

God Hunter: Rise from Hell

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High Concept:-

Quick pitch:

You have been betrayed; waking up at the deepest depths of hell you must climb your way back up by KILLING EVERYTHING THAT MOVES- On your way you will find ancient legends and weapons; Make your journey to the top and challenge the Gods.

Narrative:

The Gods are at War with each other; you are a proud soldier of the Orc God, sent on a mission to retrieve an artifact from Hell; you find yourself betrayed by your commander.

You wake up at the deepest end of hell “*sampatlok*” injured and stripped of your weapons, climb your way back up and collect different lost relics to aid in your journey to uncover the reason for your betrayal.

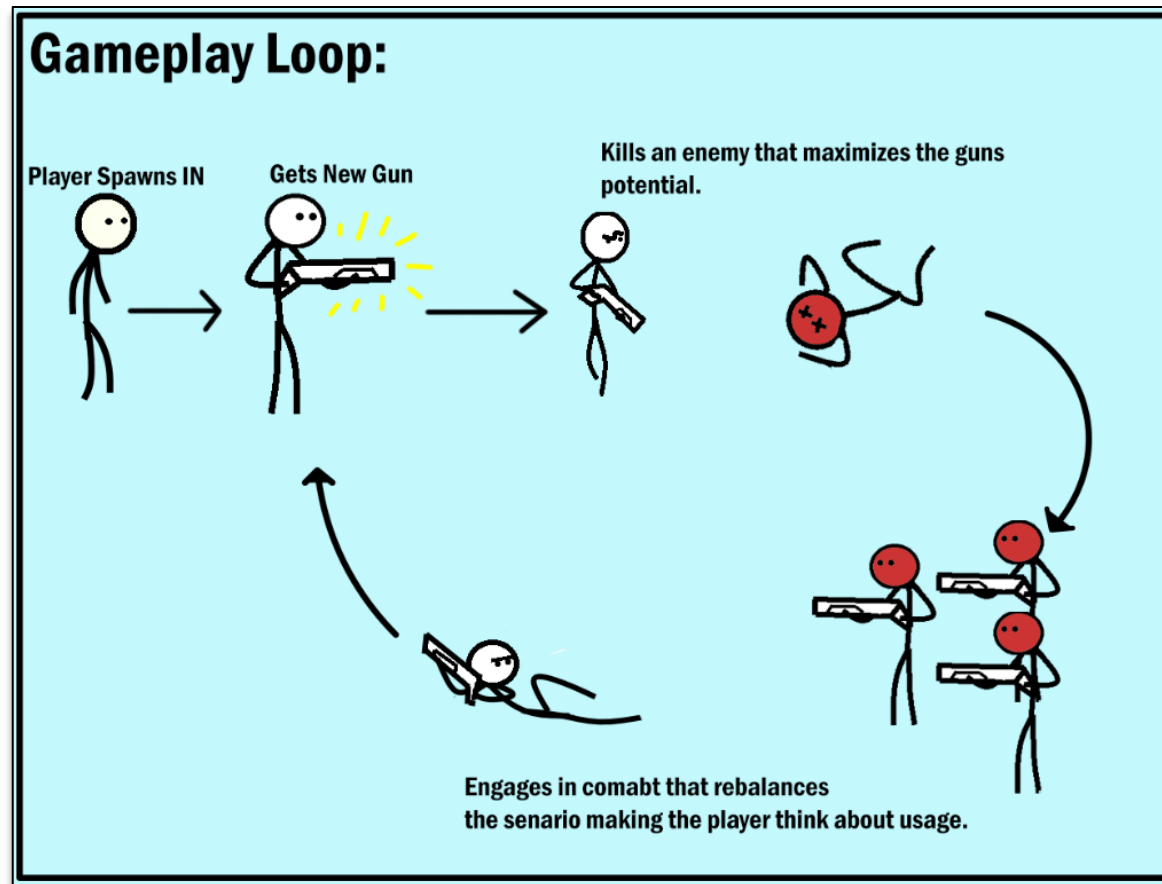
Theme and Setting:

The game is a top-down third person shooter; its location is hell and will follow red-damp atmospheric tones at the start becoming more colorful and posher as players work their way up. The setting for the deepest part will be similar games like doom and lost ark while the upper levels will be more like Hades.



Low level areas to High level areas →

The player will be fighting different enemies called “demons” using guns and artifacts spread throughout the level; in addition to these the player will also come across different skills and abilities that will help them in their journey such as increased bullet spread, unlimited ammunition over time, increased speed, and more variations of default values. The win condition for the game will be to beat the final boss and escape the final level.



The game is- third person, gun-based mechanics that are utilized with horde enemies and AI that try to achieve high tension action. This will be achieved by letting the AI do high damage to the player; with the player killing AI (depending on the AI level and player gun) kill each enemy at most within 6-7 seconds with total combat duration lasting about 30 to 45 seconds for easy – mid level AI’s and 60 – 120 seconds for any boss fights.

