

# Revenge .44

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Design document and retrospective view

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# Overview

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This document is a combination of the original design document and retrospective analysis sections. Here you will find all the documentation regarding the design of the game and, as far as possible, the process and methods used.

## Theme

- Praying to God and giving with the sledgehammer. (Spanish proverb)

## Genre

- First Person Shooter

## Target Platforms

- PC → Windows, Linux, Mac

## Monetization model

- **Type:** Free to play

## Project scope

### - Time and cost

- **Main cost:** 0 €
- **Time:** 1 week

### - Team size

#### - Team

- Germán López Gutiérrez

#### - Roles

- Game Designer
- Scriptwriter
- Programmer
- Lighting

- Elvira Gutiérrez Bartolomé

#### - Roles

- 2D Art
- 3D Modelling

- **Licences and hardware**
  - **Unity** → Free
  - **Photoshop** → Payable (Elvira license)

## **Influences**

- **Doom**
  - **Medium:** Video game
  - **Motive:** The simplicity in the design of levels due to the absence of verticality and the labyrinthine style of the scenarios.
- **Wolfenstein**
  - **Medium:** Video game
  - **Motive:** The minimalist style of the levels, composed of numerous corridors that connect larger rooms.

## **Project general description**

Project for URJam 2020 in which the maximum time allowed for development is 1 week. Therefore, the project is a short video game, although with special emphasis on visual, narrative and playable details.

## **What sets this Project apart?**

- The polishing of details regarding the limited development time, providing a complete, satisfactory and bug-free experience.
- The narrative quality equivalent to that of a small story with a definite moral.

# Story

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## Synopsis

A policeman suffers from the murder of his daughter and wife by a terrorist sect. Because of this, he will embark on a search for the guilty with the aim of avenging what was once taken from him.

## Resume

After the loss of his family, the policeman is sitting at his desk next to evidence pointing to the location of the terrorist gang he is looking for. After some time, he gets up from his chair and proceeds to grab the revolver that is on top of the bedside table in his room and leaves in search of those responsible for the murders in order to end their lives.

Once the policeman arrives at the terrorist base, there is a shoot-out between him and the criminals, concluding with the murder of the gang leader, and the protagonist returning home.

After he becomes mentally ill in his room about what happened, there is a knock at the door, and after opening it, he is shot in the chest by the relative of one of the people he killed.

# Gameplay

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## What experience are you looking for?

A distressing experience is sought for the player, due to the labyrinthine design of the levels and their dismal style, added to the constant violence that unfolds during the course of the adventure.

## Main mechanics

### - Horizontal movement

By using the A, W, S and D keys, the character moves in the "x" and "z" axes, that is, in the horizontal plane.

### - Shooting and reloading

Pressing the left click the character shoots with his revolver in the direction he is aiming. Pressing the R key reloads the gun.

### - Lantern

Pressing the T key turns on the flashlight, a necessary tool to be able to see clearly much of the scene, since it is mostly in the dark.

## Enemies

### - Terrorist soldier

It is the only visible enemy in the game. It has two states, the static one on the place where it is and the alert one, in which it pursues the player in a determined area and is able to open all the doors with the objective of finding him. In addition, it carries a firearm that it uses to shoot the player at an intermediate distance.



## Level Design

During the two sections of the single level of the game in which the shootings take place, a maze-like structure has been followed, with numerous rooms and narrow corridors.

