

# Shooting Design Brief

## Player Experience

- Players will be moving around the environment, aiming at enemies, and shooting
- Bullet velocity will be fast enough to encourage the use of cover, but slow enough to be seen
- There will be some bullet spread, to prevent players from staying at too long range
- Rapid shots add to a dispersion cone; pacing shots allows for more accuracy, but rapid firing is possible in a pinch
- Each playable character has their own gun, but ammo is limited and can be picked up by killing enemies
- Out of ammo = melee weapon must be used.
- Player can take 5 hits
- 10 enemies



Cone of Fire

## Emotions

- Stress - Shit! I gotta reload!
- Adrenaline - Gunplay
- Thoughtfulness - Path planning

## Critical Questions

- What happens when a player runs out of ammo?
  - Player uses a melee weapon to take down enemies and pick up ammo.
  - Player loots ammo crates around the map.
- How do we find a balance between rapid and single accurate firing?
  - Groups of enemies (being a large target) would be targets of rapid fire from the player.
  - Single enemies or enemies at a distance may lend themselves to more accurate shooting.
- How do we keep combat interesting?

- Have a couple different enemy types, one that uses cover and one that charges the player
- Changes in the environment
- Are there going to be different characters or weapons?
  - If possible, have a group of 2-3 distinct playable characters, each with unique weapons
  - Only need one character, but can make multiple for the selection screen and have them locked

## Cover System Design Brief

### Player Experience

- The player will be able to hide behind world objects that will block incoming bullets
- Certain objects like barrels or wagons can be pushed and allow the player to move with them
- Players can move around cover to shoot at enemies, but can accidentally shoot and damage their own cover
- When the player is near a cover object and stationary they regain energy faster
  - Start a timer when the player is in range of cover, start a timer, if the player is still and doesn't shoot regen stamina faster

### Emotions

- Exhaustion - This cover is the only thing separating me from those bandits.
- Thoughtful - My cover is gonna break soon! Should I take out the enemies destroying it, or run and conserve ammo at that barrel over there?
- Tension - Crap! Enemies closing in on my left, but if I leave cover, I'll be spotted by the patrolling enemies ahead.

### Critical Questions

- How will the player use objects as cover?
  - Simply by walking behind objects scattered throughout the world, the player will be able to stand behind them to block incoming bullets.
- Can cover be destroyed?
  - Some wooden objects can be broken. We will communicate this to the player visually
  - Metal or stone objects will have a particle effect for bullet impacts, but will not break
- Will there be cover besides the scenery on the map?
  - An item can be used to make an artificial barrier (can be broken) while the player is out in the open

# Energy System Design Brief

## Player Experience

- Moving around the world costs the player energy.
- Player has to decide whether they should expend energy and fight or conserve and get to cover.
- When the player runs out of energy they still can move but at a reduced speed and their aim is less accurate by default
- Players can find space sarsaparillas around the map to refill their energy bar

## Emotions

- Worrysome - I'm running out of energy! Should I continue fighting or get to cover?
- Awareness - My accuracy isn't too great anymore.
- Gosh darn these three suns making it so hot and draining my energy!
- Cautious - How should I conserve my energy moving forward?

## Critical Questions

- How will the player regain energy?
  - Standing still or getting behind cover restores energy, with visual feedback to the player via the energy bar (like a green arrow or double arrow pointing to the unfilled section).
  - Finding a space sarsaparillas around the world
- What happens if the player is out of stamina without cover?
  - Player will slowly move to cover.
  - Players can still fire with the first precision shot at enemies, but the low energy will make rapid shots more difficult.