

WILD HUNT

Marcin Grygo

<https://grygomarcin.one/kea/basicanimations/Wildhunt/>

Game idea

Help your dog become a true hunter by shooting a ducks and rabbits. Do not waste your ammo shooting discs (non-animals were hunt while creating and playing this game).

Game inspiration

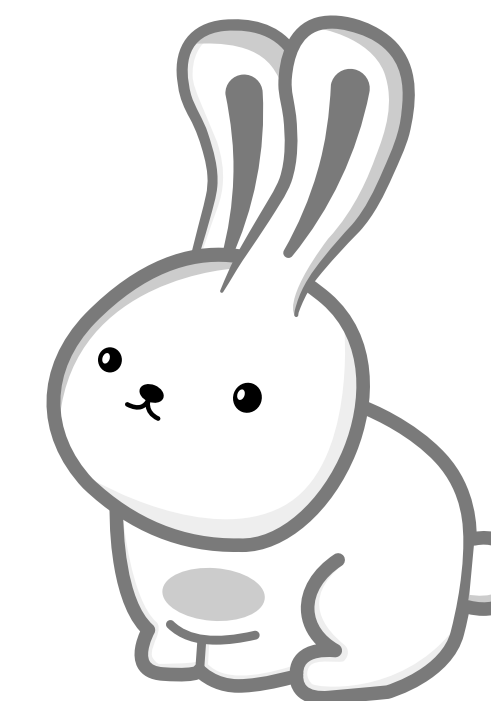
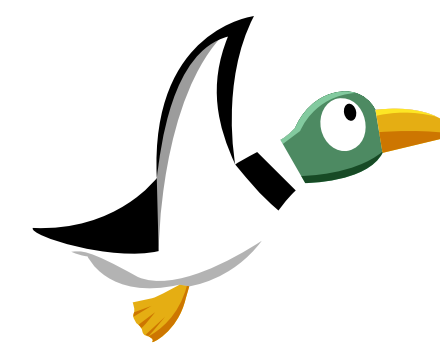
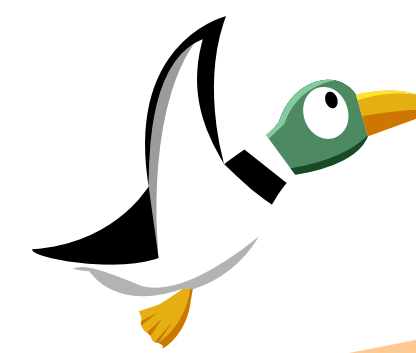
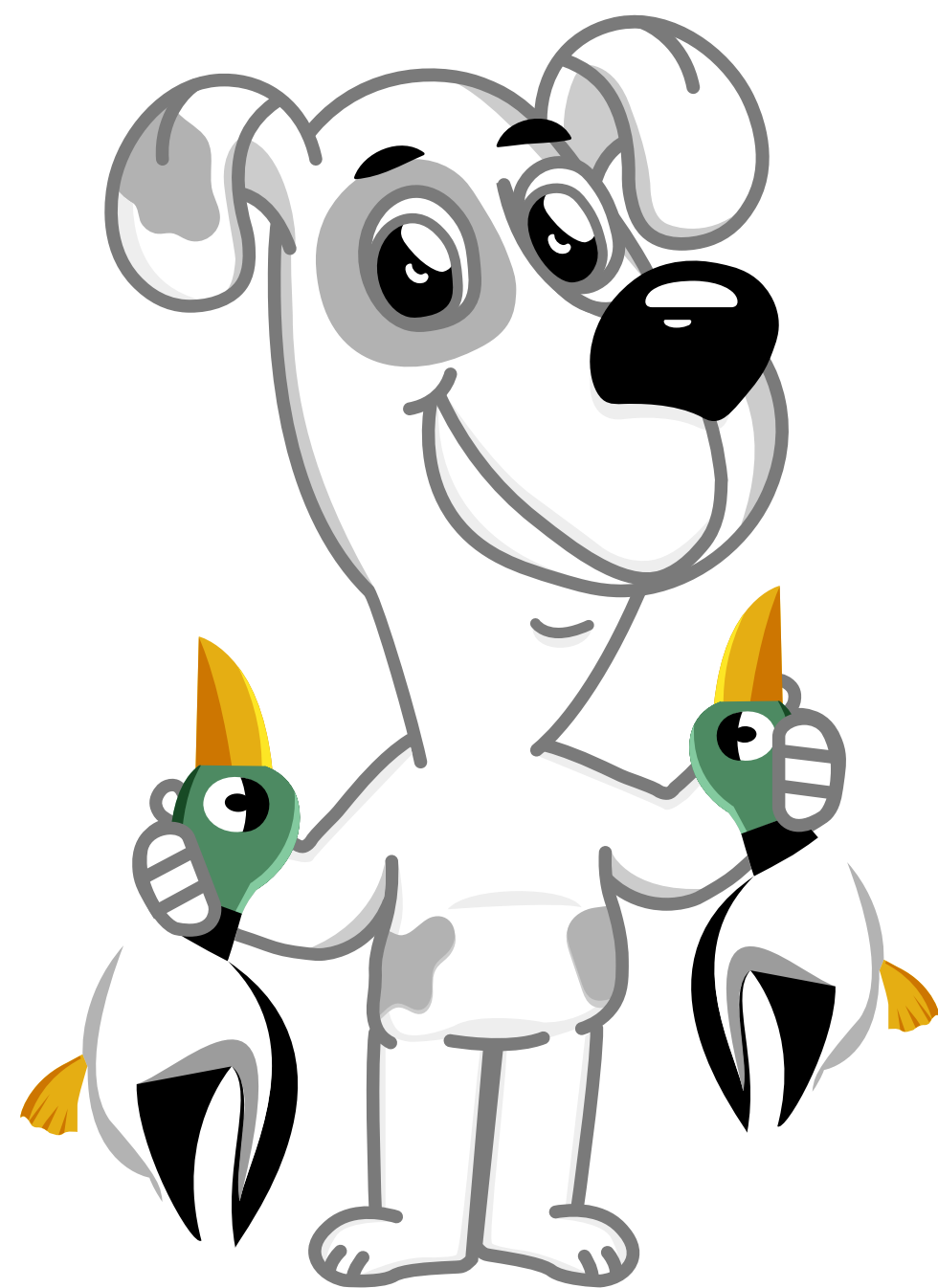
I wanna make sequel of old game Duck Hunt with implementing my own ideas.

https://www.youtube.com/watch?v=x-daxzVxrQI&t=81&ab_channel=ToadSpeedgaming

While designing I was inspired with Pinterest images but also one of my favourite artist:

https://www.instagram.com/s_harrington/

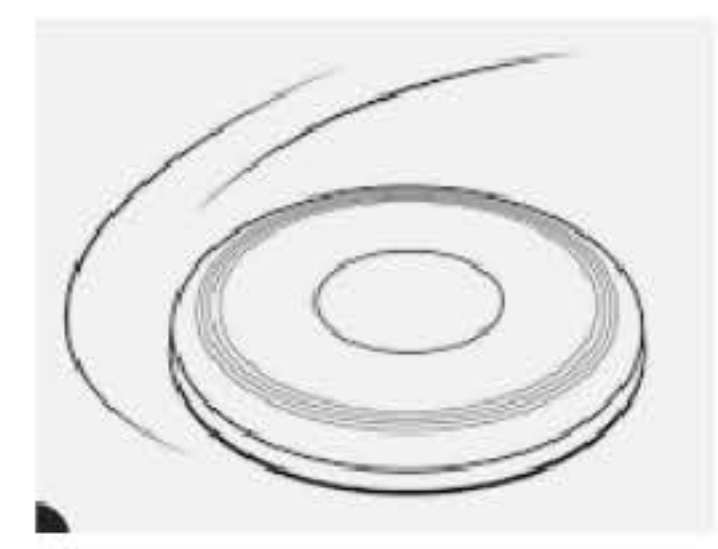
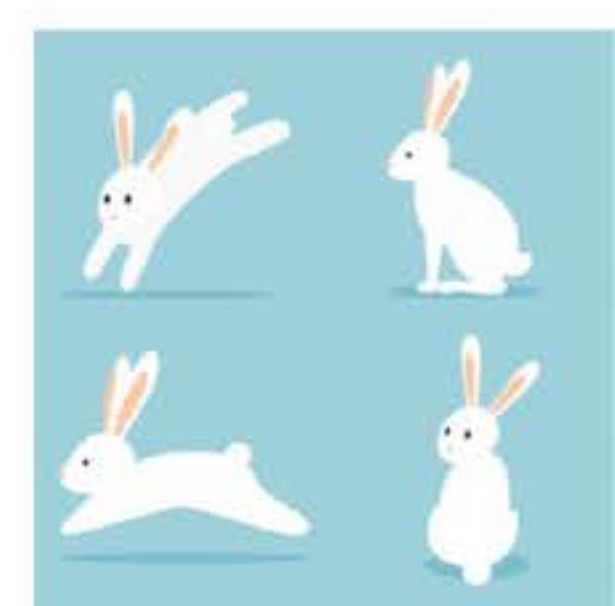
I was sure style need to be similar to one used in old game Duck Hunt, but I wanna make it fresh with "3d" stylised shadows.



