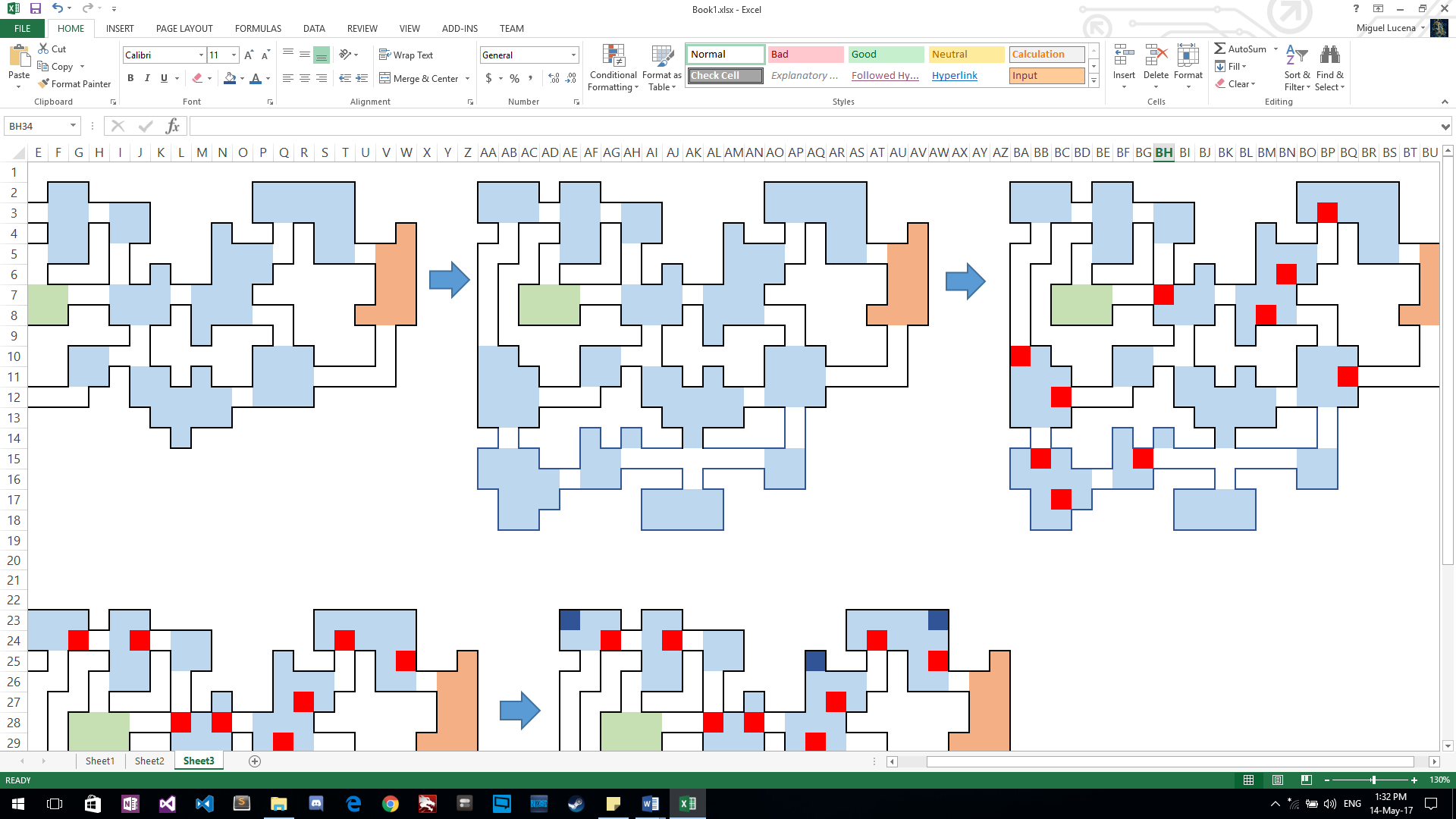
## **Mechanics**

## **Dynamics**

The player starts the game and chooses his class, **Hot Guy** (Higher calmness). The game starts the generation of the base map, the green room it’s the player start position and the orange room is the goal room.

