

Human Harvesters

Group 5: Andrés Barreiro, Jonathan Merlevede, Maxwell Forbes, Nicholas Waldin

1. Game Description

Formal Elements

Objectives

= *what players are trying to accomplish within the rules of the game*

The objective is to be the 'last man standing', by being the only ghost in the game that still has life force remaining. We may also introduce another game mode where the game ends after a fixed amount of time: in that case the objective is to be the ghost with the most life force still in the game.

Rules

- The game takes place in a dark cave and because of that, the field of view is limited.
- The players carry a lamp, which illuminates the area around them but also makes the players visible to the other players and NPCs.
- The position of the other players or NPCs is unknown by the players at the beginning of the game. The light of the torches of the other players allows you to see them. The dim light of the soul allows you to see humans. If another player is in possession of a lot of life force, you are also able to see him by the souls he is carrying.
- Players can become invisible. This turns off the player's lamp. Even if the player is in an area illuminated by another player, he stays invisible. However, being next to an invisible player would make the controller rumble.
- It is possible to harvest life force from humans. Humans are defenseless and controlled by computers. They can only be harvested when approximated in a stealthy fashion: if they notice that a ghost is going to harvest them, they can run away or hamper the attacking player by stunning him for a few seconds. Draining life from a human takes some time, making the attacking ghost vulnerable to other ghosts.
- It is possible to steal life force from ghosts, which are controlled by other players, by harming or killing them. The only advantage the attacking ghost has over the ghost that is under attack is the element of surprise, and it should only be possible to kill the other player if the other player did not notice the attacking player or did so only very late.
- In order to avoid getting killed by other players, the player can "quickstep" (quickly move to the left or to the right).
- If you run out of life force, you die and are removed from the game.
- Life force is removed from all players as time proceeds. The rate at which life force is removed increases with time. This way the duration of the game is limited. We may also introduce another game mode where the duration of a game is fixed: here life force would just stay in the game.
- Some points in the game have natural light and the NPCs are attracted to those

points.

- Some NPCs have a characteristic glow on them. They provide power-ups when their soul is drained for the first time. Below are four possible power-ups.
 - 2xSoulEnergy (the player gets twice as points when draining from NPCs or killing other players)
 - 2xStealth (the player can remain hidden for twice as time, also, when approximating other players, their controllers don't start to rumble)
 - 2xSpeed (the player moves and drains energy twice as fast)
 - Light Explosion (the whole level get's illuminated for a couple of seconds and everyone can see the position of every other NPC or player, except those who have the 2xStealth power-up)
- The player can store the 4 possible types of power up.
- The player can activate and combine the 4 possible types of power up.

Procedures

= *the methods of play and actions that players can take to achieve the game objectives*

- [START] Pauses the game and shows the controls
- [Left stick] Moves the player around
- [Right stick] Rotates the camera
- [Shoulder buttons - LT,RT] Quickstep to one side or the other. Used to avoid attacks
- [A] Drain energy/devour soul of NPCs by mashing the button
- [B] Pierce through other player
- [X] Use power-up
- [Y] Toggle invisibility by switching of the lamp
- [D-PAD] Switch between power-ups.
- [Trigger buttons - LB,RB] Possibly, special attacks in combination with the "kill button". For example, holding both of them or pressing some combination before the final hit could modify its effects.

Resources

- The most important resource is life force. Life force is represented in two forms: pure life force and life force in the form of humans. Pure life force is life force that is already harvested.
- Another resource is the ability to stealth. This ability has some cooldown, and can therefore be seen as a resource.

Conflict

There is a limited amount of life force in the game, and life force is removed from the game as time proceeds. In order to survive, a player will need to collect more life force than his opponents, or steal life force from the other players.

Boundaries

The game is confined to the XBOX360 and the television screen....

The game takes place in a closed cave. Because of this, the walls of the cave and the elements/structures inside of it (rocks, pillars...) are the boundaries of the game.

Outcome

The winner of the game is the last ghost still standing. In an alternative game mode, which

is limited in time and does not necessarily go on until all but one ghost is dead, the winner would be the ghost that has the most life force at the time the game ends.

Dramatic Elements

Challenge

The sneaking up on other players without getting noticed requires skill. In order to know when it's safe to harvest a human's life force, you need to know then there are other players around.