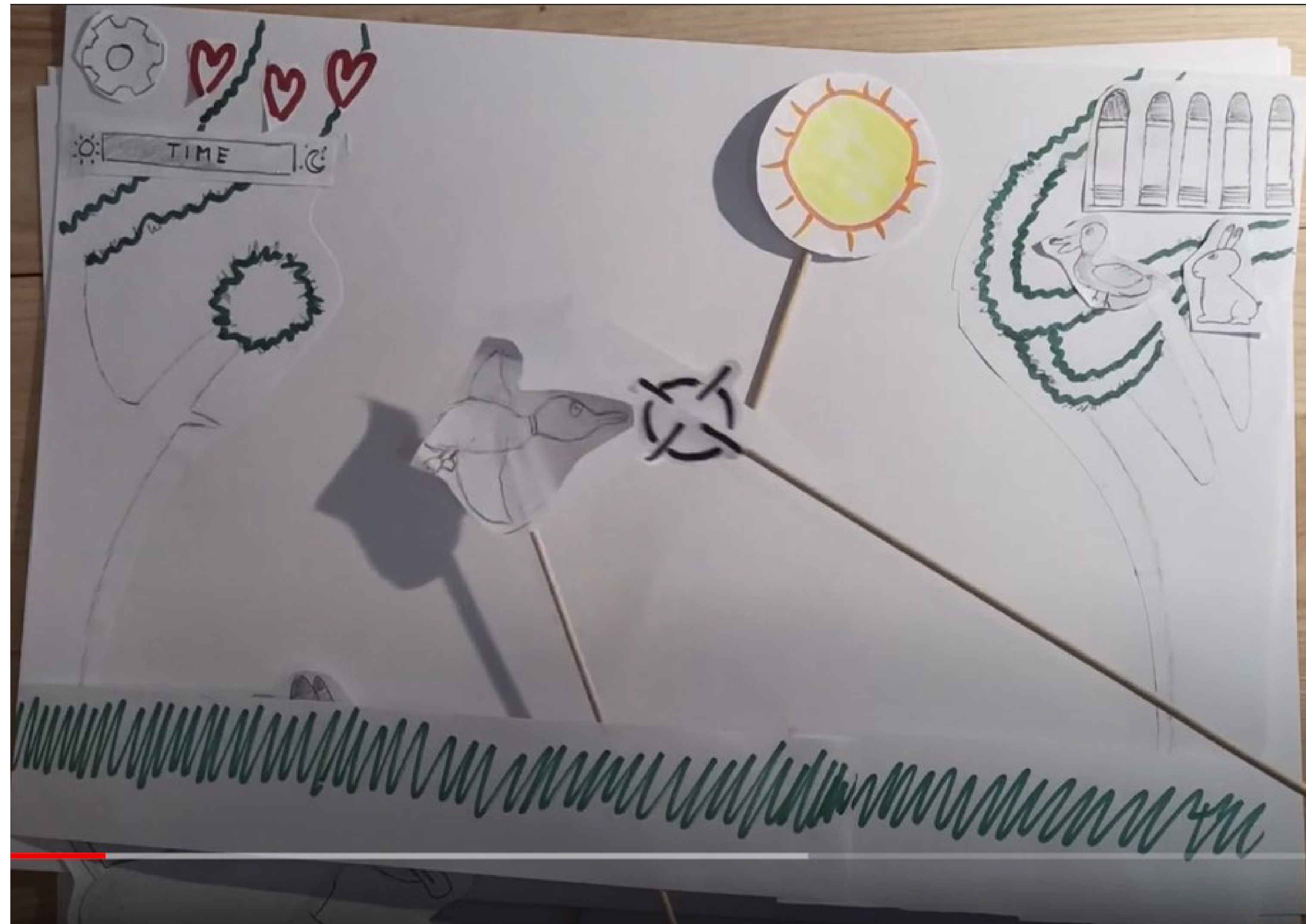
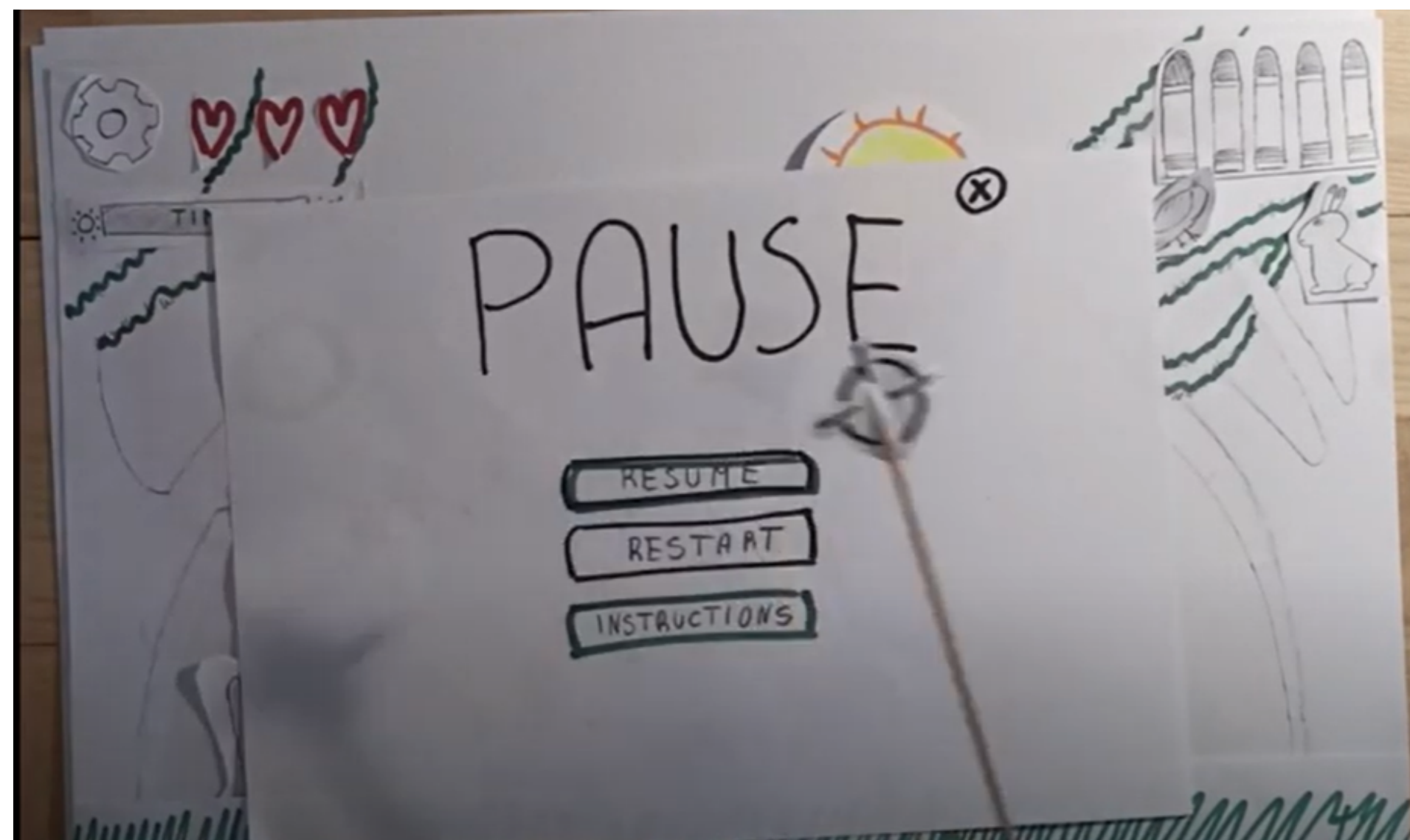
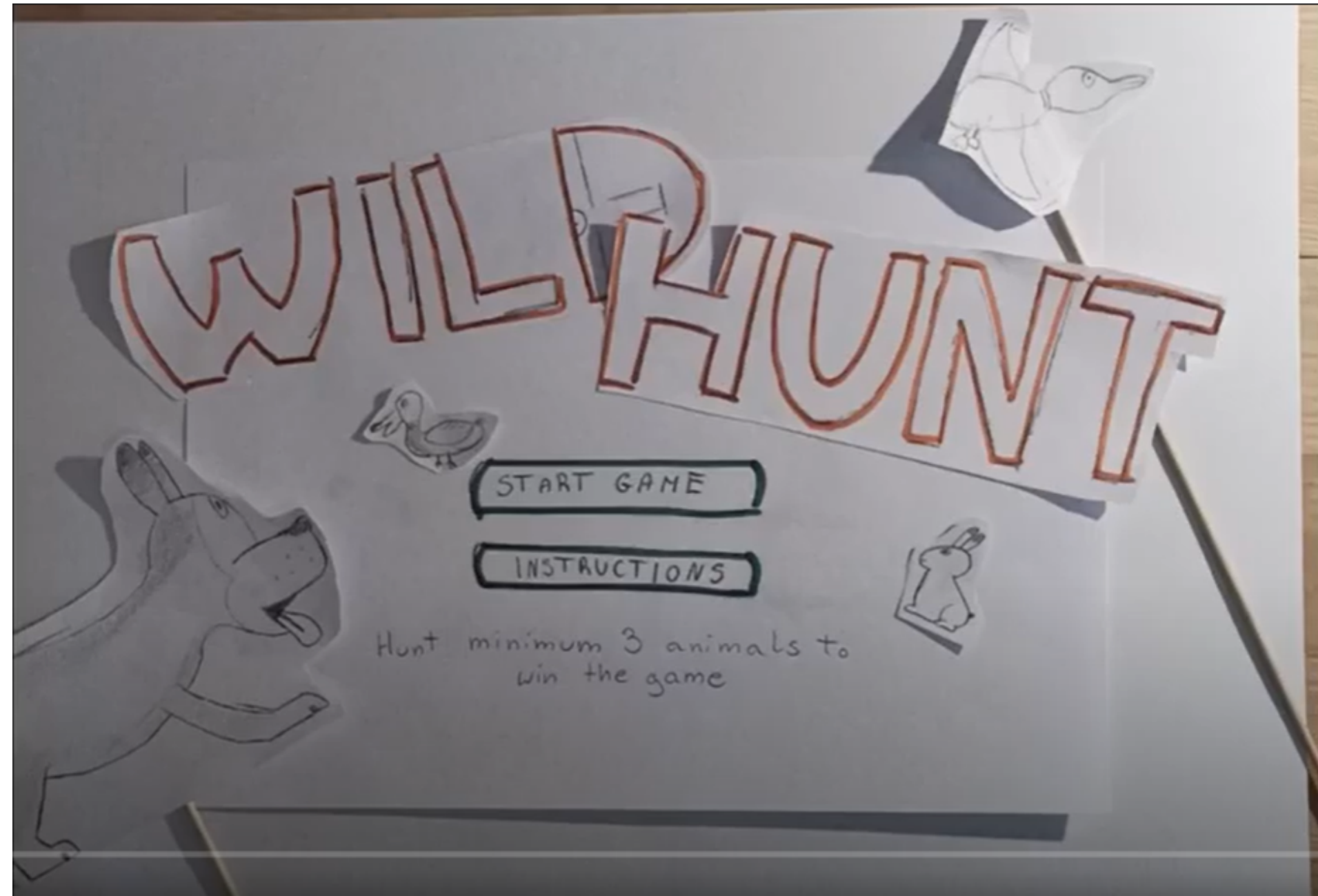
GAME PAPER PROTOTYPE

