



Prop Clash 09/11/2022

GAME PROPOSAL

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GAME DESCRIPTION

THEME REVIEW

Duplication

Our first interpretation for the theme “Duplication” was the idea of cloning. Our brainstorming sessions resulted in creating a prop hunt game where players can choose to be either props or hunters. As props, they must pick an object from the world and impersonate a duplicate of it. The props can also create multiple duplicates/clones of themselves in the scene that can act as decoys and confuse the hunters. The main goal of the hunters is to find the props and kill them, while the props can switch between different objects and try to blend in and stay hidden.

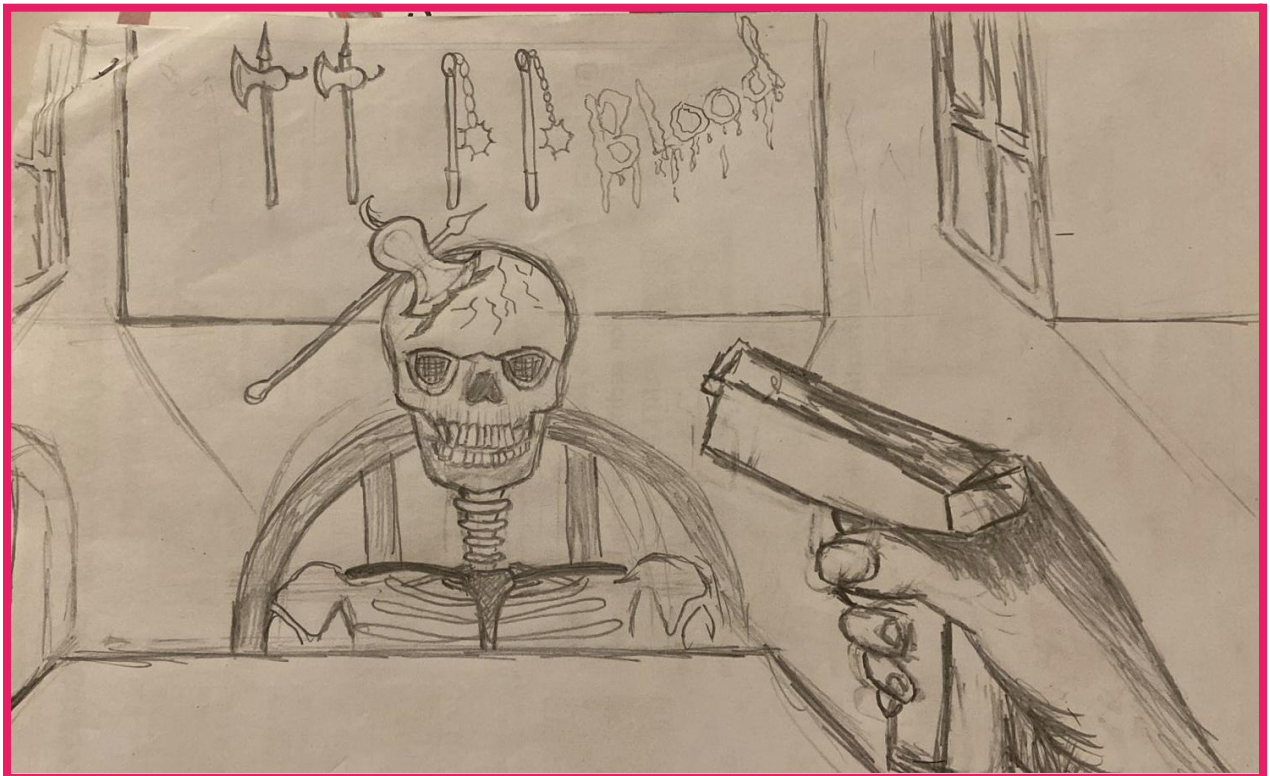
STORY

Our game is inspired from Prop Hunt modes that appear in several games. Such a game is Midnight Ghost Hunt, where ghosts possess objects in the scene and ghostbusters try to kill them.

Taking inspiration from these games, we decided to have multiple maps with different themes and props, in which the story is tied to each specific theme. For example, we plan on having a theme “Wizards” where the props will be muggles trying to hide and survive the hunt of the dark spell casters.

INTRODUCTION

As mentioned above, our plan is to create a prop hunt game. It will be a multiplayer game, confronting two teams against each other - a team of hunters and a team of props. The team of hunters wants to kill the props. They have to search for them in the map and try to find them all before a timer ends (assassination mode). The props team must hide. They have the freedom to take the shape of any object in the scene and then try to hide and blend in. As an ability, they can create duplicates of themselves in the scene, acting as decoys. Their goal is to survive until the timer ends. As depicted in our sketch below, we plan to have two different point of views. The hunters will play from a first-person perspective, whereas the props will have a third-person POV to allow them to better situate themselves in the environment and hide.