Unique Selling points and Market Overview:

The PC gaming market is filled with both paid and free (in game monetization) games that focus on combat.

Games that provide a similar experience: 1. Path of Exile

2. Lost Ark

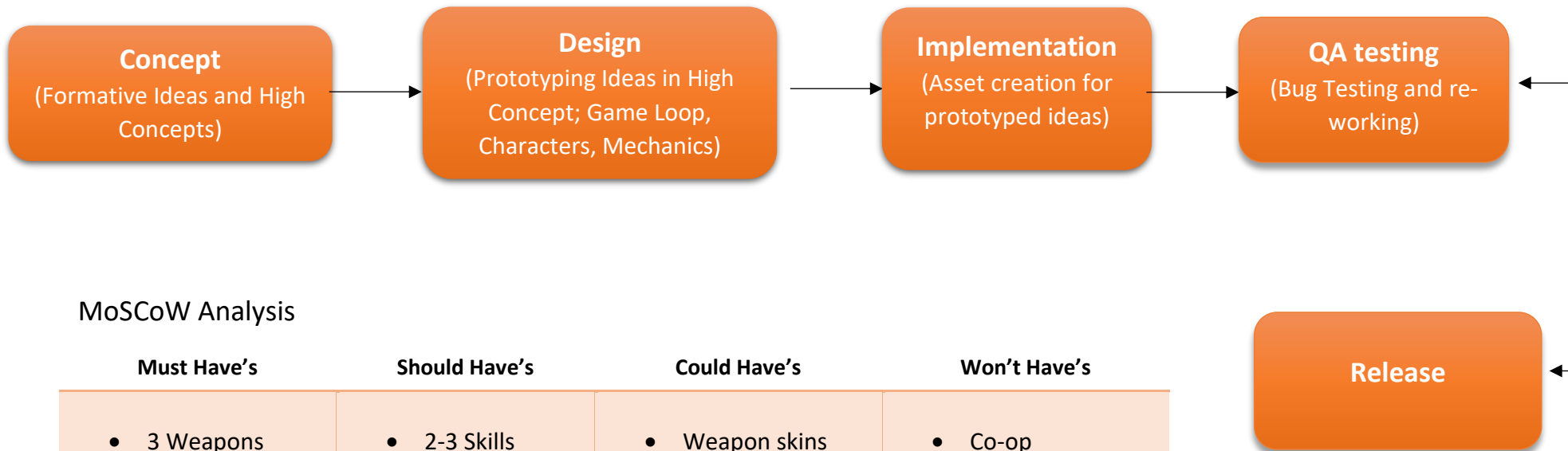
3. The Ascent

However, the progression through the core gameplay, “wacky” guns, and puzzles; coupled with its straightforward storyline will make this game stand out from the crowd.

A free demo is recommended to promote the game, with the full game priced reasonably.

Production Overview:

The following pipeline will be used to create the game;



MoSCoW Analysis

Must Have's	Should Have's	Could Have's	Won't Have's
<ul style="list-style-type: none">• 3 Weapons• 2-5 Main Levels• End game• One skill	<ul style="list-style-type: none">• 2-3 Skills• Player UI• Scoring System	<ul style="list-style-type: none">• Weapon skins• New art style• Various weapons and related VFX.	<ul style="list-style-type: none">• Co-op• God Bosses• Player Possession

Player Character, Controls and Camera:-

Camera:

The player is an orc foot soldier named McTeef that starts off as a base character with no stats and weapons; these are upgraded as the player moves above in levels fighting more challenging enemies and thought-provoking puzzles. The player camera is third person based and inspired by games like Lost Ark, Path of Exile and Hades.

Camera Positing

Fig.1

Camera Gameplay Influences: Include games such as Hades, Lost Ark and Path of Exile

Fig 1.a



Fig 1.a

The camera in path of exile is fixed with the player moving around the enviornment.



Wheras games like Path of Exile and Hades have a center focus camera that moves as the player moves.

For Teef a custom camera setup similar to PoE will be used.

Camera Positing

Fig.2

Fig2.a

This is the default given camera which is centered like the previous examples Hades and Lost Ark.



The camera is set to the bottom left to give more screen space on the right. To give players a more broader view of the incoming enemies. The enviornments will be designed to give an open field for the player to use.

Above Images showcase the initial design process for potential player camera; the camera is designed with how combat will play; in mind. In Fig.2 The below image shows a camera angle giving players larger screen space to interact with allowing for combat scenarios like horde mode that spawn large number of enemies at once; examples of such implementation can be seen in Path of Exile (Fig.1a) with the camera being in a fixed position. The camera is important to nail as the meshing for environments will highly depend on it; In Fig.2 the below example is ideal for larger open area combat but presents for huge meshing challenge since a simple mesh covering would make the scene look bland.

For the current purpose a **simple top- down camera has been considered (Fig.2.a)** that will allow for room by room combat which is inspired by Hades that focuses on fewer enemies that have more impact. In this style the player progress with each room/level cleared. There are possibilities for open-ended cameras to be added to stimulate large AI combat mayhem.