https://www.youtube.com/watch?v=sG9vUFnb510&ab_channel=GGG

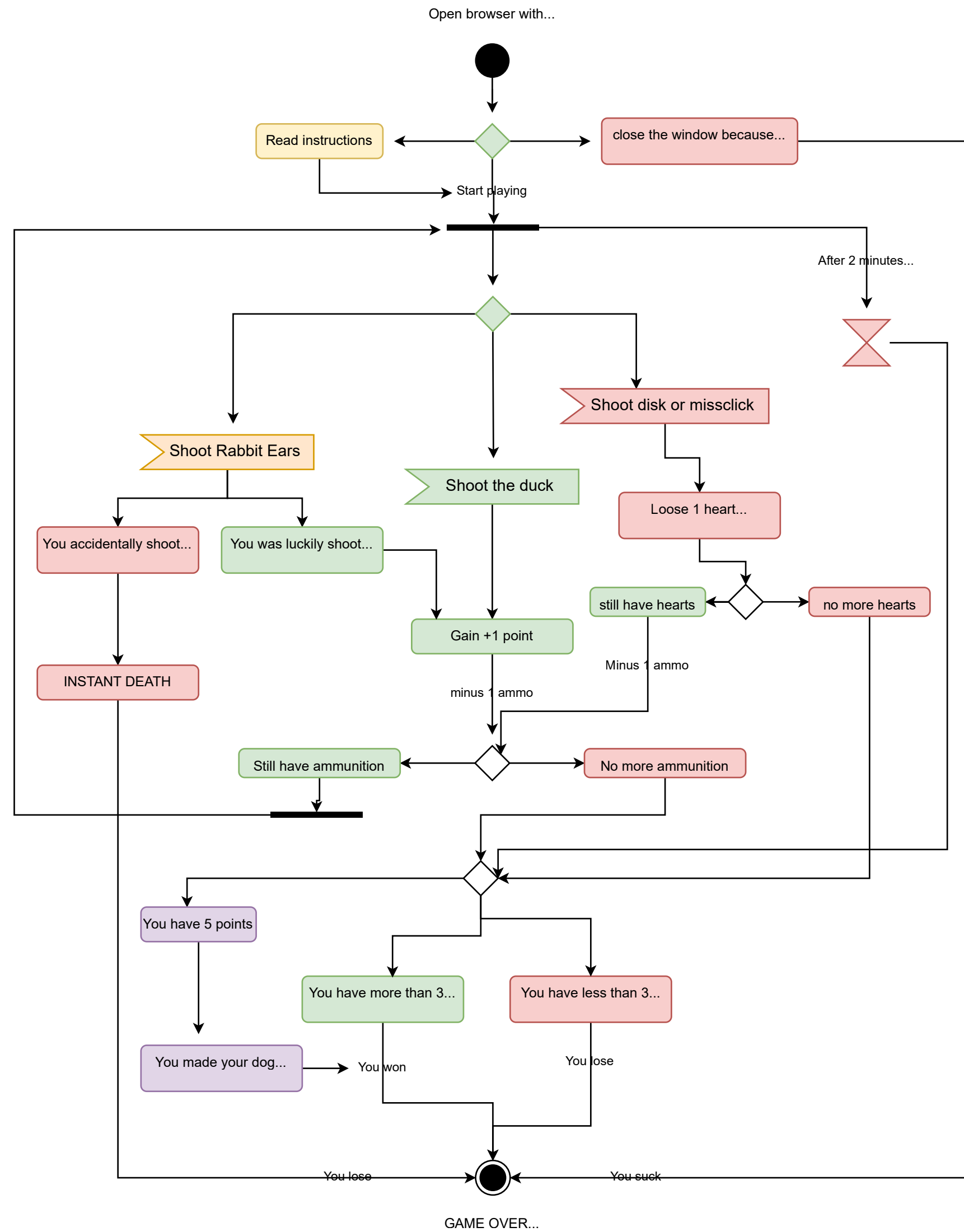
Moodboard



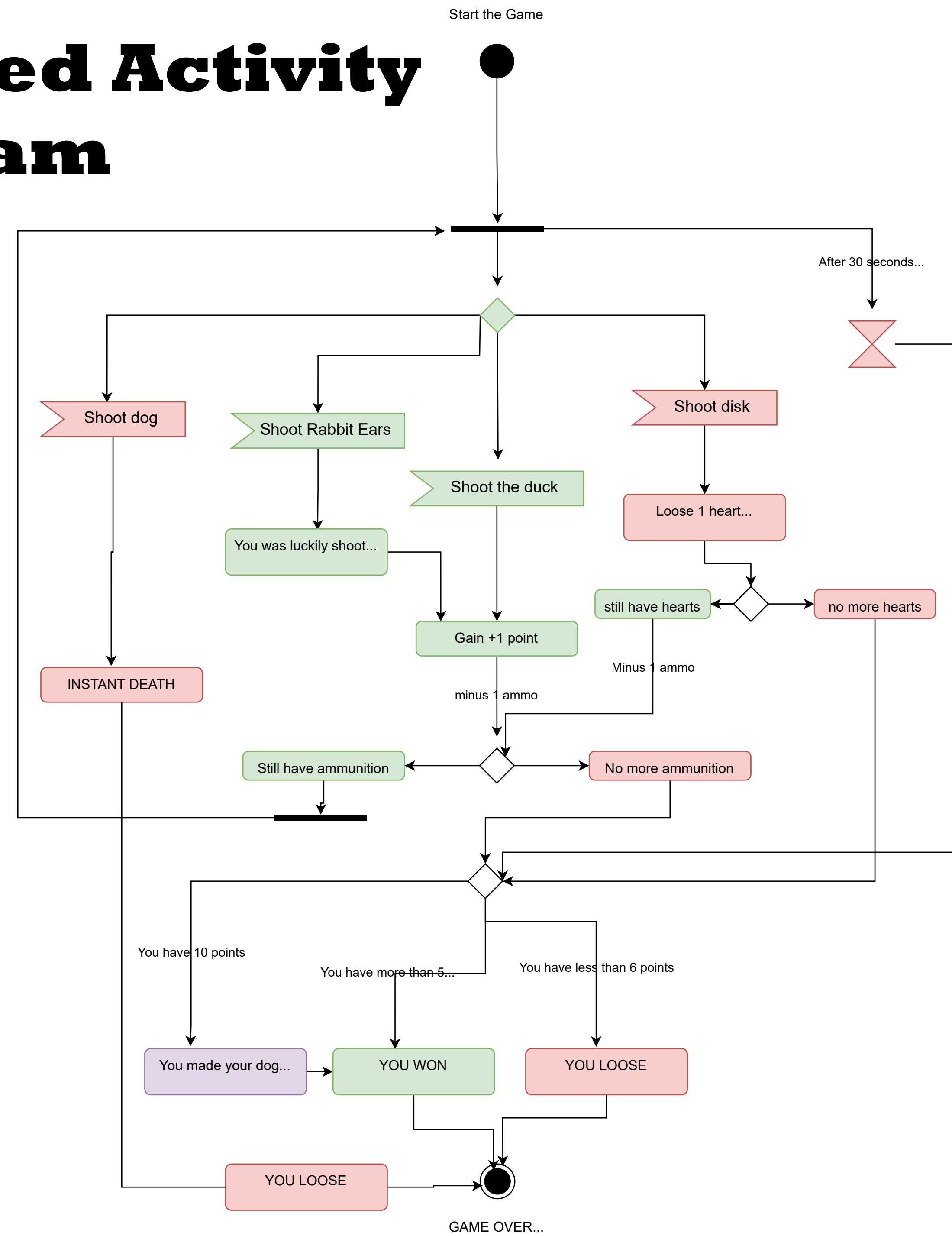
GAME SKETCHES



First Activity Diagram



Updated Activity Diagram



FEEDBACK THAT HELPED ME DEVELOP THE GAME

Help your classmates feedback on their Design and on how the Game, Characters, colors, style, Welcome/end screen/ level complete screens and UI (User Interface) element are communicating. Use this document when peer reviewing. Make a copy for each Game Design you are giving feedback to fill it in, and be prepared to hand it to the person behind the Game Design

