Design Document

Members:

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Tools:

Unity3D game engine

Maya, Blender, GoogleSketchup for 3D modeling

Written in C#

**CHERNOBYL GAME - (Title)**

* Multiplayer horror game
* Players start off in random locations all are split up. Their goal is collect items to win. An enemy player hunts down the other player.
* Around 6 players totals 5 civilians and 1 enemy
* Chatbox that receives messages within a radius - no names listed
* Players
  + **Civilian**
    - Stamina bar
      * Sprinting drains stamina
    - civilians can only run away and interact with environment to aid their escape
      * has to search for escape parts
    - Adrenaline rush when hit
      * increases movement speed by 25%
      * visual effects to indicate adrenaline
    - Automatically start with a flashlight
      * flashlights begin with 1 battery
      * batteries can be found
  + **Enemy**
    - Can speak in chat
    - Specific paths for them to traverse the world
    - when they are near light source, the light flickers
    - Stamina Bar
      * Fatal Blow
        + takes out ⅔ of health and causes bleeding

Bleeding leaves a trail of blood that can be followed but does no damage

* + - * + knocks back
        + slow but powerful
      * Regular attack
        + ⅓ of health and takes ⅔ of stamina
      * Jumping
        + takes ¼ of stamina
        + double jump
        + stronger than regular jump
    - abilities to use against civilians
      * Highlight players within a radius
      * Can cling to walls and ceilings
      * Traps
        + Getting locked in a room
        + Stun trap
        + trigger trap
        + can be fatal if not rescued in time
        + limited use
* Flashlight
  + Uses batteries as power source
  + can have several batteries at once
    - batteries stack
    - 1 ½  minutes of battery life
    - players can choose to replace a replace a battery
  + light dims and range shortens as battery drains
* Escape Items
  + Randomly placed around the world
  + Players must collect all items to escape
  + Picked up by players
  + If in inventory, player cannot sprint
  + If dropped and not recovered after time limit, reset to random position
* Generator/Car
  + can be built be anywhere and can be moved to hide from the enemy
  + once built, GG

* Environment
  + Factory - Power plant in chernobyl
  + Hospital
  + Playground
  + Graveyard
  + Begins in the day time to give player vision
  + Gray fog
  + Sound cues
    - Children in the playground
    - Creaking noises
    - Meltdown alarm
* Map - Town
  + Apartment buildings
  + Small houses