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Project- Halloween Horde Shooter Game Design Document

Overview

Third person shooter, online capability, co-op and pvp. Players fight against waves of enemies, progressing through waves (as waves grow with difficulty). Players win by completing a set number or waves, or if waves are endless, when player dies, winning is judged by score.

Target Platform

PC

Visual Style

Game is wholly based on halloween, a medieval style village setting and with horror/spooky styling inspiration from preliminary research.

Audio Style

The game will utilise ambient noise (noise appropriate to the setting), audio cues will be used to inform the player of events in game (audio cues will be appropriately styled to the village setting and Halloween genre).

Game Start (Main menu, Introduction)

Main menu will conform to the theme (Halloween), therefore; an appropriate colour scheme (no more than four base colours) will be used (darker shades associated with horror), font should be bold/clear (but also maintain to the horror theme, e.g. old style, serif typefaces), and will use either an ambient sound, or a (horror/scary) focused soundtrack looping. Navigation will be simple/basic; **Start** goes to level setup interface, **Store** goes to customisation unlocks, and **Settings** offer gameplay, video and audio subsidiary interfaces (all following lead design style of main menu. Background of menus will include either, map video (camera pan of map) or texture/image (subtle horror element, e.g. old brick wall with roots emerging from cracks).

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In-game HUD (Menu)

The HUD must display the player's; **health** (represented by either number or bar style format), **ammunition/power** (whatever the player uses to fire will be represented by a number, allowing for accuracy and skill, when it comes to being strategic ammo conservation should be important), **score** (for the player to track progress, beating previous high scores and judging a personal challenge, the score should be placed at the center of the screen and does not need to be overly large), and **wave counter** (this is essential to this type of game mode, as the wave counter should show both the wave number and the amount of enemies left, again allowing the player to strategize gameplay and judge challenge). The HUD will be restrained to the theme of the main menu (bold, serif typography). However, it is important that the HUD font colour **must** be white, as this is the clearest colour to see, as it will stand out from the gameplay colour scheme, and the text itself can be outlined in black to provide easy viewing in both dark and light gameplay footage.

Multiplayer

Possibility for multiplayer co-operative capability, team of 2-4 players can work through waves together (greatly increasing replayability value), as opposed to single player. Multiplayer accessed through Level Setup interface (after selecting start on main menu). Host can invite players and change level settings, but players must ready up and all players will spawn in same area of map. Match End screen will display team and individual players' scores, and then return to Level Setup interface/lobby.

Player Customisation and Store

Possibility for a decided amount of currency to be won for each wave completion, depending on difficulty (Easy wave- 5 coins, Casual- 10, Hard- 15, Nightmare- 30). A currency system would be complimented by a customisation store (items would have no effect on functional gameplay, only aesthetically, no hitbox size change for items). Item cost range- 50 - 5000 coins. Player's currency is shown in a corner of the Store interface (accessed through main menu). Customisation items involve character clothing, the items need **not** be constricted to the game's main (Halloween) theme, and would need to be a large library of items (as to provide variation for multiplayer, players can be distinguishable). Clothing consists of- Hat, Shirt, Pants, Shoes, Accessory (Glasses, watch, etc.).

Level Setup Screen

Allows player (or only the host in multiplayer), to change map (or set map rotation), game difficulty and game mode. Two possible modes to work with could be Player vs Player (a death

match, with settings to alter- time limit, high score wins, respawns, etc.), or Sandbox (involving the availability to create custom game modes, via altering small factors, e.g. jump height, gravity, enemy health, ammo count, etc.), players cannot earn currency in Sandbox mode (players will receive a pop up to notify them of cancelled currency).

Game Over Screen

Displays; Coins earned, Score (team and individual if multiplayer), Continue (to next map) Replay (map) or Quit (to level select), Time (total time of match), and Achievements earned (if any).

Gameplay

Killing or avoiding enemies. Co-operation if multiplayer. Player must want to replay to collect coins, unlocking customisations, or to beat their high score, if core gameplay is entertaining. Enemies progressively get harder and increase in quantity as waves progress (Enemies get slight increase in health, and a noticeable increase in damage to player). Player's core aim is to get to Wave 50 (to complete default game mode).

Mechanics

Two pickups on the map, one health, one ammo (both fully restore player's stock, but have a cooldown and subtract points from score). Both pickups must be placed near the two enemy spawn areas, creating risk and reward (e.g. player could attack and go for health, or holdout and defend to go for the health when the wave ends).

Controls

WASD- Movement, Mouse- Aim, Right click- Fire, Left click- Reload, Spacebar- Jump (possibly double tap- double jump), Escape- In-game menu (access to settings, return to level select). Could use Left Shift- Sprint/Dash. Only one projectile- magic (no need to switch weapons)

Winning a Match

Unless the player picks Endless mode, the player will Win the game after completing Wave 50 (the average time to reach Wave 50 should be 30 minutes or less). Winning can only be judged in endless mode by the player's own challenge of their previous score (Endless mode finishes when player dies). PvP and Sandbox modes should also be judged personally by the player, due to intervening factors.

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Score

Increases on enemies killed and waves passed (1 kill- 100 points, 1st wave passed- 1000 points, 2nd wave- 2000, 3rd wave 3000, etc.). Score is depleted by amount of pickups used (Health restore- minus 50 points, and Ammunition restore- minus 10 points), and this insinuates a personal challenge for the player (to avoid losing health and to conserve ammo).

Achievements

Typical, one time unlock achievements (e.g. kill 100 enemies, pass wave 10/20/30, finish a level on minus score). Achievements will be rated easy, medium, hard. Players will receive coins for achievements, amount of coins correspond with achievement difficulty- 5 coins, 50, 100.

Assets

Level design will conform to the Halloween theme (based on source material from research, to narrow down style of assets used)

Character

Is made via a character creator, to make online players distinguishable from each other, and to give the player an identity within the game.

Weapon

Projectile fired via magic from player’s hands or staff. Could possibly be customised at store (change projectile effect or staff).