Who is giving the feedback: Kathrine - Classmate

Who is getting the feedback: Marcin - Classmate

What is the name of the game? Wild Hunt

Description of idea:

Is there a description of idea / game? Yes, both in the instruction, but also throughout the game

A "One line" or a title? Titel

What, if anything, would you change about the game? Maybe to lose a life every time you miss? I understood as if you only lost a life if you hit the dog, but then you lose all of them at once

What is the game about?

Where is the setting? Forrest/ wilderness

What are good objects? Ducks and rabbits

What are bad objects? Dog and if you miss

What does it take to win the game? Shoot minimum 3 animals to win

What does it take to lose the game? 4 outcomes: 1, out of ammo. 2, hit the dog. 3, out of time. 4, out of lives

What is the most detailed mechanic?

How are the objects entering the screen? from the sides

How are they moving about on the screen? vertically

What happens when you click a good object? You gain a point

What happens when you click a bad object? Your vision increases, so it gets harder to aim – and if you hit the dog, it's a straight game over

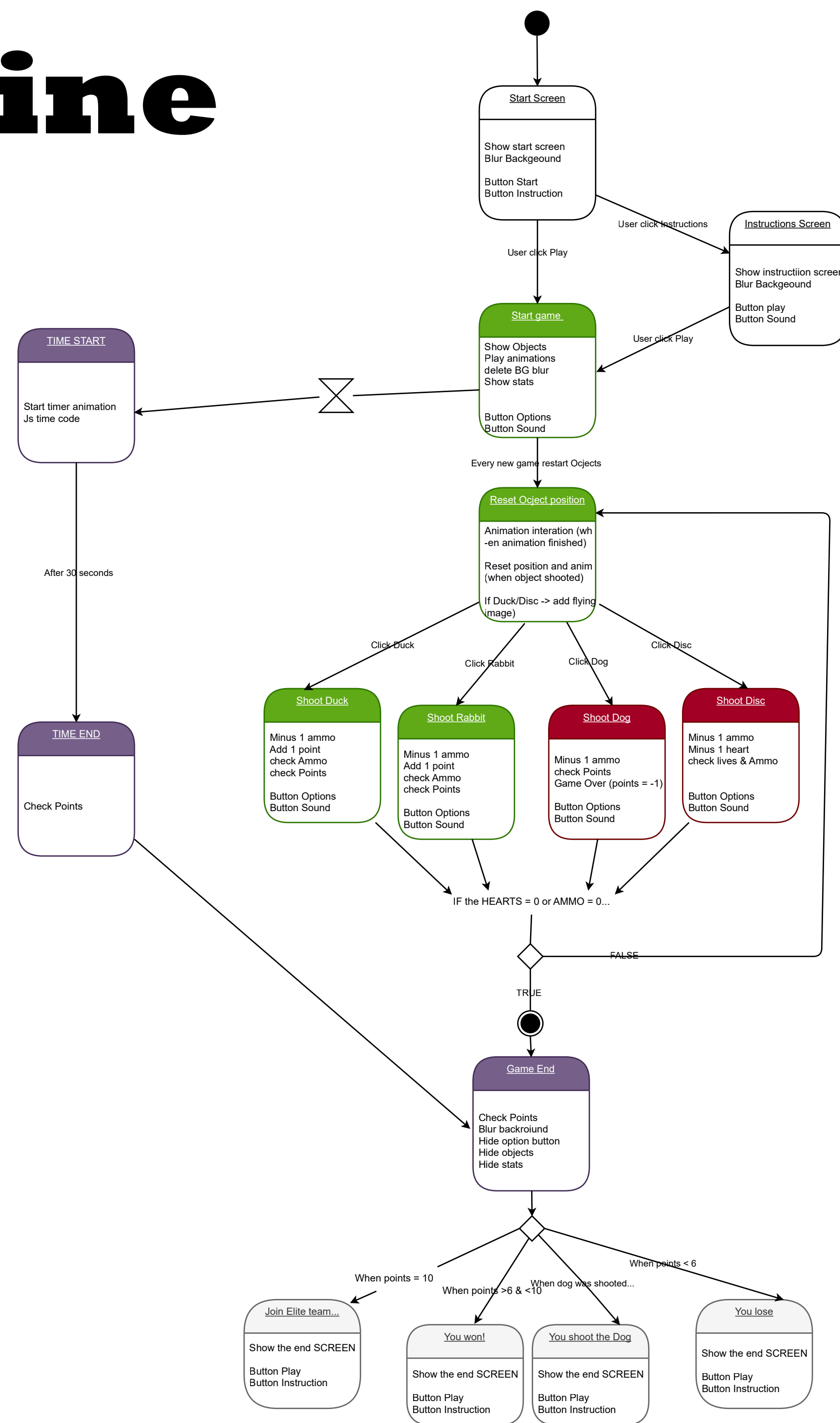
What happens if you do not click an object before it finishes moving? You then miss your shot, I guess?

How does it look when you gain points? You will receive a 1x next to the animal you shot

How does it look when you lose health? One heart is removed

If something disappears after clicking – when and how does it re-appear? Randomly, I guess. Maybe within a few seconds.

State Machine Diagram



DESIGN PROCESS

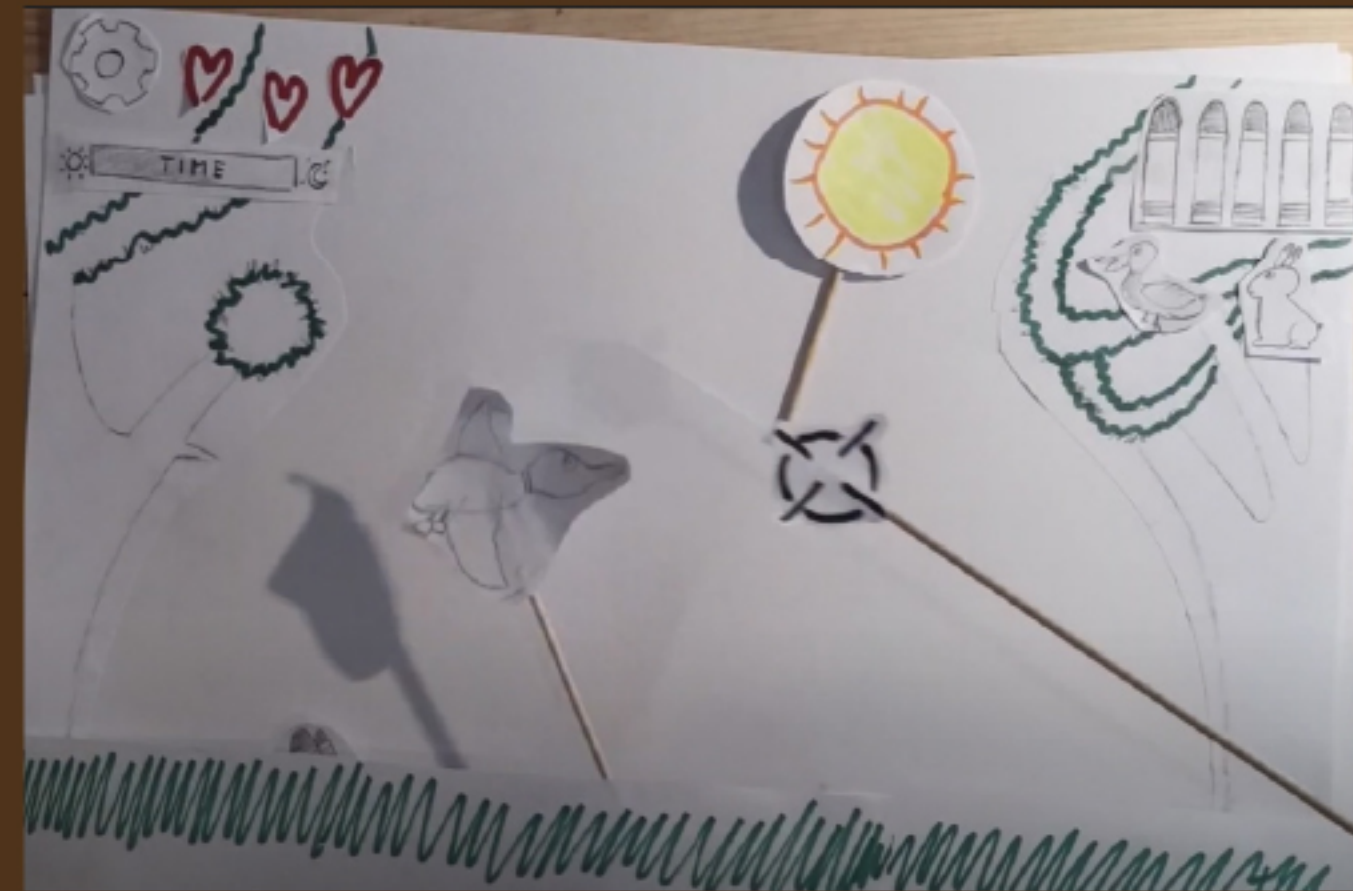
Design thinking process start with the original Huck Hunt game. My goal was to build a sequel to the game, but with some new features (such as rabbits and discs), and to do so in my own unique style.

