

Small Games - Sharpshooter Game - One Pager

My main goal of this game is to have a game that can be finished in a few days to a week. Something simple, but that I would want to play. Something that can be completed in about 10 minutes.

A small game where you are a sniper/target shooter. Things are coming at you with various hit points. This could be a head/body or something else. You don't see your gun. You just see it through the scope. You are firing at extreme distance. So bullet drop and wind are a factor. Maybe have an arrow at the top of the screen that shows windage. The game plays in rounds of varying amount of targets. If the targets reach a set line you loose. Try to see how far you can get!

Playthrough

The player starts the game with a Main Menu that has the basics of Start Game, Exit Game, ?scoreboard?, ?settings?. When the player selects start game they are given the following information: "Shoot the targets before they cross the red line. Each target has 5 HP. Depending upon where you hit the target determines how much damage you do to the target (White = 1, Yellow = 3, Red = 5). You fire projectiles that drop with gravity and move with wind. See how many you can take out before you are overwhelmed. Each round will introduce more targets and they will move faster. Good Luck!" You have a button to "Begin" the game.

Once the game begins, you are greeted with a view of your shooting field. There is a flat plane and red line in front of you. You are in a shooting nest. All you see is a crosshair, your current zoom level (1x), Shots remaining, a windage arrow (that changes from green to red depending upon strength), and you are informed by a popup about the wave that you are on and how many targets have spawned: "Wave 1 - 2 Targets Remaining". The player will see the 2 targets spawn in the distance with an effect of some sort to let them know where they are. Something easy to spot. There is wind heard in the background.

The player then lines up their shot. Zooming to a level that they find comfortable and firing off a shot towards the target. They are given feedback of a shot sound and recoil for the shot, They miss, but see the trail and spot that it hit on the ground. They then adjust their aim/zoom to better fit the target and the target's range. They then fire and it hits the yellow section on the target. They see a yellow puff and hear a clang of it hitting the target. They

line up another shot and hit it in the red. The target explodes. They see in the top left: "Targets Killed: 1" and top right: "Wave 1 - Targets Remaining: 1/2".

They do something similar for the next target. Once both are finished a notice of "Wave 1 - Complete" "5 Seconds to next wave" pops up.

The next wave begins with a notice "Wave 2 - 4 Targets Remaining". These targets move slightly faster and there are slightly more of them. The player finished these and the next wave continues. Maybe the amount of targets goes up by a rounded up product of The previous waves number and 1.75.

This goes until a target passes the red line. Once a target passes the red line a bell/alarm goes off and it lets you know: "Target has passed the red line on Wave ? - Targets Remaining: ? - Targets Killed: ?". You are given a screen that shows the current stats, the highest stats, and a selection to "Restart", "Exit to Menu", "Exit Game"

UI

World

MVP: A world built up of boxes on a flat range.

Player Character

MVP: A stationary character that allows you to look around, and adjust zoom.

Weapon Mechanics

MVP: A crosshair with range/windage marks, bullet drop, and windage with a descriptor (like an arrow).

Reload? I'm thinking it might be good to have a charging meter. At full the meter can do 5 shots. It is recharging when it isn't being shot. If you fire 5 in quick succession you can run out of charge.

Zoom? I'm thinking you can zoom the rifle with the mouse wheel. 1x, 2x, 4x, 6x, 8x, 10x

Recoil? Recoil after each shot would be nice

Hold Breath? A breath holding mechanic would add some depth. Hold breath for a limited amount of time. Have gun sway more when you aren't holding breath.

Debug: A distance marker may be nice for debugging and creating the distance markers on the screen.

Projectile

Tracer? Maybe a line can follow where the bullet goes

Wind? Wind will apply a constant force to the bullet

implementation? Just a basic Vel, Accel, Position system that does a ray trace between ticks to see if it hit anything. If it hits a target it tells the target about it.

Effect? Depending upon what it hits it does a different particle effect.

MVP: Bullet Drop

Targets

Spawning

The amount spawned starts slow and works its way up in speed. Getting faster with each round.

Particle effect of some sort

Target Movement

Targets start as static targets at varying distances, to get you comfortable with it. This goes on for a few rounds, each time increasing the amount and varying the distance even further. After 3? rounds it will then have them spawn at varying distances and slowly move towards a red line in front of the player. If they reach the red line you lose.

Hit Locations

Targets with multiple hit zones. Could be just a round target with various rings. Each ring does different amounts of damage?

HP = 5

White(1), Yellow(3), Red(5)

Particle Effects

Depending upon how it is killed it will do different effects. Hit with white (white poof), Hit with Yellow (slightly bigger yellow poof), Hit with Red (Red Explosion)

Goal/Fail State

Fail: If a target gets past the red line you lose.