Below are the current camera stats for McTeef (the player):

Camera Stats	
Projection Mode	Top-Down Third Person
Field Of View (FOV)	90°
Target Arm Rotation Offset	-60°
Target Arm Length	1500 unreal units

Controls:

For the current development the focus is on mouse and keyboard controls with pre-defined keys for actions. The below images give a visual overview.

Controls

The game will support mouse and keyboard with basic movement controls with additional controls for skills and quick weapon switching.

WASD-Spacebar- Player Movement Controls

Reload

Attack

Weapon Switch

Interact

Shift- Increased player speed

Any weapon and player skills

Player Character:

The player plays as a foot soldier of the Orc race that are known to **being strong and muscular**, which allows them to carry heavily modded weapons that are **high capacity**, they can also manage high recoil guns like shotguns with ease and accuracy this comes at the cost of having rather slow movement.

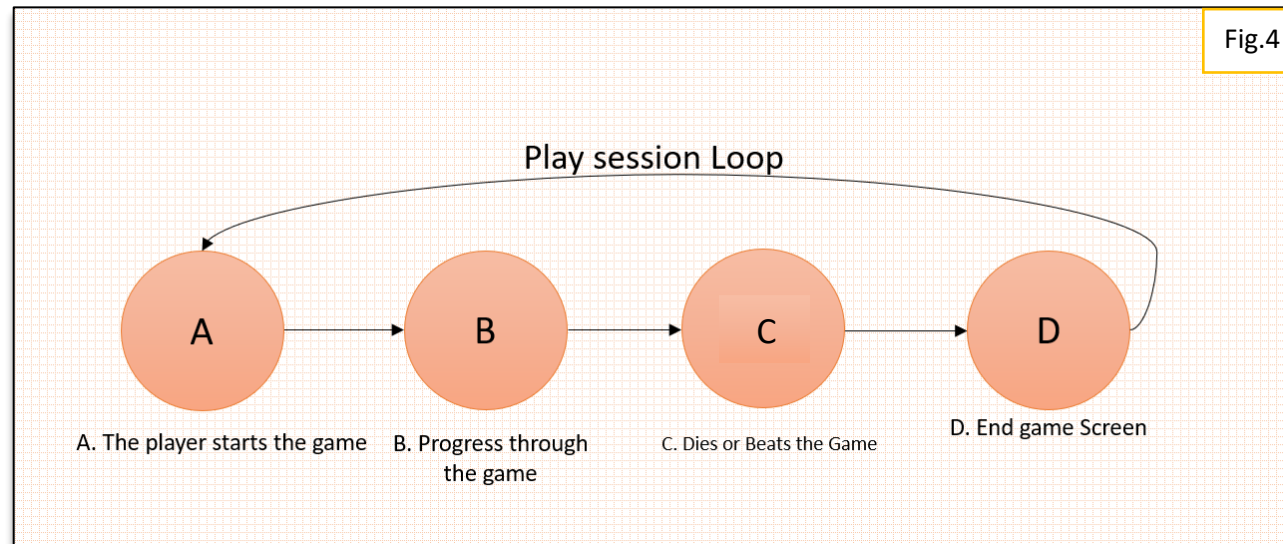
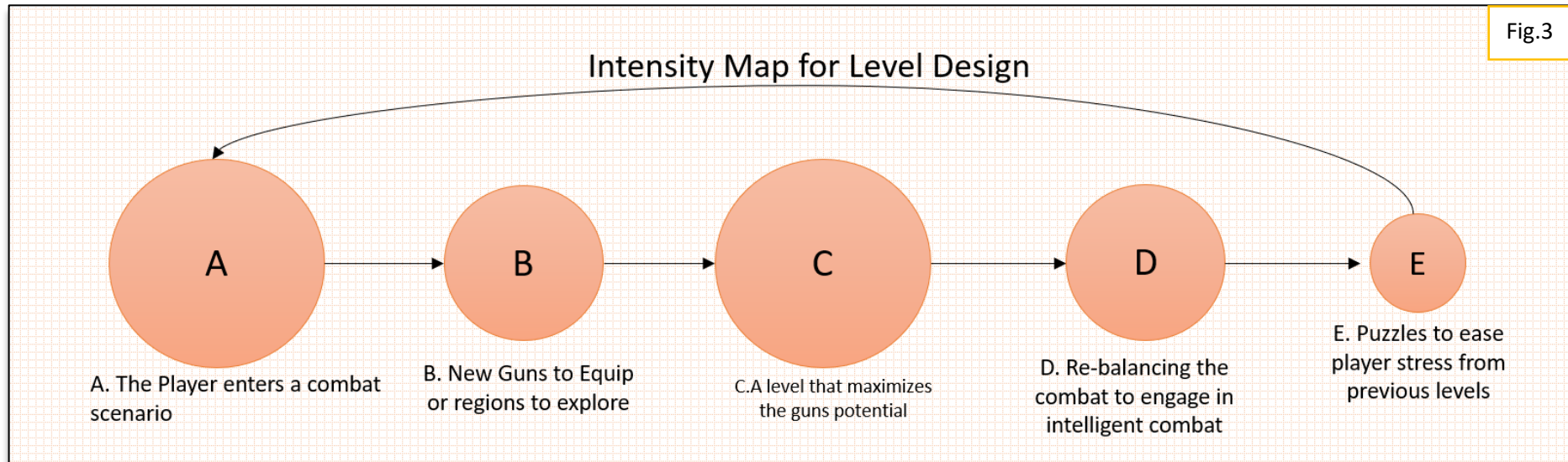
Character Stats	
McTeef (Default) Speed	600 cm/s
McTeef Speed with Boost	900 cm/s
Max Health	100 (Given: 100)
Max Shield	50 (Given: 25)
Weapon Damage	Depends on the Weapon equipped