Everything began with a paper prototype, where I got my basic idea for how I wanted to build my main screen and game.



ORIGNAL GAME SCREEN

Making the game screen I was largely inspired by the original version because it was so excellent (plus the game was suppose to be a siquel). I made additional buttons and adjusted the UI components (stats) to make them more clear for the player and to maintain a more pleasing appearance.



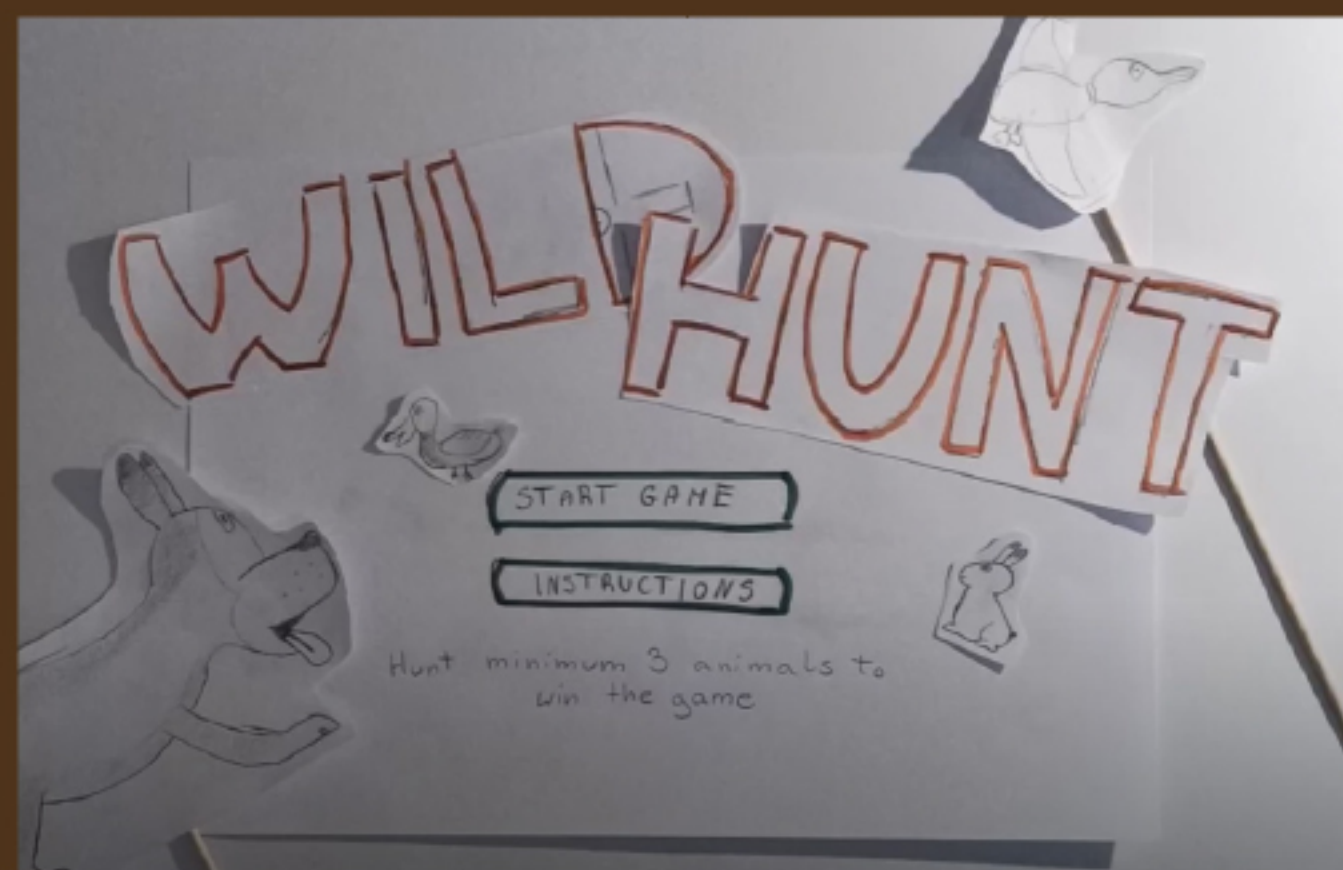
I wanted to make all of the characters from the same world (similar design style). After the class on back-grounds, I came up with a background design in my head without any sketching. With “game design requirements,” I was attempting to make it as nice as possible (Foreground - dark, backkground - bright)

DESIGN PROCESS

ORIGINAL GAME SCREEN



To begin, I wanted to design the main screen in a natural style with some “cowboy” themed typeface pointing like a rifle that shoots ducks. Wood buttons were used to stylize the grassy background.

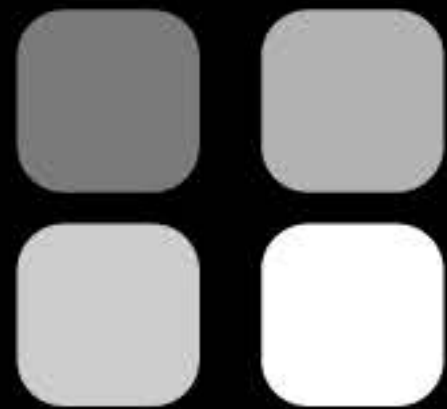


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Style Tile

Game Colours

DOG



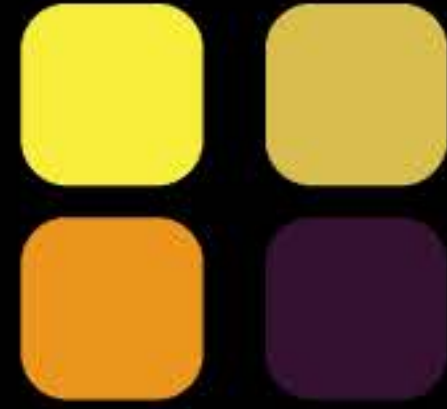
DUCK



TREE GROUND



SKY



Menu Colours

TEXT



WOOD BG



Font Type

Rockwell Extra Bold

TITLES

Rockwell

BUTTONS

Oswald Regular

TEXT

Buttons

PLAY

RETURN



INSTRUCTIONS

RESTART



END GAME

Ideas

Hunting Cowboy font style Duck Hunt

CHARACTER DESIGN

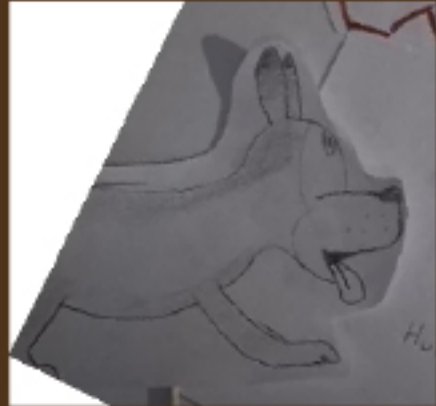
Used shapes:



The main character is created with ellipses to make a friendly/positive impression. Rectangles are used to make him bigger to make a safety impression.



Bigger head like a baby to make a cute impression.



Good Element

Duck



Ducks are a good elements but created with sharp shapes as the evil elements you need to shoot.

Good Element

Rabbit



Rabbits are designed to perplex the player. Rabbits and dogs have the same ear shape. You may attempt to shoot the rabbit. Shutting down a dog means you've lost the game.

Bad Element

Discs



Used shapes:



Discs as bad elements you shouldn't shoot. Ellipse shaped disc with air shoes created using triangles.