Play

= *the freedom of players to act within the game rules*

Players can use controls as outlined in the 'procedures' section of the formal game description, but their actions don't really have consequences for the story or progression of the game.

Premise

Players control very evil souls, the only ones who are capable of entering earth for an extended amount of time. The goal of the evil souls is to destroy the world, but unfortunately moving around freely on earth is very energy-consuming. Evil souls need a constant supply of life force to sustain themselves on earth, and even more to become really strong.

Story & Premise

Satan has been planning an attack on earth for a long long time. Some places on earth are close to hell. The cave where the game takes place has been haunted as long as can be remembered, and is the point on earth closest to hell. Satan has learned how he can open a portal from hell to this cave. After almost an eternity of preparation, his four most evil spirits are finally capable of entering earth through it. In order to be able to reach places that lie further from hell, these four very evil ghosts need to gather much more strength: strength that can only be obtained by harvesting human life force. Only one evil spirit can become strong enough to leave this cave. It's all evil ghosts for themselves.

There is no story progression throughout the game.

Character

Satan himself is not capable of entering earth, as this would immediately be noticed by the Super Best Friends. He therefore releases his two, three or four strongest minions onto earth. You, the player, control one such minion. Satan takes no pity on the weak: after taking over earth, the strongest soul will operate as Satan's right-hand on earth, whereas the other ones will suffer eternal pain as a result of their failure.

There is no character development throughout the game.