After this base map is generated, we roll to check how many extra rooms we add, because we have higher calmness the number is going to be between 2 and 5

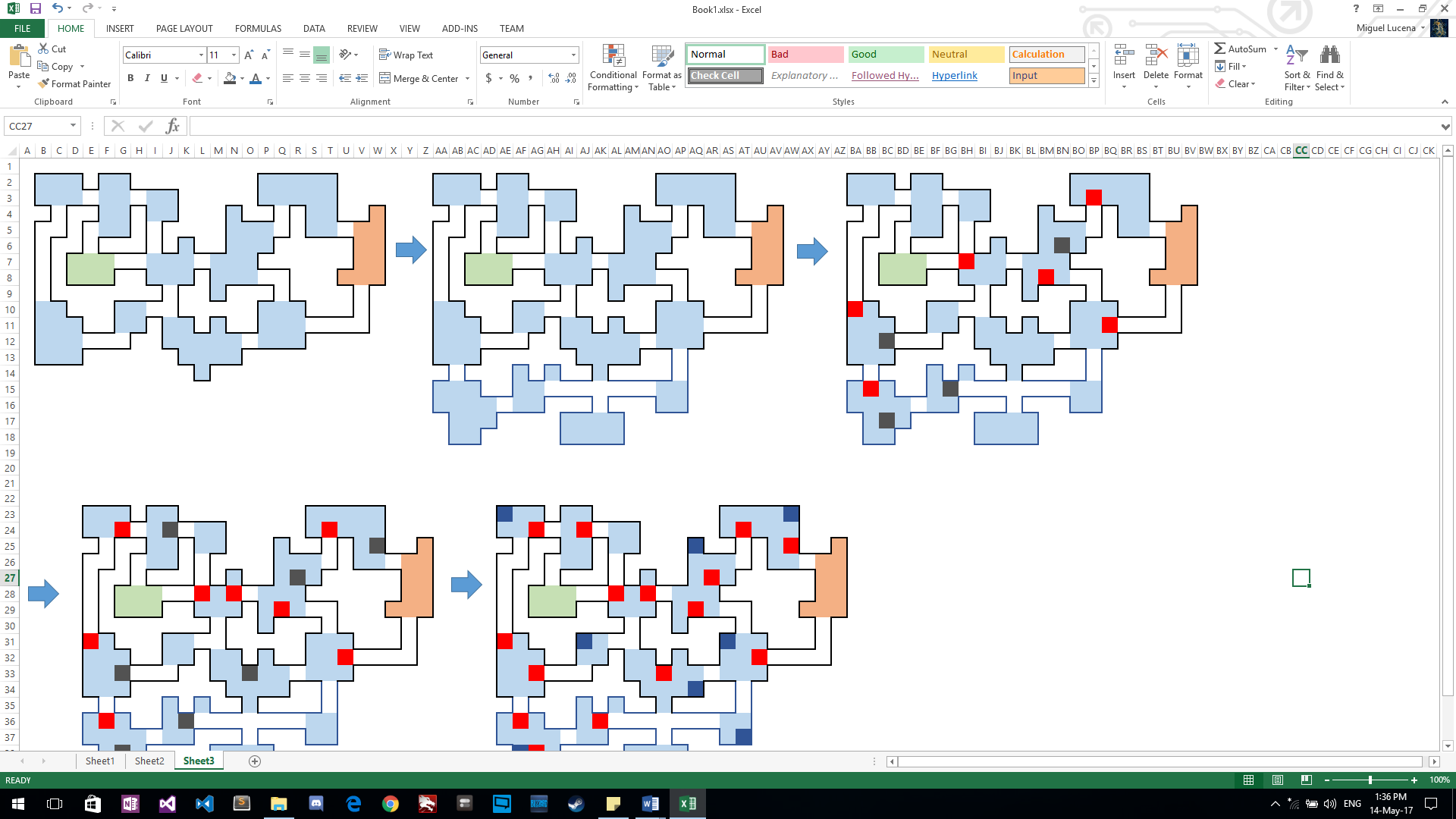
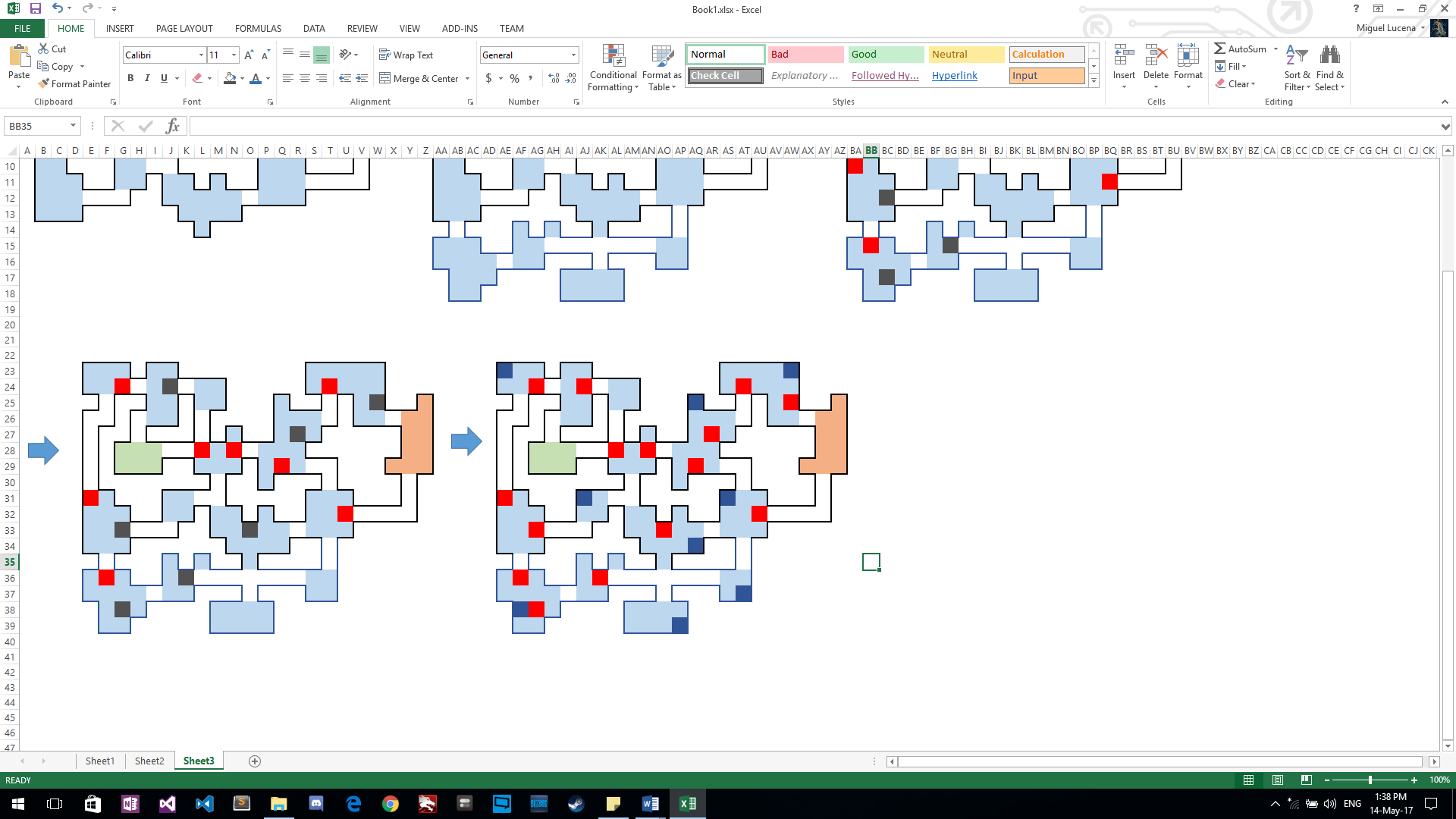
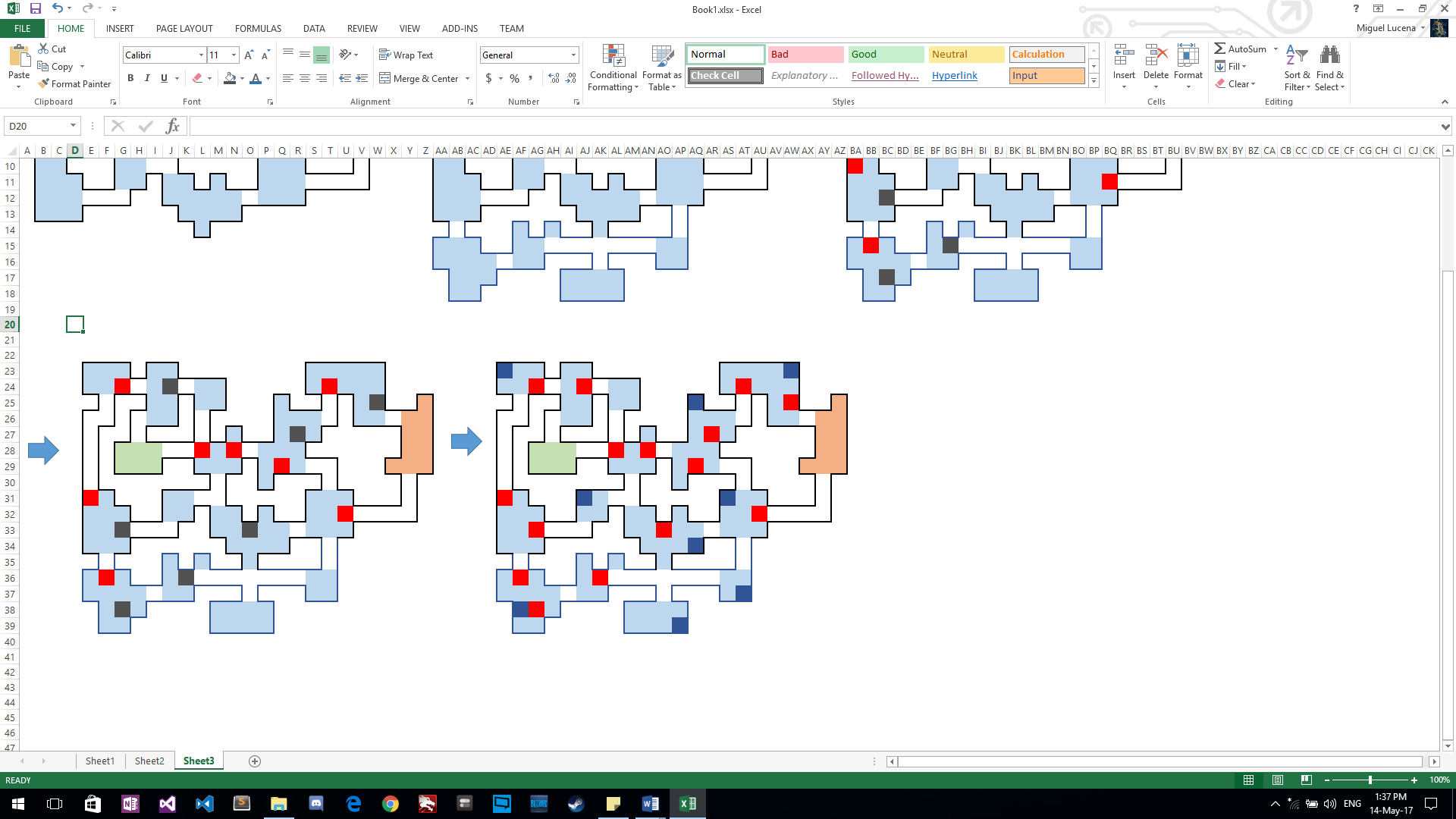
*Img#1 Initial Map*



When the extra rooms are added, we proceed to add the traps with a bare minimum of 10 with some extra, and after that because the player have a high calmness stat we roll between 7 – 9 extra traps to place on rooms(Black square noise traps – Red Square Immobilization traps).

And when that is complete we add some collectibles and place enemies equal to the shortest distance between start location of the player and the goal room times 2 to finish the level

*Img#2 Initial Map with extra rooms*



*Img#3 Trap location*

*Img#5 Collectibles*

*Img#4 More Traps!*

## **Target Audience**

The game will be well receive on fans of the game The Binding of Isaac with the procedural generated levels and enemies with focus on exploring room, but Dred State will strongly focus on avoiding combat using stealth mechanics to reach the destination much like Alien Isolation where the mouse-cat game against the Xenomorph is one of the key aspects of the game, and Dread State will emulate that feeling of being prey on by placing multiple enemies with different behaviors that changes over time.