UI elements



PLAY

RETURN

PLAY AGAIN

INSTRUCTIONS

RESTART

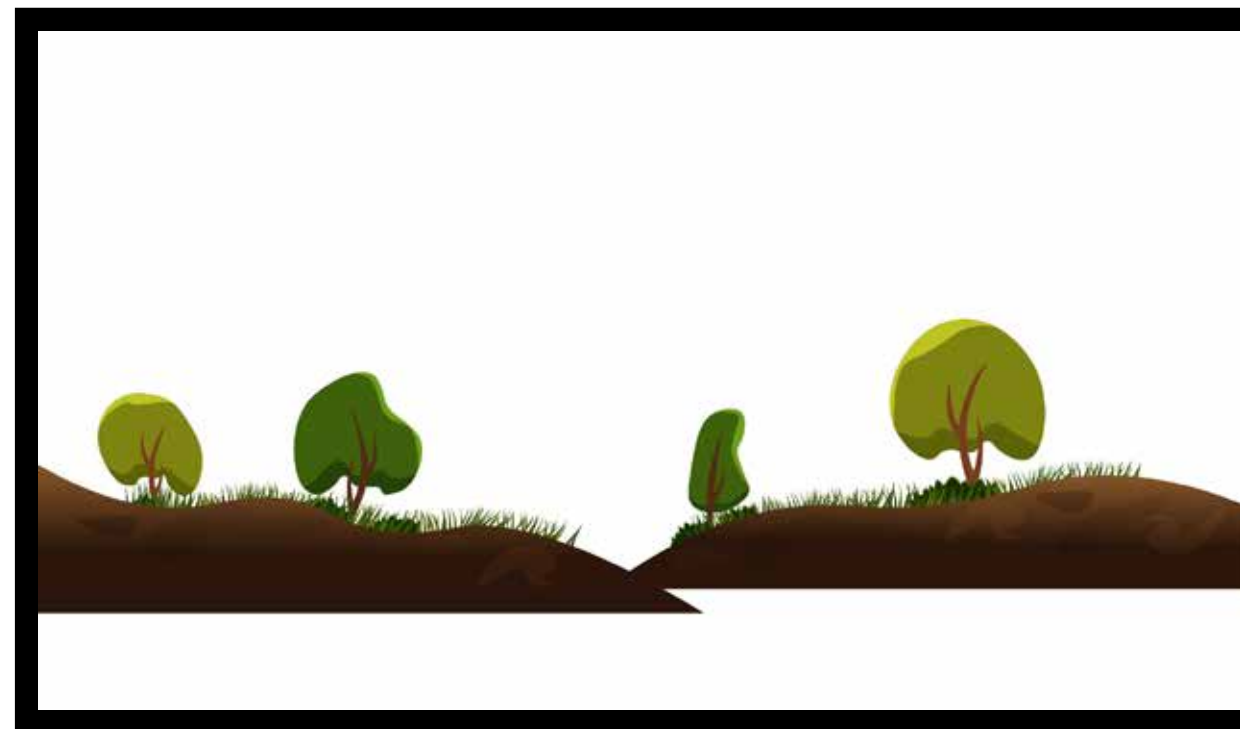
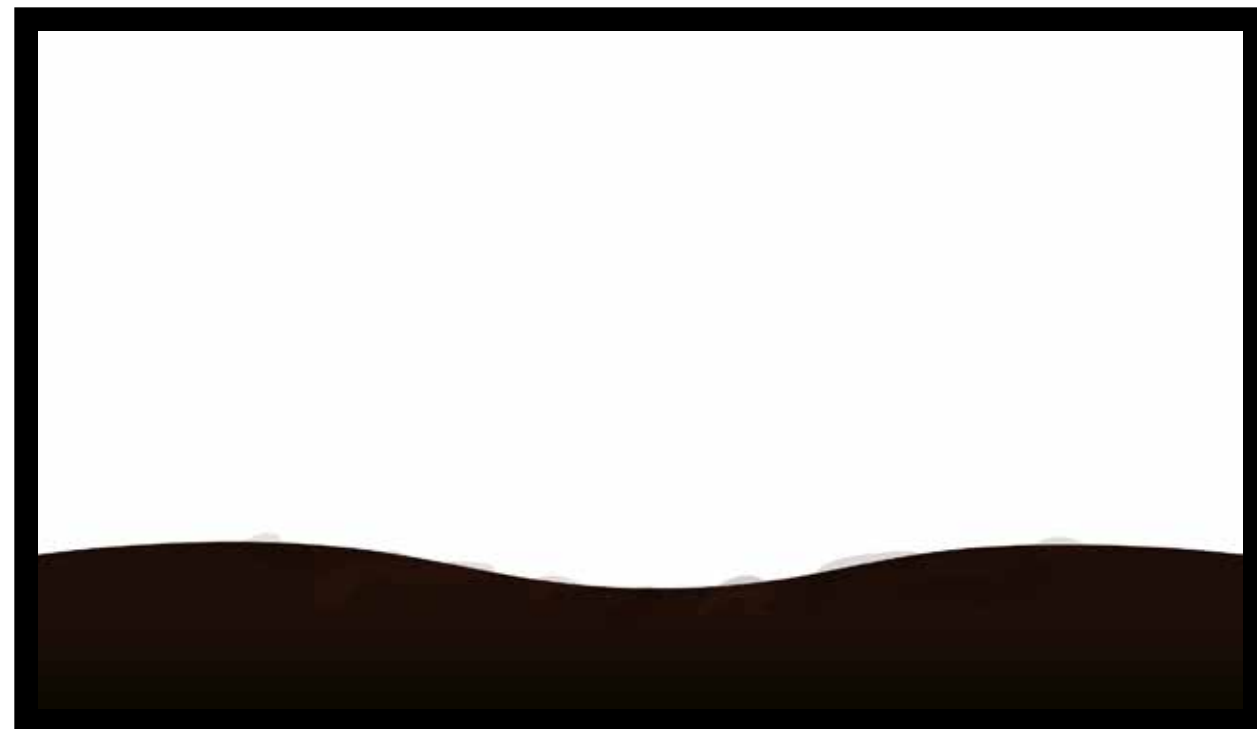