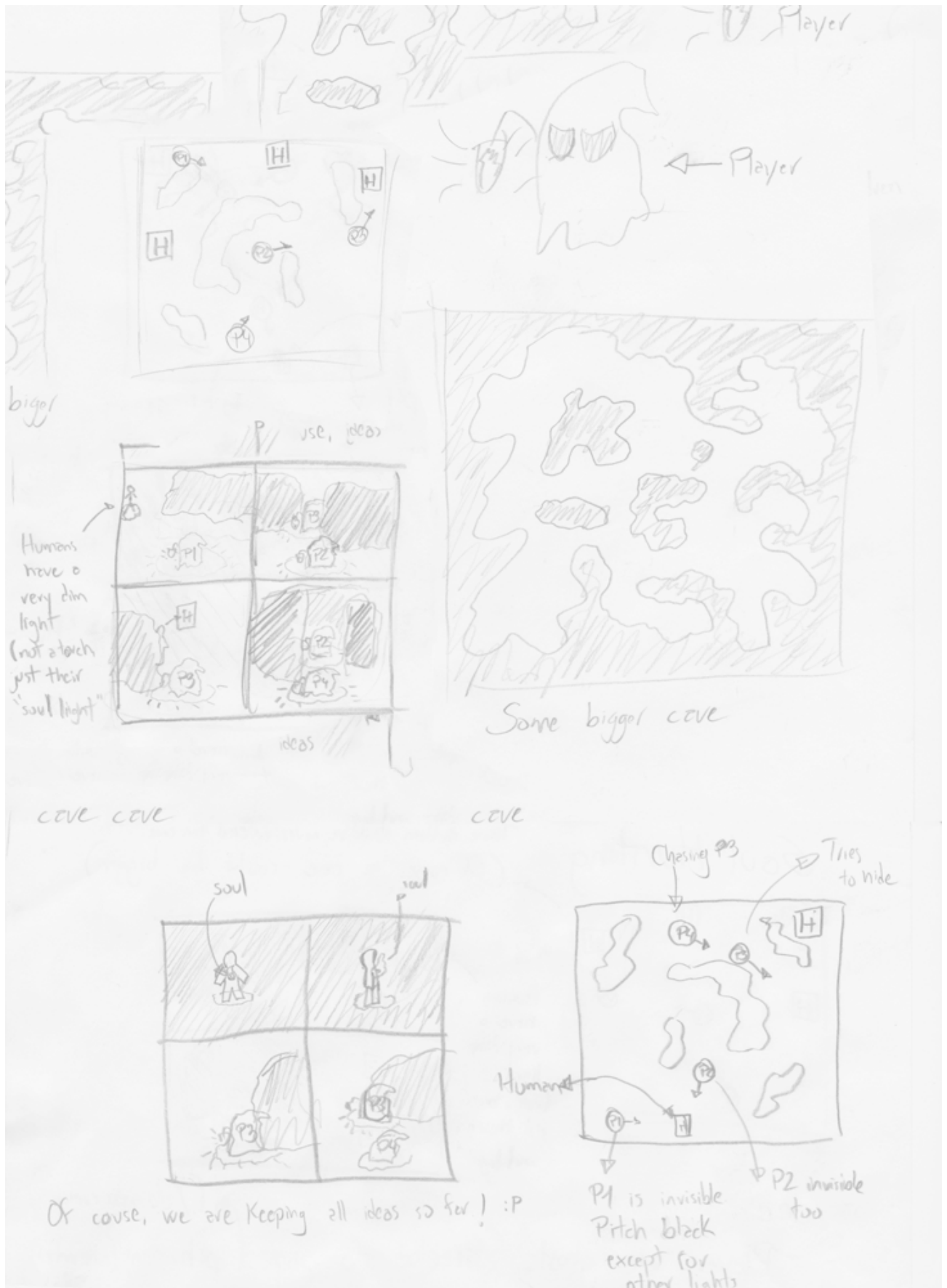
World Building

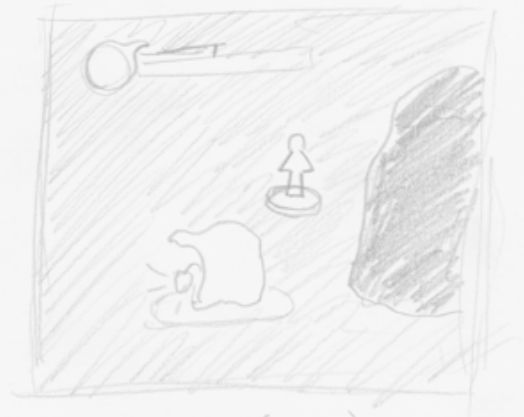
The 'world building' in our game is limited to the basic story outlined above.

Dramatic Arc

As there is no story or character progression, there is no dramatic arc in our game.

Concept Art

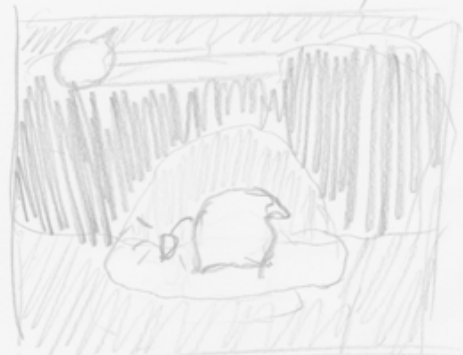




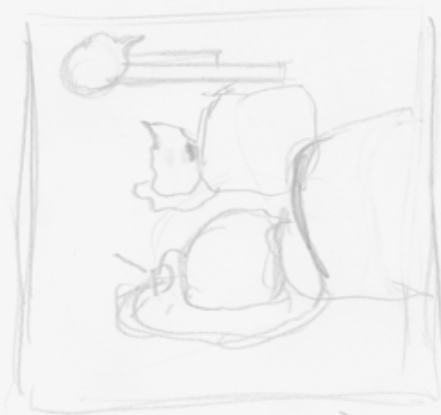
P1 (visible)



P2 (invisible)



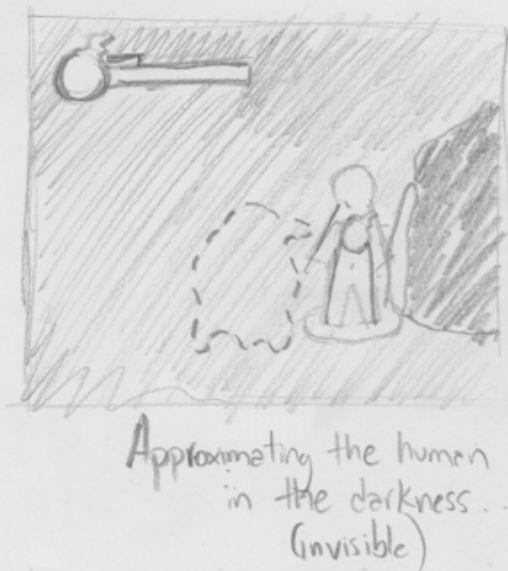
P3 (Found a wall)



