

AINT254 - Game Mechanic Proposal

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Unnamed Shooter

Playable on:

- Windows (Installable)
- Windows (Standalone)
- Mac OSX (Standalone)
- Linus (Standalone)

Game Story

The object of this game is to shoot all the targets in the level as quickly as possible while also trying to get the highest score possible. To do this the player is only equipped with a sniper rifle. Additional points will be awarded for skilful 'kills' like no-scopes or headshots. There isn't a specific character and there's no story line for the user to follow. Instead the game takes on the style of an arcade game where it's all about the player's ability to achieve the highest score they can.

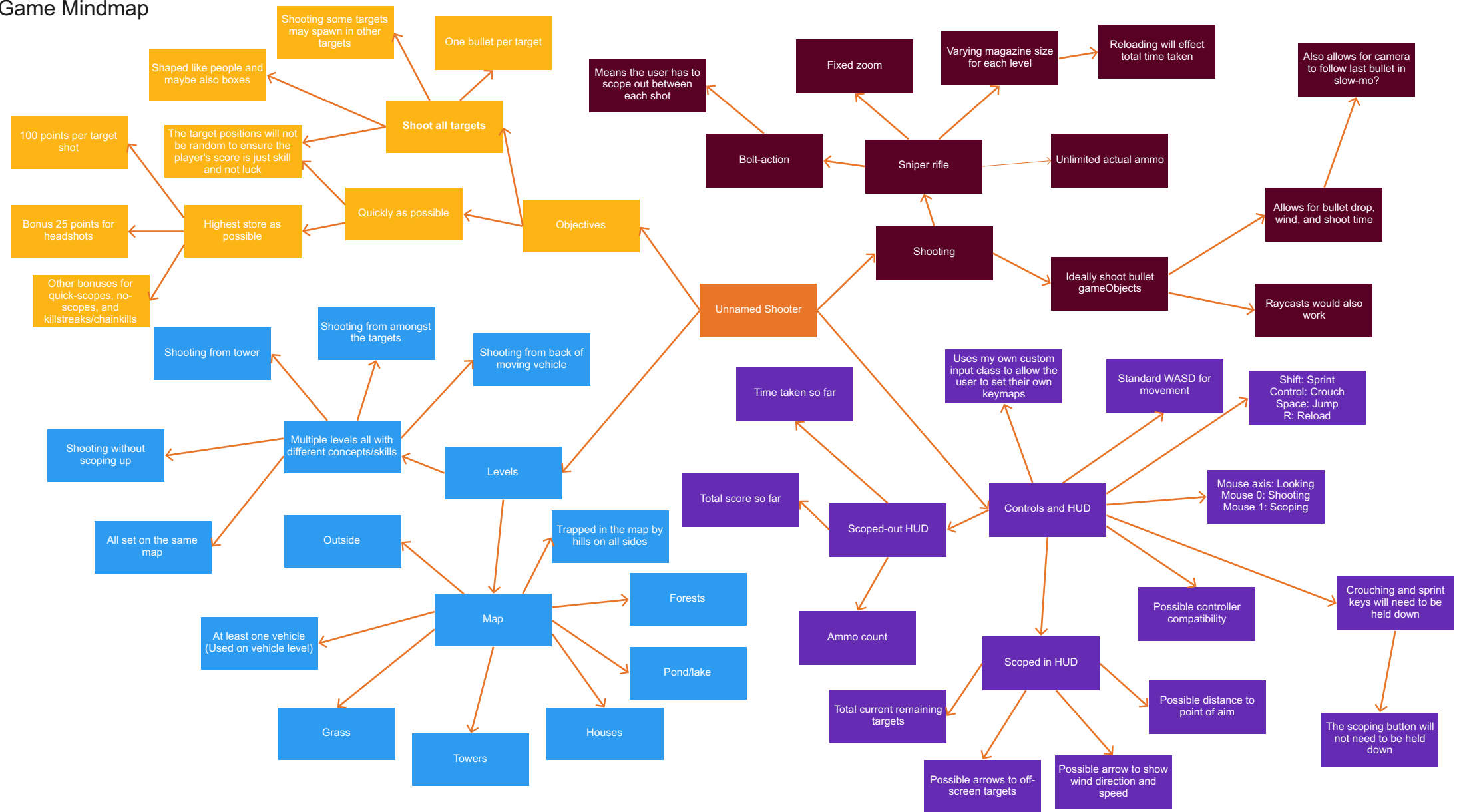
Development Tools

- Unity (2017.1.1f1)
- Visual Studio Enterprise 2017 (15.3.5)
- Repository via [GitHub](#)
- GitHub Desktop Client (1.0.6)
- Planning and Project Management via [RealtimeBoard](#)