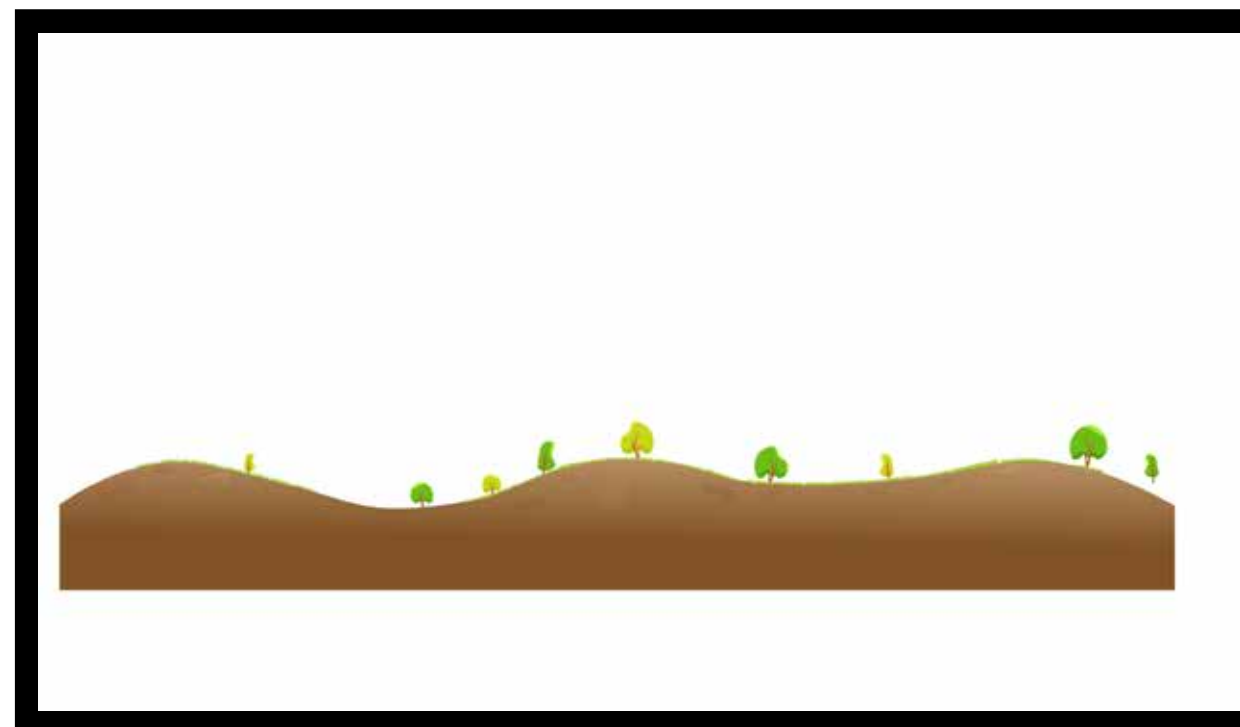
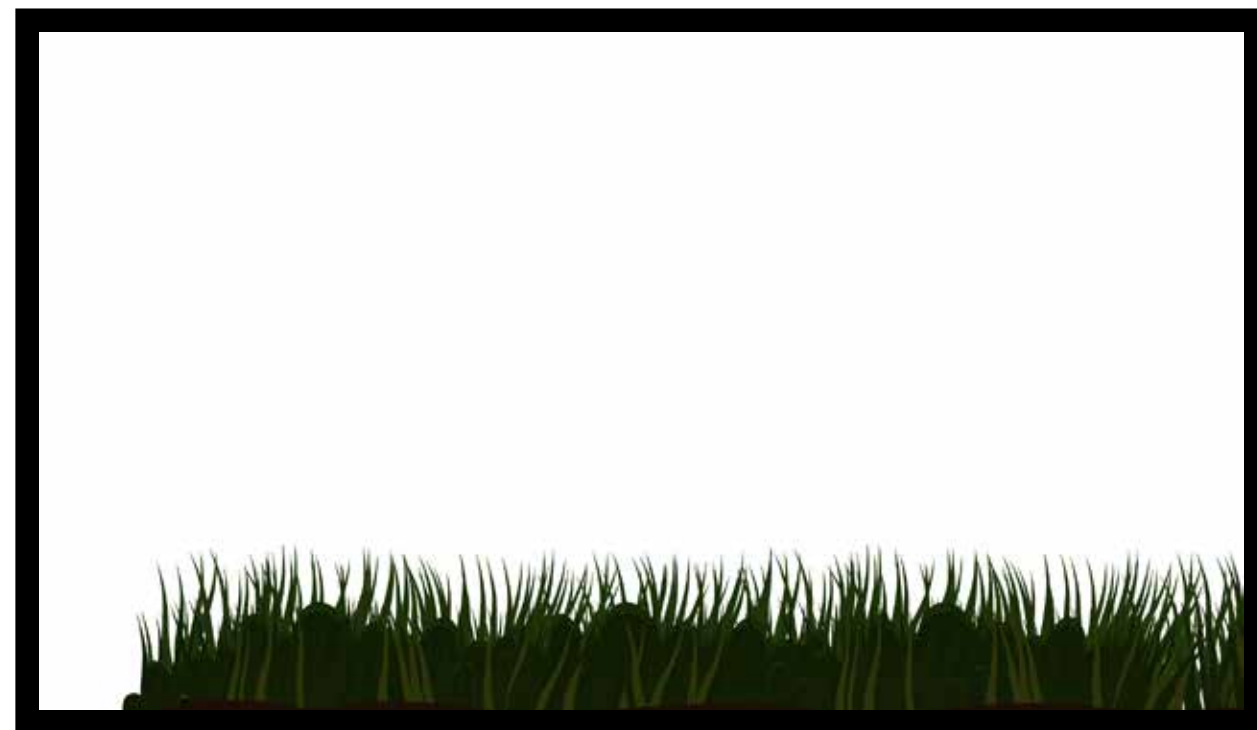
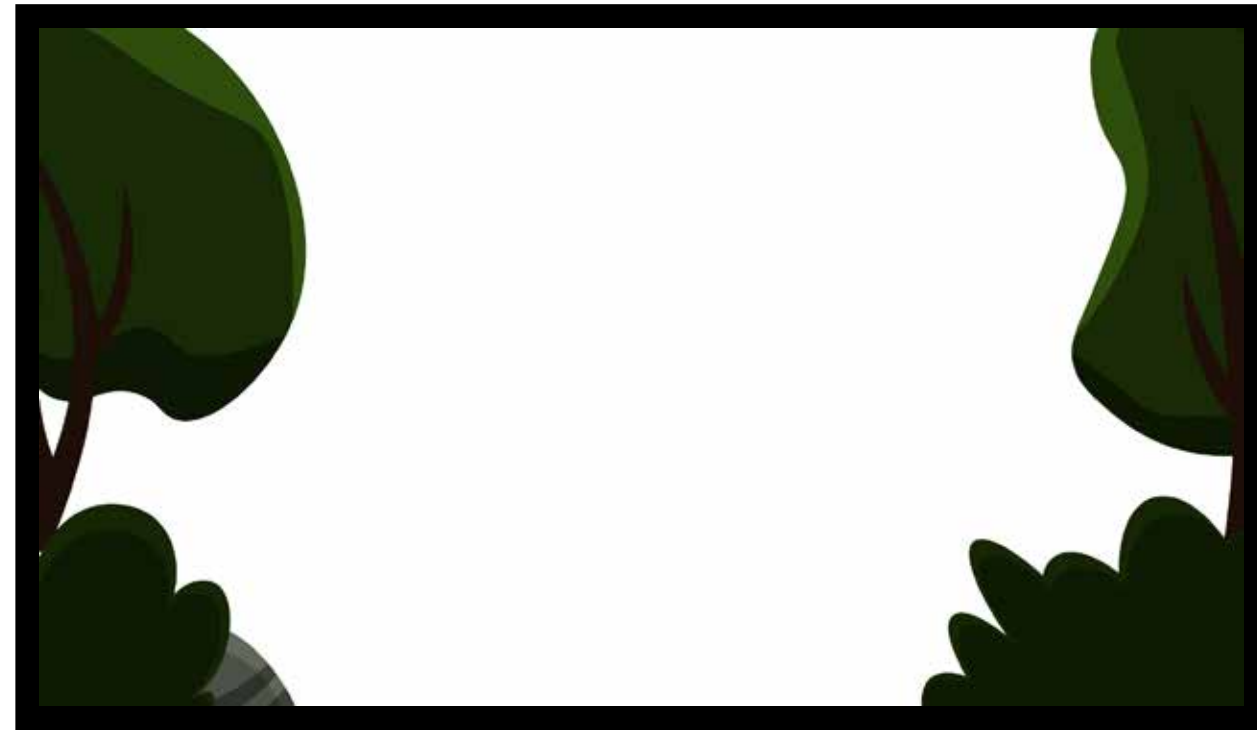
INSTRUCTIONS