A sketch of the game view

To make the game more interesting and challenging, we plan on having different themes, as explained in the Story section. Furthermore, we will have multiple game modes. The classic assassination mode introduces the following winning conditions for the teams:

- Hunters:
 - Find and kill all props before the round ends
- Props:
 - Hide and survive until the round ends

Another mode could be Deathmatch. Here the props could also fight back, but with limited damage and for a limited amount of time. That will force them to choose the exact moment to reveal themselves and fire more carefully. The hunters, on the other hand, could have the limited ability to scan objects and test whether they are props or not. The goal of both teams would be the same – kill as many opponents as you can before the round ends. During the round, all killed players would be respawned.

ARTISTIC DESIGN

Concerning the workload and our unfamiliarity with 3D modeling, we decided to use voxel art as our game style. We will have different game themes and specific props for each one. An example of theme Wizards with its respective props can be seen in Figure 1. Since we aim for a multiplayer game with many props and players, fewer faces to be rendered can be a quick solution to help with the performance. Figure 2 shows an example for a Spooky theme.



Figure 1: Wizards example theme

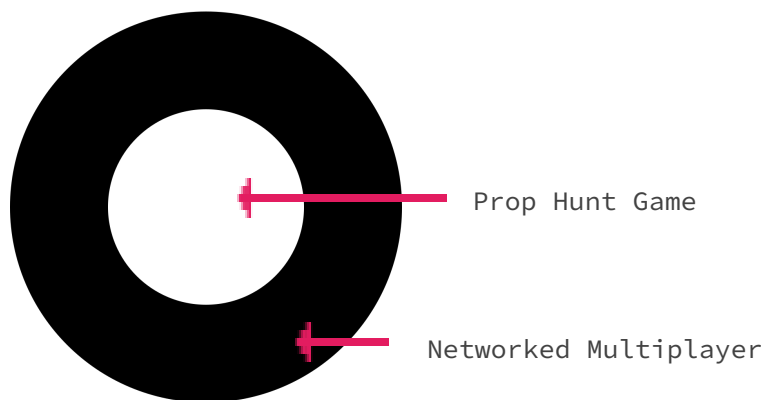


Figure 2: Spooky example theme

TECHNICAL ACHIEVEMENTS

- Networked Multiplayer
- Different game modes and themes
- Efficient management and organization of numerous different objects in the game
- Duplication of props

BULLSEYE



Goals

- **Functional minimum:**
 - 1-1 hide and seek/kill game
 - Player can have a form of only one prop throughout the round
- **Low Target:**
 - Prop Player can change the prop throughout the round
 - Prop Player can create duplicates of oneself as decoys
- **Desired Target:**
 - Networked Multiplayer (Teams, 4v4 for example)
 - One mode with one theme
- **High Target:**
 - Multiple modes
 - Multiple maps and themes
- **Extras:**
 - Polished arts
 - Sound effects
 - Scanner to detect fake props
 - Procedurally generated levels

TASKS

Based on the defined project structure, we have outlined the following development tasks:

I. Game Idea

	Task	Responsible	Estimated Time	Actual Time
1.	Group Kick-Off Meeting	All	2 hours	2 hours
2.	Brainstorming	All	8 hours	10 hours
3.	Idea Refinement	All	4 hours	8 hours
4.	Slides & Report	All	4 hours	6 hours

II. Prototype

	Task	Responsible	Estimated Time	Actual Time
1.	Material Collection	All	2 hours	TBA
2.	Designing	All	10 hours	TBA
3.	Testing	All	6 hours	TBA
4.	Slides & Report	All	2 hours	TBA

III. Interim Demo

	Task	Responsible	Estimated Time	Actual Time
1.	Level Creation	B	2 hours	TBA
2.	Character Scripting	D, O	20 hours	TBA
3.	Gameplay	J, B	30 hours	TBA
4.	Networking	D, O	50 hours	TBA
5.	UI	J, B	8 hours	TBA
6.	Modeling & Arts	J	20 hours	TBA
7.	Props Duplication	O	30 hours	TBA
8.	Slides & Report	All	2 hours	TBA

IV. Alpha Release

	Task	Responsible	Estimated Time	Actual Time
1.	Modeling & Arts	J, O, B	10 hours	TBA
2.	Different themes	J, B, D	30 hours	TBA
3.	Story Telling	D, O	5 hours	TBA
4.	Different modes	All	40 hours	TBA
5.	Slides & Report	All	2 hours	TBA

V. Playtesting

	Task	Responsible	Estimated Time	Actual Time
1.	Prepare Survey & Questionnaires	J, O	6 hours	TBA
2.	Playtesting	All	40 hours	TBA
3.	Analyze Playtesting Results	D, B	4 hours	TBA
4.	Slides & Report	All	2 hours	TBA

VI. Final Release

	Task	Responsible	Estimated Time	Actual Time
1.	Game Polishing	All	20 hours	TBA
2.	Feedback Changes	All	20 hours	TBA
3.	Slides & Report	All	2 hours	TBA

Our game can be assessed by the following factors:

1. Creativity and story
2. Players' satisfaction with the game (Enjoyment)
3. Game complexity
4. Game design
5. Functionality

Thus, in order to have a successful game, it should satisfy the above measurements.