

# **Rear Pew Mirror**

## **Gameplay:**

### Concept:

*Rear Pew Mirror* is a multiplayer first-person-shooter where players can only shoot directly behind themselves. Each player's weapon is equipped with a mirror which gives them a small field of view behind them. Players are also able to shove opponents within a short range in front of themselves to punish players who aren't paying attention to what's behind them.

### Potential game modes:

- Capture the Flag
- King of the Hill

### Potential Maps:

- Mirror funhouse
- Supermarket
- McDonald's play place
- Long Island Ferry
- Scarface mansion
- Tiny player (enlarged room) level

### Potential Guns:

- Revolver (model & Animation ~done)
- Boomerang
- Grenade Launcher(model ~done)
- Railgun
- Laser gun which reflects off two 45 degree mirrors(model ~done)

### Potential Powerups:

- Grenades (model done)
- Squid (a la Mario Kart)
- ^Mirror wiper
- Decoy (only in mirror?)
- Medusa
- AOE mirror shatter (model done)

Additional mechanics:

- Interactive Levels
- Bouncy walls
- Hazards [spikes, cliffs, etc...]
- Health pickups

Idea for player cosmetics:

- Hats
- Mirror frames
- Mirror hats
- “objects in mirror may be closer than they appear”
  - zoom/enhance

Taunts:

- T-Pose

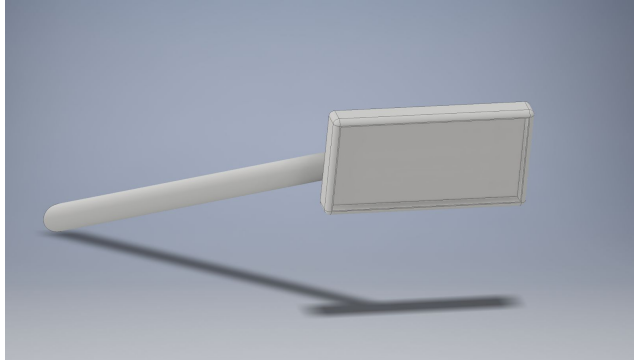
### **Aesthetic:**

- Simple, low-poly/blocky style with small yet distinct color palette. This will help players more easily spot opponents in their mirrors.
- See *Dishonor Thy Neighbor* for reference
- Ridiculous gun designs

### **Narrative:**

A mysterious alien force has invaded Earth, and half of the population is missing. There have been military expeditions to certain attack sites, but the troops were overwhelmed by an enemy they could not see and vanished without a trace. Eventually, it was realized that the aliens could not be seen with the naked eye, but could only be viewed through reflections. Thus, the military engineered a training program to prepare their troops to fight back against the enemy: Operation Rear Pew Mirror. Soldiers are equipped with guns that only shoot backwards and have rearview mirrors instead of scopes, and they are tasked with becoming proficient with these weapons. In addition, the military has developed simulations of some of the attack sites: a teenager's room that was not only left in disarray, but was also enlarged to insane proportions; a playplace at a fast food restaurant; a ferry that is unoccupied, but mysteriously sails back and forth between harbors. You are dropped into these strange and unconventional arenas, tasked with training to become super-soldiers who can save the human race from extinction. Are you up to the task?

### **High Quality Mirror:**



## **Development Plan:**

Class 1/22/2019:

- Set up collaborative unity environment
- Finished starting gun model
- Implemented player movement

Before class: 1/29/2019

- Implement shooting and mirrors

First Prototype: Due 2/5/2019

- Models for player and starting gun
- Two-player functionality

Deliverables: Due 2/19/2019

- Implement king of the hill mode

Changes to implement after 2/25 playtest:

- Add crosshairs to improve long-range accuracy ✓
- Increase movement speed/add sprint mechanic ✓
- Manual gravity ✓
- Finish implementing king of the hill system/fixing small bugs ✓

4/9/2019:

- King of the hill system is implemented
- Boombox, Medusa, and Decoy power-ups
- Giant room map mostly completed
- Manual physics in place, but need some bug fixes (constant bouncing)
- Grenade launcher in progress

## **Maps:**

**Giant Room:**

- Aesthetic:
  - Teenage boy's room
  - Dumb (dank) meme posters everywhere
  - Gamer paraphernalia
- Layout:
  - Objective on TV stand
    - Two paths to objective
      - Guitar -> bed -> tv stand
      - Bookshelf -> desk -> tv stand
    - Floating arrow to point to objective
  - Hole in bathroom wall allows multiple paths through room
  - Placement of certain objects designed to limit lines of sight as well as contribute to overall aesthetic/design
  - One spawnbox in bathroom, other near bedroom door
- Design:
  - Started with typical room furniture
    - Bed, desk, TV, dresser, fridge, sound system
  - Added bathroom to give more depth to room and add paths
    - Added soccer ball to explain missing chunk of wall
  - Various "collector's edition" items from fictional games
    - Dragon statue, chest, sci-fi/fantasy weapons, spaceship
  - Added awful (amazing) posters and monster cans to tie the room together
  - Inspired backstory for the game
    - Room is not only in disarray, but also supersized, which led to the idea for the alien backstory