P4 (Found P3)



Another part of the level, illuminated by external light



2. “Big Idea” Bullseye



3. Development Schedule

Grouped by Milestone

Functional minimum

- 1) Player has an Avatar that can move.
- 2) Player can kill other players
- 3) Player respawns when dead (if game mode allows them to)
- 4) Map exists
- 5) Ambient light

Low target:

- 1) Map has obstacles
- 2) Light mechanism for invisibility with time limit in place
- 3) Basic shading/lighting (simple built-in shader / phong shading)
- 4) Humans are on the map
- 5) Players can consume humans

Medium (desirable) target:

- 1) Texturing
- 2) Game menu / GUI etc.
- 3) Basic sounds

- 4) Animated avatars
- 5) Humans have actual models
- 6) background music (not necessarily self-composed)
- 7) humans do stuff (attack, run away)

High target:

- 1) Possibility for random maps
- 2) Multiple abilities with the corresponding effects (powerups)
- 3) Advanced stuff on map (water etc) and effects for abilities
- 4) Advanced lighting/shading (e.g reflection)
- 5) Advanced sounds
- 6) Advanced textures
- 7) Bump mapping

Extras:

- 1) AI for NPC players
- 2) Gaming between multiple XBOX360s (no split screen)
- 3) Controller rumbles when enemy invisible ghost is near

Calendar Matrix

What	Who	By when	How long ("days" assumes having lectures on that day)
Functional minimum			
Player has an Avatar that can move		13 march	Few hours for movement, few hours for camera
Player can kill other players		27 march	1 day for action, several to add in the attacks
Player respawns when dead		3 April	Few hours
Map exists		20 march	1-2 days
Ambient light		20 march	Unknown
Low target			
Map has obstacles		27 march	1-3 days
Light mechanism for invisibility with time limit in place		3 April	1-2 days

Basic shading/lighting (simple built-in shader / phong shading)		10 April	1-2 days
Humans are on the map		27 March	1-2 days
Players can consume humans		3-10 April	1-2 days
Desirable target			
Texturing		16 April	1-2 days to make textures, another 1-2 to make sure they are loaded and applied
Game menu / GUI etc.		10 April	Unknown
Basic sounds		16 April	Unknown
Animated avatars		16 April	Several days
Humans have actual models		16 April	Several days
background music (not necessarily self-composed)		10 April	Unknown
humans do stuff (attack, run away)		16 April	1-2 days (without animation). If we include animation another day or 2
High target			
Possibility for random maps			Several days
Advanced stuff on map (water etc) and effects for abilities			Unknown (target not yet specified enough)
Advanced textures			1-2 days
Bump mapping			2+ days
Multiple abilities with the			

corresponding effects (power-ups)			
Advanced lighting/shading (e.g reflection)			
Advanced sounds			

Grouped by Date

13 March:

- Player has an Avatar that can move.

20 March:

- Map exists
- Ambient light

27 March:

- Humans are on the map
- Players can kill other players
- Map has obstacles

3 April:

- Player respawns when dead.
- Light mechanism for invisibility with time limit in place
- Players can consume humans

10 April:

- Basic shading/lighting (simple built-in shader / phong shading)
- Game menu / GUI etc
- background music (not necessarily self-composed)

16 April:

- Texturing
- Basic sounds
- Animated avatars
- Humans have actual models
- humans do stuff (attack, run away)

Later:

- Possibility for random maps
- Advanced stuff on map (water etc) and effects for abilities
- Advanced textures
- Bump mapping
- Multiple abilities with the corresponding effects (powerups)
- Advanced lighting/shading (e.g reflection)
- Advanced sounds

4. Assessment Criteria

Incorporates "Light vs Dark"

Notice that light vs dark plays a key role in the game's core gameplay.

Competitive

There should be satisfaction in eliminating another player, and pain in being eliminated.

Intuitive

The gameplay and concepts should be simple to grasp. The mechanics should not be overly complex or require lengthy explanations, help, or tutorials. This ease of use should make moving around and performing the basic actions simple.

Builds tension

Stealth should be important -- you should be motivated to be sneaky.