The player can additionally pickup health potions, armor and loot that can be used to replenish the stats to max. Weapons and related mechanics will be further discussed in the sections below. Weapon Pickups happen by simple overlap events by default.

Game Conditions:

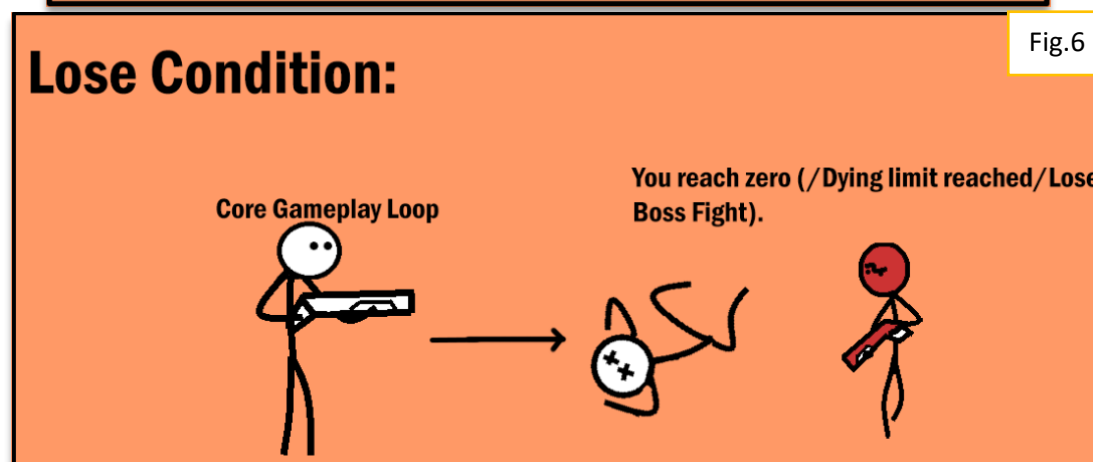
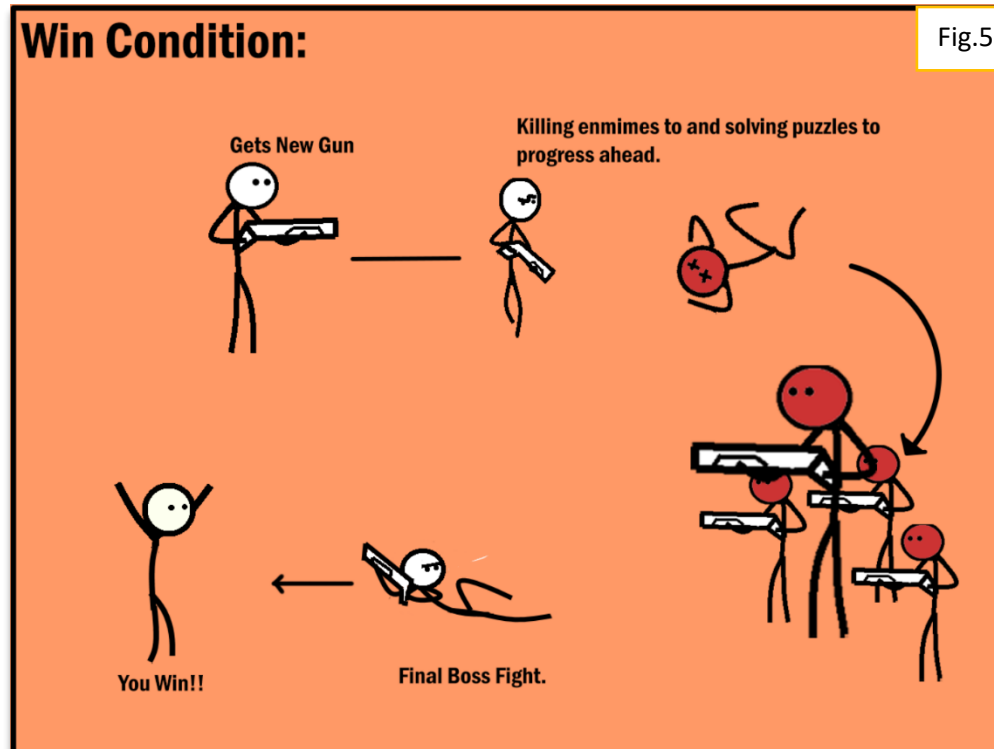
This section will layout the conditions to win the game, when do you lose the game, and whether the player can die?