END GAME

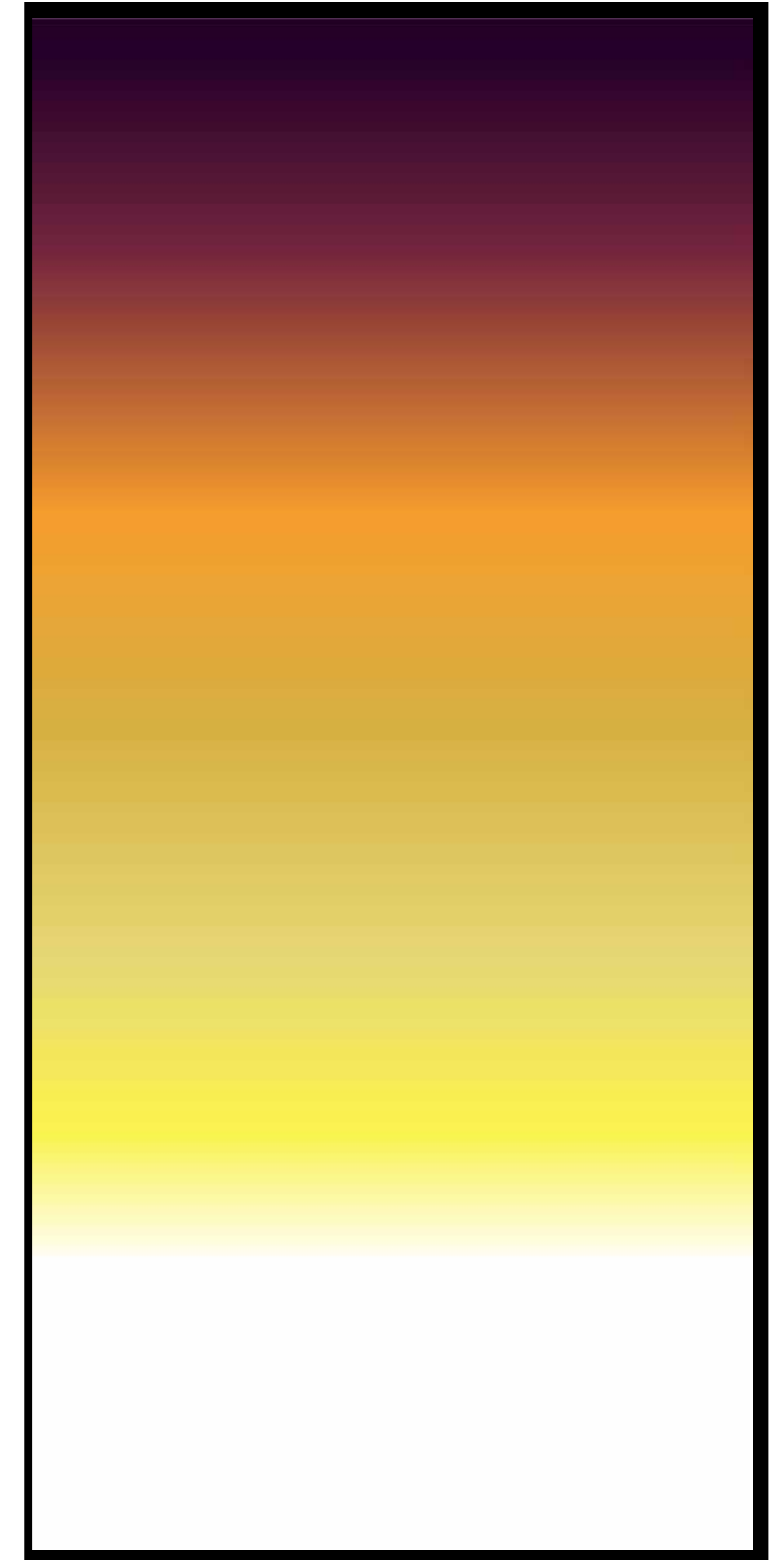
TITLE SCREEN



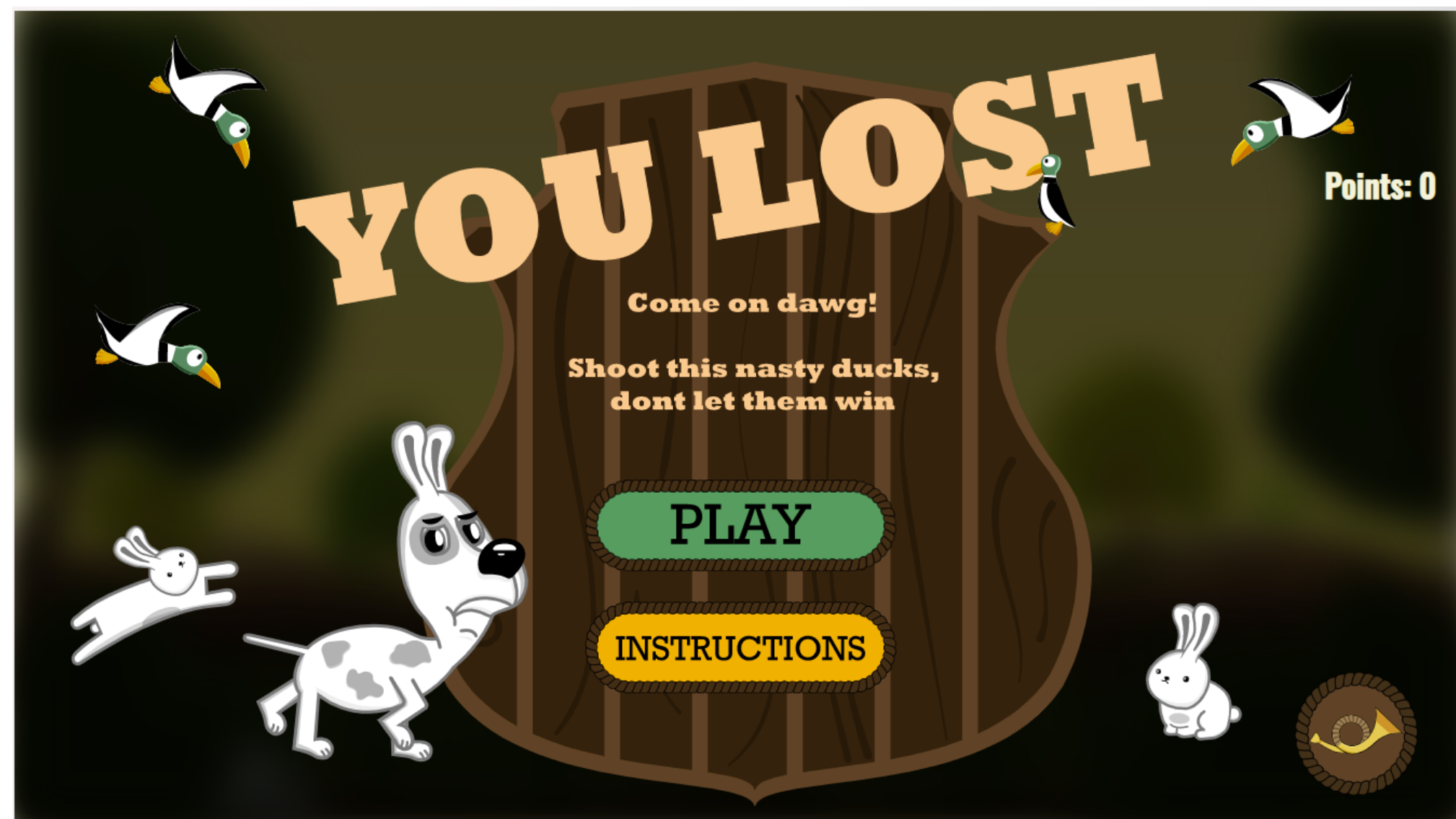
BACKGROUND LAYERS



Long sky background used with css animation that is changing position when the game starts from bottom to the top (creating sun down mood)



Final Game Screenshots



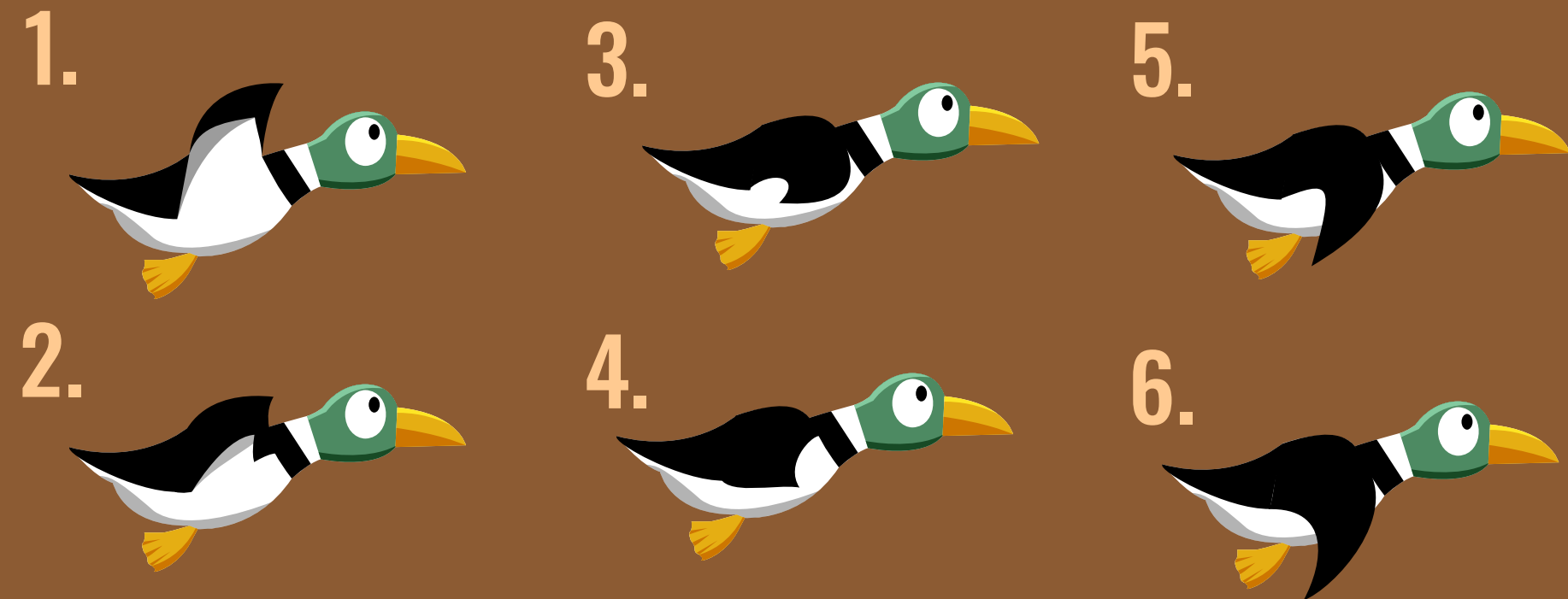
DIFFICULTIES ENCOUNTERED WHILE DEVELOPING THE GAME

The first issue I ran into while developing the game was implementing the shot the duck function. The function will first add one point, then add a falling animation while changing the image of the falling duck. It was difficult to connect this function to the next function, that will restart the position with a different image for the normal flying duck.

The most difficult part was creating an option screen (to stop the game and set a timer) while the game was running. I created my own time function after encountering some issues with Keld's function. It wasn't difficult to pause the object animations. To stop the timer I needed to use internet-based code found on the internet. It was difficult to comprehend, but I eventually changed it for my own purposes). Finally, I finished my working a stop function, but the game can only be stopped once (the second open of the options while playing wont stop the timer)

FUTURE DEVELOPMENT

Flying duck animation

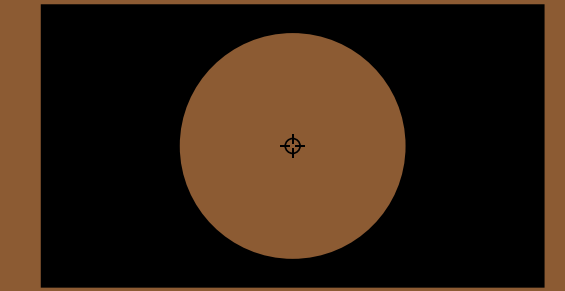
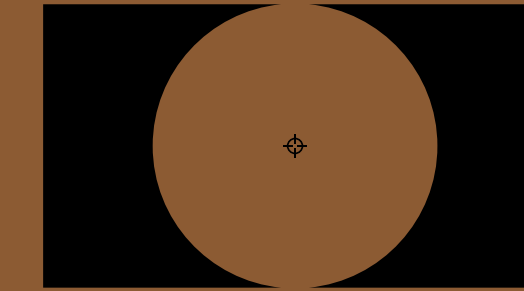
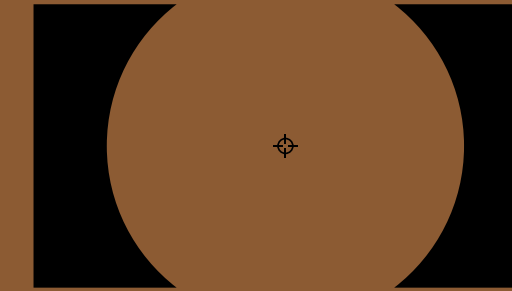


Changing cursor after a missed shot

After first miss

After second miss

After third miss



Playing options:

EAZY PEAZY

Slower ducks

more time to play

without changing the aim
cursor

HARDY PARDY

Faster ducks

changing the aim cursor after
miss shot

more levels after win

Create more realistic sounds

Hiding rabbit / dog in the grass

The player would see only ears in the grass and can
shoot it

(dog's and rabbit's ears are the same)

So there is a possibility player would shoot the dog
and lose a game or shoot the rabbit and get a point