Game Controls

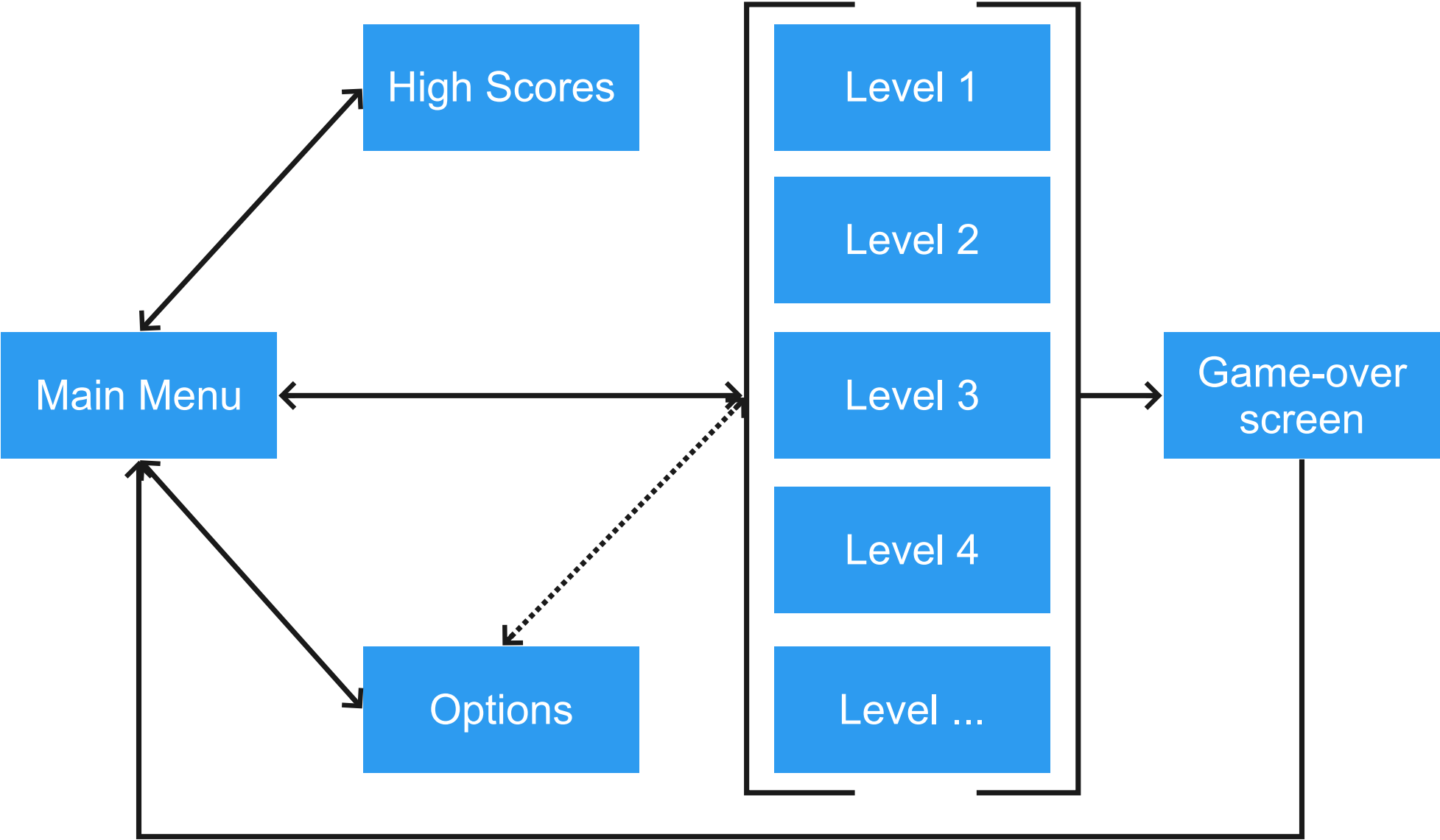
- Walking - WASD
- Sprint - Shift
- Crouch - Control
- Jump - Space
- Reloading - R
- Pause - Escape
- Look Axis - Mouse
- Shoot - Mouse 0
- Scope In/Out - Mouse 1