Each level in the game is cleared using the same base principle with variations to keep it fresh and fun to navigate. This base principle is the game's gameplay loop represented in level design form.



The win and lose conditions loop can be seen in Fig.4 that takes place with the core gameplay loop.

The final win conditions for the game are to beat the Final Boss and his army and open the gates to the palace (this is the same level the player experiences at the start of the game). The player will reach this level by beating several levels that contain variety of enemies and weapons to beat them; the purpose behind this is to let the player fully understand the mechanics of the game thus serving as a tutorial to play the game up until they reach the palace gate's.



As seen in Fig.6 the game **lose condition is when the player gets a zero score or the when the player crosses the dying limit threshold**. These conditions are hard to reach due to several passive options enabled that make these conditions hard to achieve.

In addition to base win and lose conditions the game has a scoring system that gives player points for killing enemies; in its initial phase this will serve only as a leaderboard system for local players to compete high scores against.

The objectives in the game are simple and direct: clear rooms and progress through levels.

Weapon Mechanics:

The world of God Hunter highly focuses on its weapons and the experience the player gets when firing this includes weapon type, firing range, firing sound, and duration to kill enemies.

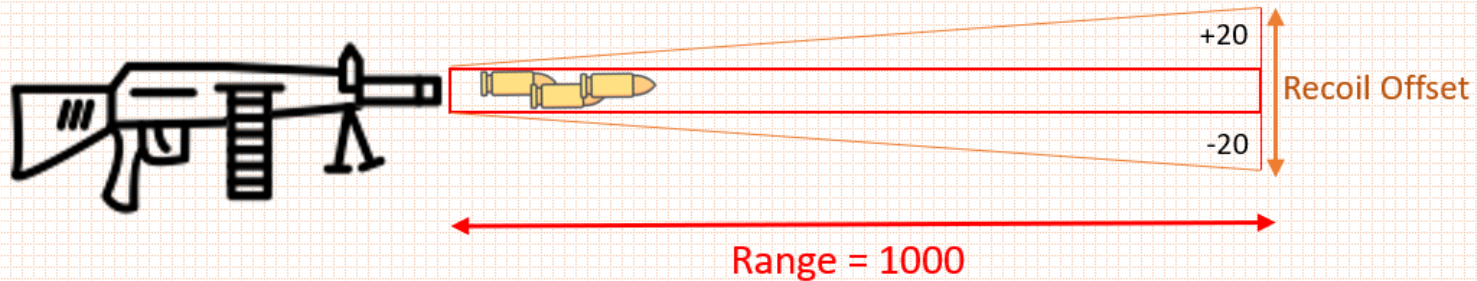
Weapon List is as follows:

Weapon Stats Table			
Weapon Name	Damage	Range	Damage Index (1 is the lowest)
Shoota(mini-LMG)	5	1000	1
Big Shoota	10	1000	2
Shotgun	20	400	3
Launcher	100	1000	3
Plasma Gun	1	1500	1

The above table shows a brief overview of the weapon stats these can be seen more in detail below on how they work and interact in the world:

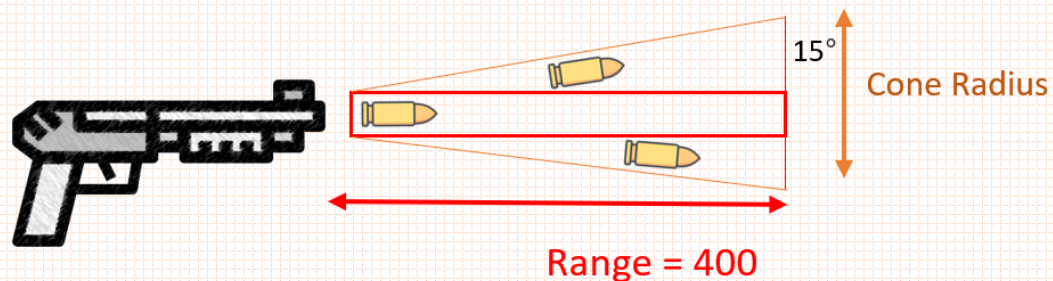
Weapon Name: Shoota(Mini- LMG)

- Quick Stats:
- Single Fire Long Range Gun
 - Range 1000 unreal units
 - Low Damage (10) High Repeat Fire



