LooterLand

Game Design Document

Summary

1.1. Gameplay Description

Looter Land is a 3rd person "Dash'n Grab" video game that features a Punk Kid (the player) who breaks into a store to loot after society has locked down after a disaster. The player will have to avoid being caught by security guards, while collecting loot throughout the store before they run out of time. Once the player runs out of time, the game will end and the player's score will be displayed as well as a letter grade symbolizing the quality of the run.

1.2. Game Setting

The map is the interior of a store, spills are everywhere, some shelves and displays are fallen over and stripped of most goods. The store is in disarray because of a lockdown, which caused civilians to panic and collect as many survival supplies as possible. Most valuable items have been looted and ransacked by criminals who have taken advantage of the situation (like yourself). These

civilians and criminals are the ones to blame for stores being in the condition they are in.

Characters

2.1. Player

You play as a young punk guy named Donald. Fairly generic and disheveled looking with a trash can on his back for storing looted items.

2.2. Security Guards

Big tough looking police officers will chase you around the store in an attempt to deter you and make you drop the stolen goods.

Gameplay

3.1. Scoring

The total cost of the loot the player has collected and not lost will be displayed during the game and after the game on the end screen. A letter grade will be given to the player depending on how much loot they gathered.

3.2. Collectables

The collectables are items commonly found in stores, such as bottles, milk cartons, cake, boxes, cans, TV's. These can be picked up and their value will be added to the Player's total score.

3.3. Inventory

The player will be allowed to have as many items in their inventory they would like. If the Player gets hit by a Cop, portions of your score will spray out and scatter in the form of grocery bags.

3.4. Avoiding Cops

Cops will be chasing the player throughout the store or waiting around valuable areas. If a guard catches you, the Player will drop some items and will have to pick them up

again. If a Player has an empty inventory, and gets hit, the game is over.

Art Style

4.1. Retro Graphics

The graphics will be reminiscent of the PS1 era, done mostly through shaders and textures.

4.2. Low-poly props

The props will be low poly, with simple assets being around 50-100 polygons, and bigger assets being around 300 polygons. The character will be 1000 polygons, with the total scene being around 20000 polygons.

5.1. States

Cops guarding an area will switch between states such as guarding an area and seeking the Player when he's close. One Cop will always seek the Player without changing states.

Animation

6.1. Characters

The Player has a standard run, walk, and idle animation blended together and also a slip animation when the Player slips on a water Hazard. Cop characters can swing at the Player, slip on water Hazards, do a sticky feet animation on sticky floor areas, and have a run, walk, and idle animation blended together like the Player.

6.2. Collectables

The collectable items will be animated, spinning and bouncing in a loop to differentiate from non-collectable props.

Music and Sound

5.1. Menu

The menu audio will consist of retro sound effects that contrast well with the background music.

5.2. Background Music

The overall music style will be reminiscent of classic punk rock. The music will be stylized to get you excited for what to expect, giving the player a sense of energy and intensity for fast-paced gameplay.

Technical Description

7.1. Player Input

The player will be able to move up-down-left-right. Collectables will be automatically picked up. And to pause the game, the User can press the Escape key.

7.2. Item Spawning

Items will spawn randomly around the store, however some items have a lower chance to spawn. In one area of the game, rarer items spawn more commonly.

7.3. AI

Cops guarding will use a state machine to swap between wandering and pursuing the player depending if the Player is close to the Cop or not. The Cop once out of range, will return to their guarding position.

Stretch Goals

8.1. Hazards

In the store, there will be wet floors, spilt drinks, trash, to block the player and cause them to slip/drop items to slow them down.

8.2. Cutscenes

At the end and the beginning of the game, there will be a cutscene of the main character at the beginning of the game breaking into the store and another cutscene of the player leaving with Guards hot on his tail.

Other Ideas

9.1. Alternate Game Modes

This game has the potential to have multiple game modes. An idea that is universally liked by the team is a mode where you must race against other AI shoppers that are trying to buy out items that are on sale for black friday.

9.2. Player and Game Customization

To add more customization to the game, implementing a shop after the game has ended and the player has gained money will allow for player customization and the unlocking of tools to aid gameplay for future runs.

9.3. Powerups

To add more fun and run-diversity, the player could find power-ups to add effects such as speed or add an ability such as gaining an extra life.

Team

Mark - Lighting, Assets

Peyton - Textures, Character Design

Jasper - NonInteractive Props, Set Design

Daityn - Interactive Models, Set Design

Cameron - Character Artist

Vee - Animator

Chaz - Animator

Bo - Textures, Props

Peyton - Textures, Character Design

Christian - Programmer

Justin - Programmer

Jurhell - Programmer

MVP

- Grab set items around the store for cash.
- Store Manager AI that seeks the player.
- Lose cash when touched by Store Managers.
- Game is lost when touched by Store Managers when you have no cash.
- Display cash-score at the end and give the Player a rank for performance.