Game Mindmap

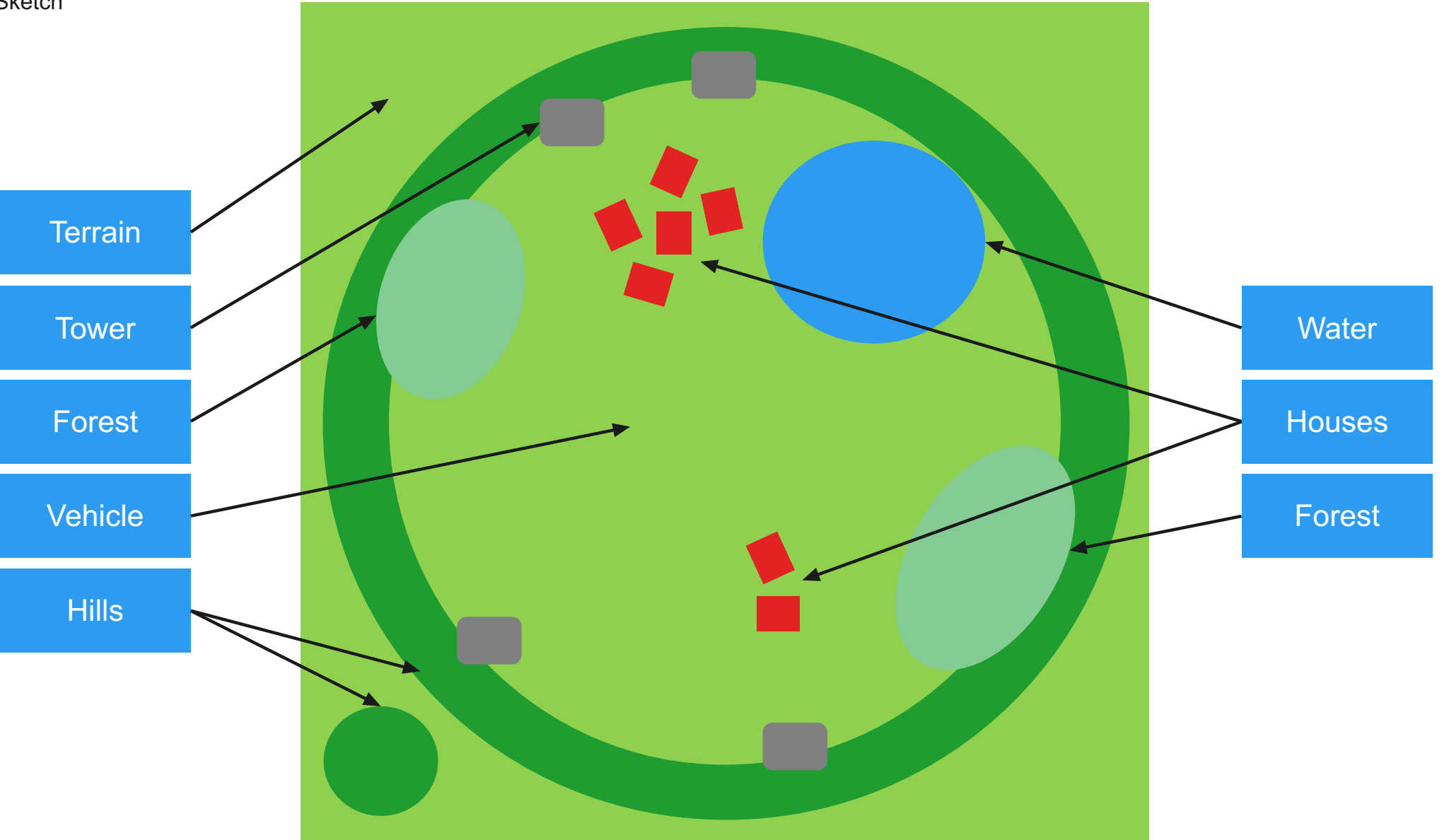


User Story Map

Shooting		Player movement		Map		Targets		Game management/UI		Menu System	
Mechanic demo	Full game	Mechanic demo	Full game	Mechanic demo	Full game	Mechanic demo	Full game	Mechanic demo	Full game	Mechanic demo	Full game
Raycasting bullets	GameObject bullets	Looking around	Rigidbody force movement	Terrain	Skybox	Cube targets	Moving targets	Timer	Enemy locations?	Main menu buttons	Video options
Ammo capacity	Multi-kill bullets?	Transform translation movement	Walking/Running sounds	Trees	Grass	Mannequin targets	Friendly targets?	Score	Wind direction?	Shooting general options	Audio options
Scoping in/out	Shooting sound	Sprinting, crouching, and jumping	Camera bobbing	Houses	Lighting	Target summoning	Bullet-proof vests?	Gameover	Shooting distance?	Client leaderboard	Control mapping options
Reloading (and animations)				Pond/lake		Score given on hit		Targets remaining		Quit button	Global leaderboard
Firing animations and fire particle system				Towers							
				Vehicle							



Map Sketch



GAME NAME

Play

Options

Leaderboards

Quit

Options

General

Video

Audio

Controls



Leaderboard

Local

Online

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

Name: Time, Score

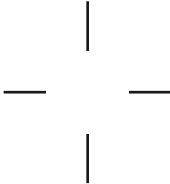
Name: Time, Score

Name: _____ Time: _____ Score: _____

In-game Layout

Time: 12:34

Score: 1,234



Ammo: 6/7



Art Style Inspiration - Battlefield 2 (2005)



Call of Duty: Modern Warfare 2
(2009)
Campaign, Mission 1: S.S.D.D.

Image Sources:

<http://www.moddb.com/games/battlefield-2/downloads/ffolkes-unlocks-123-mod-v141>

<https://www.wikihow.com/Play-Battlefield-2-Well>

<http://www.gamersonlinux.com/forum/threads/battlefield-2-patches-guide.158/>

<http://www.gamingdragons.com/nl/game/buy-battlefield-2-complet-collection-origin-key.html>