Weapon Name: Shotgun

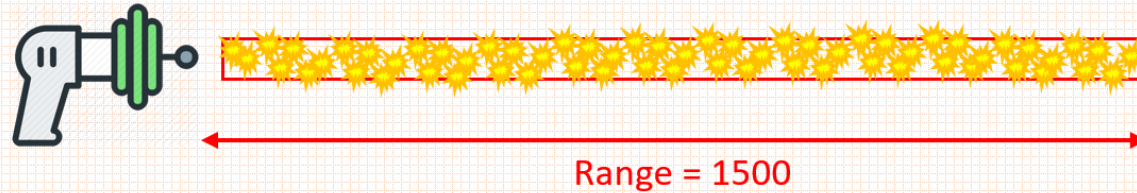
- Quick Stats:
- Close Range Burst-Fire Weapon
 - Range 400 unreal units
 - High Damage (20) High Repeat Fire



Weapon Name: Shotgun

Quick Stats:

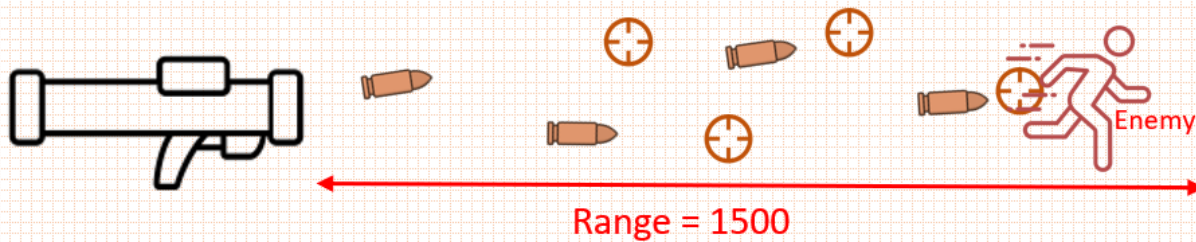
- Single Precision Energy Gun
- Low Ammo
- High Damage (50)



Weapon Name: Rocket Launcher

Quick Stats:

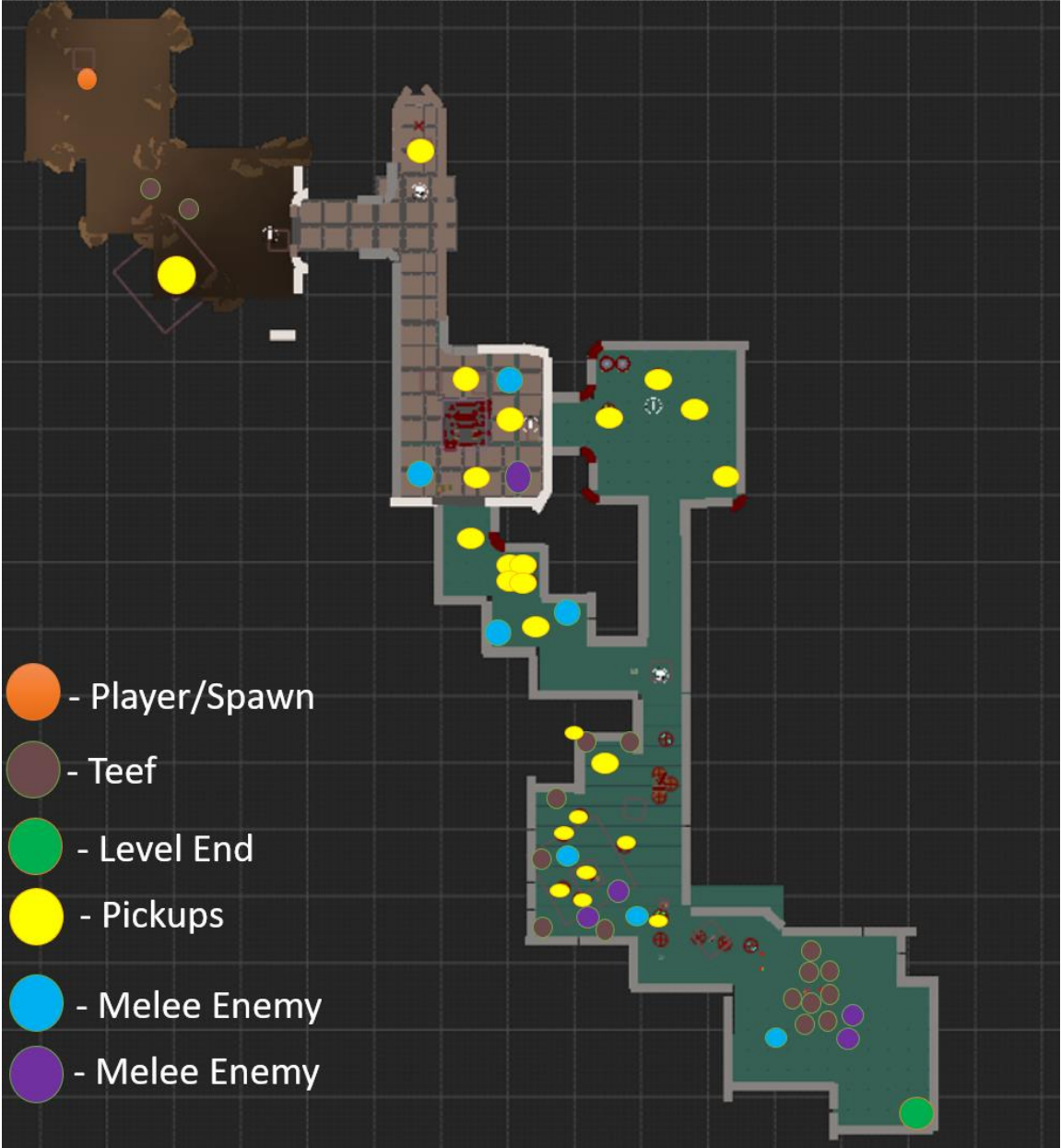
- Enemy Tracking Gun
- Low Ammo
- High Damage (100)



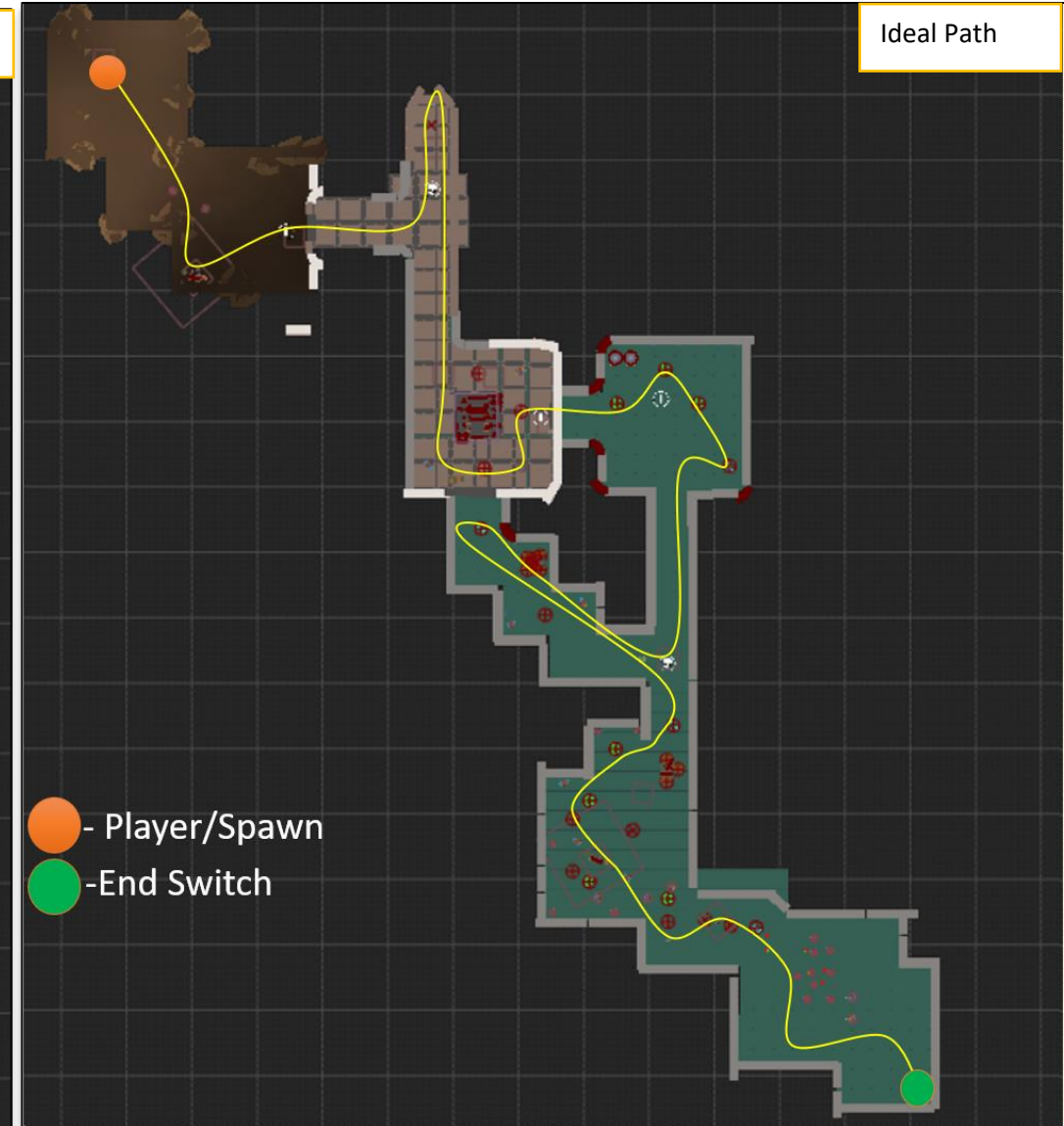
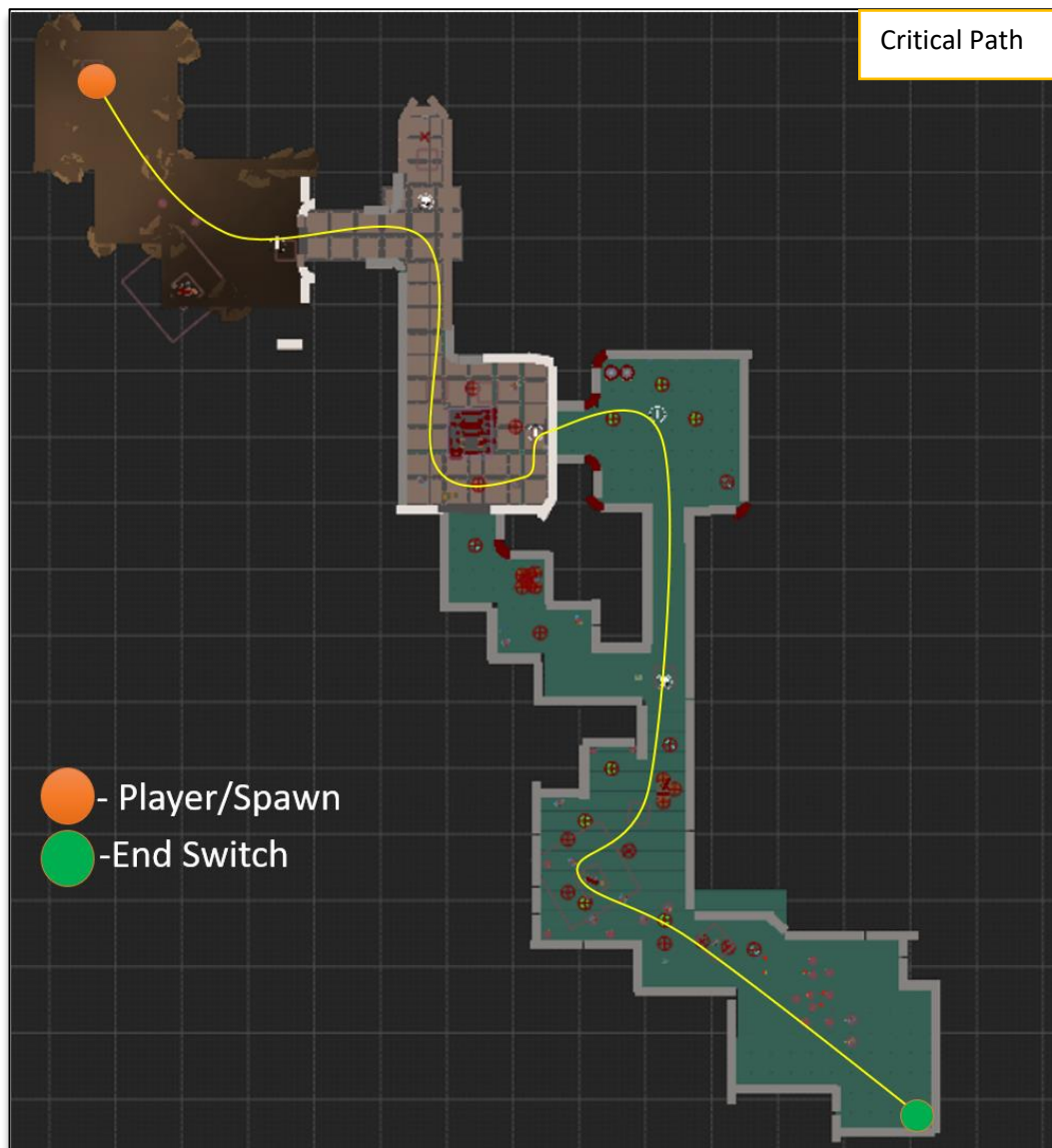
Level Design:-

This section of the document will include the level design and game design decisions taken in both visual and text format.

The goal while making the levels was to make clear, easy, and fun to navigate all the while being straightforward.



The below map showcases the critical path and possible paths:



Enemy and Score System:

There are a wide variety of enemies in God Hunter the stats for each of them and how many points they give are below:

Enemy AI Stats Table					
Enemy Name	Damage	Range	Damage Index (1 is the lowest)	Score	Health
Teef	25	5	2	50	25
Melee Enemy	50	7	3	100	125
Heavy Enemy	1	1000	3	125	150
Sarge	10	5	1	75	100

Teef:

Is a melee enemy; once noticed Teef sprints towards the player and explodes once near it.

Melee Enemy:

The Melee enemy is a melee class enemy as the name suggests, it needs to get close to its foes before going for a heavy swing that greatly reduces its foe. They are also despite appearances fast walkers to make up for their lack of skill in range combat. Usually paired with a heavy enemy class.

Heavy Enemy:

Proud warriors of hell, they don't hesitate to shoot their foes once locked in sight. Their heavy armor gives them high health (150) and lets them use chain guns that will be too powerful to handle for normal beings. This comes at the cost of reduced enemy perception and reduced speed.

Sarge:

They are false commanders that are descendants of past heroes of hell; they have low perception and damage no better than a teef but high intellect in combat and the power to lead.

The End