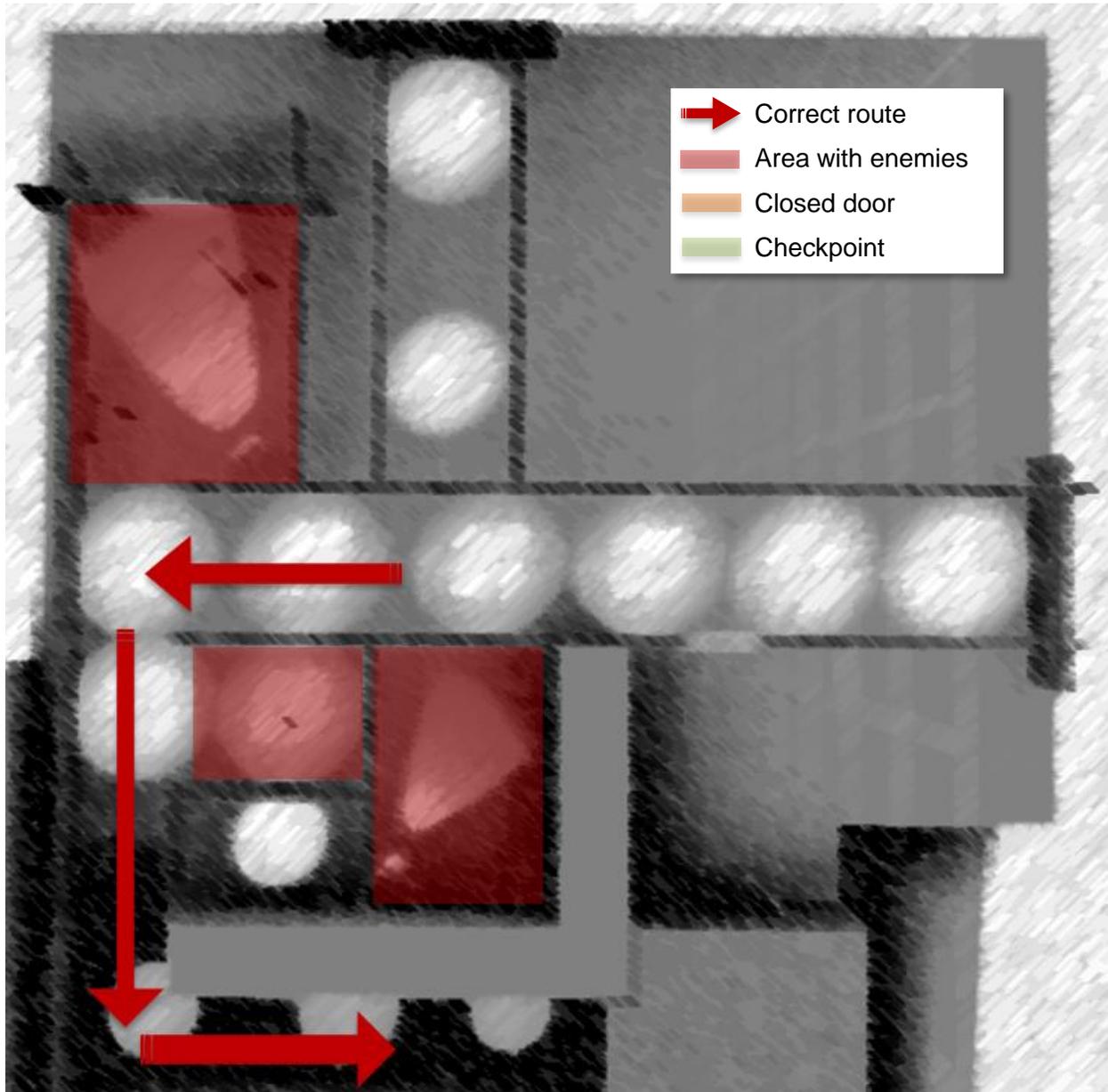


Figure 1 – Level Design 1

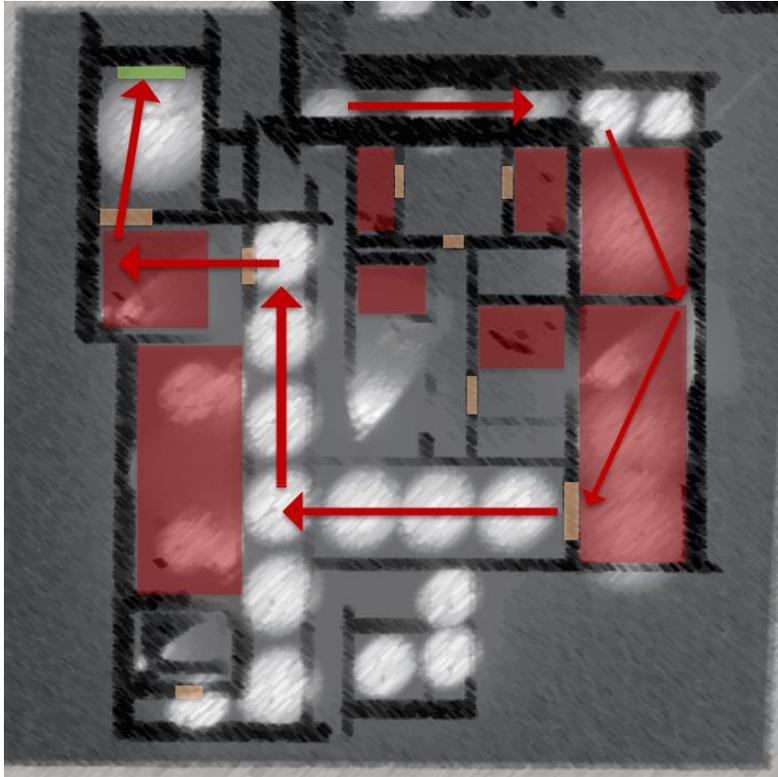


Figure 2 – Level Design 2

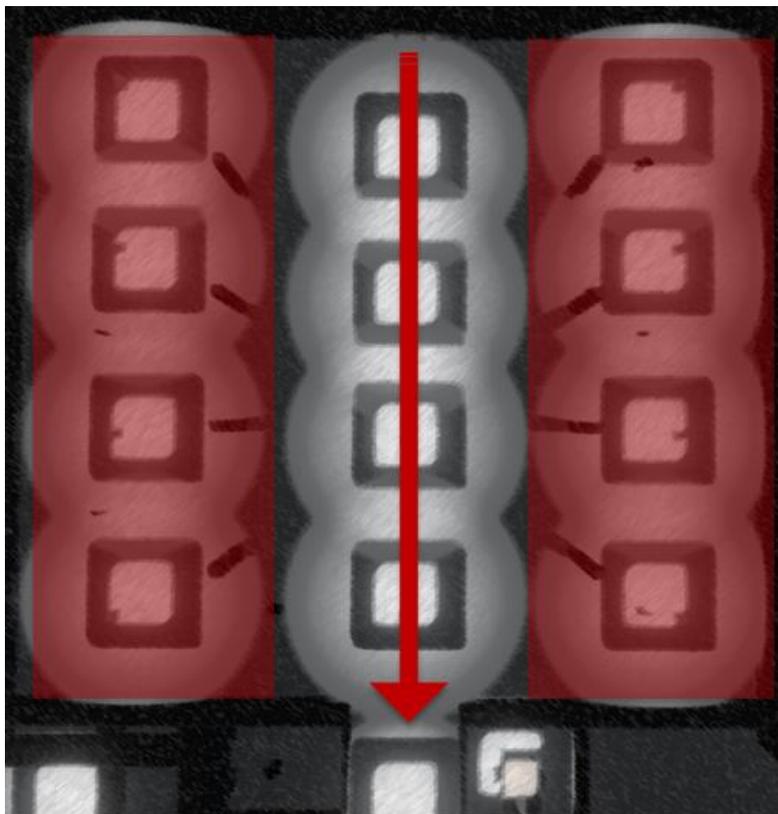


Figure 3 – Level Design 3

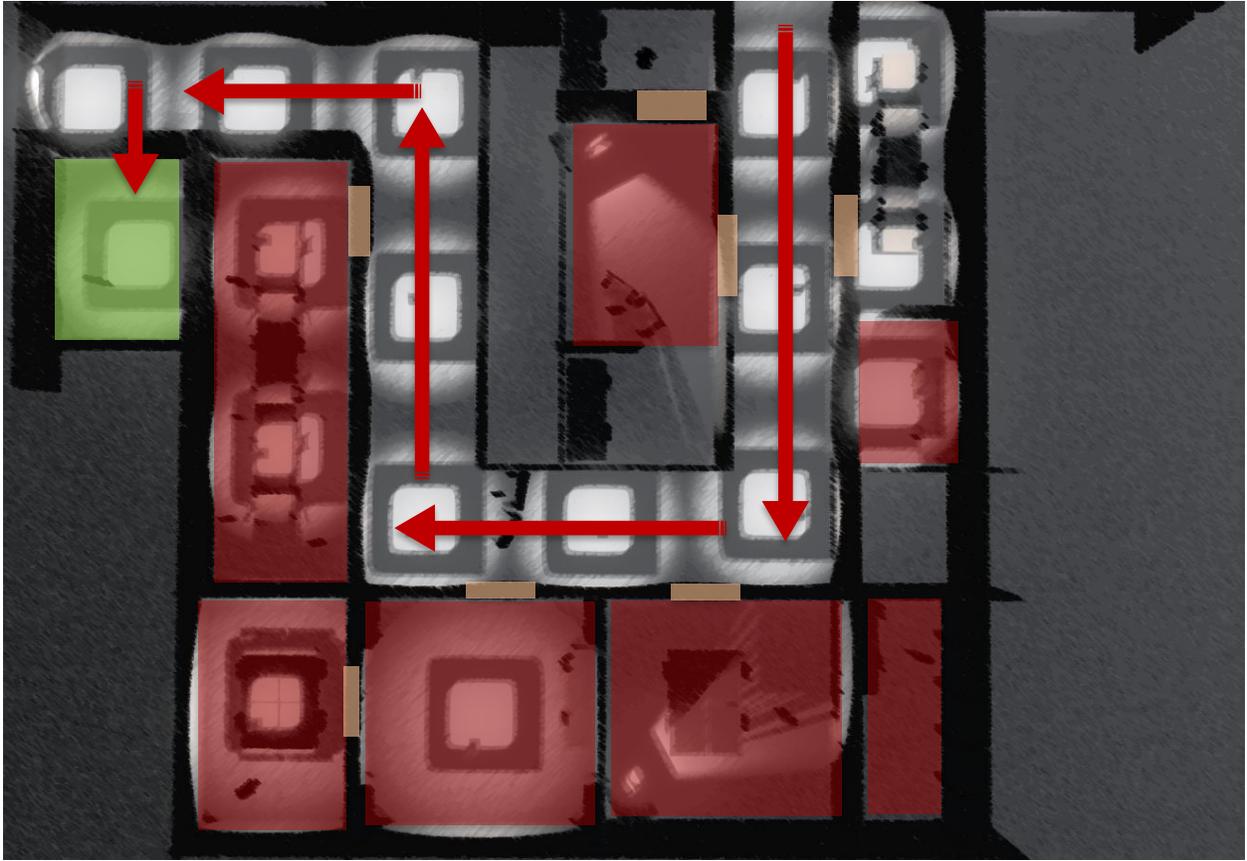


Figure 4 – Level Design 4

# Visual Appearance

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## Context

This is a game that mixes the possibilities offered by today's graphic engines in terms of lighting and level design of classic games like Wolfenstein and Doom.

Therefore, in the visual style should also highlight this mixture, so it will make use of the lighting that has Unity, minimalist textures and 2D enemies, making the game can resemble the classic games put in example above.

## Style (Result)

### - Scenarios



*Figure 5 – Scenario Example 1*



Figure 6 – Scenario Example 2



Figure 7 – Scenario Example 3



Figure 8 – Scenario Example 4

- Enemies



Figure 9 – Enemies Design

# User Interface

## HUD

The HUD during gameplay is composed of a health bar that indicates how many life points the player has and two counters in the lower right side of which the upper one indicates how much ammunition is left in the gun magazine and the lower one indicates the maximum capacity of the magazine.

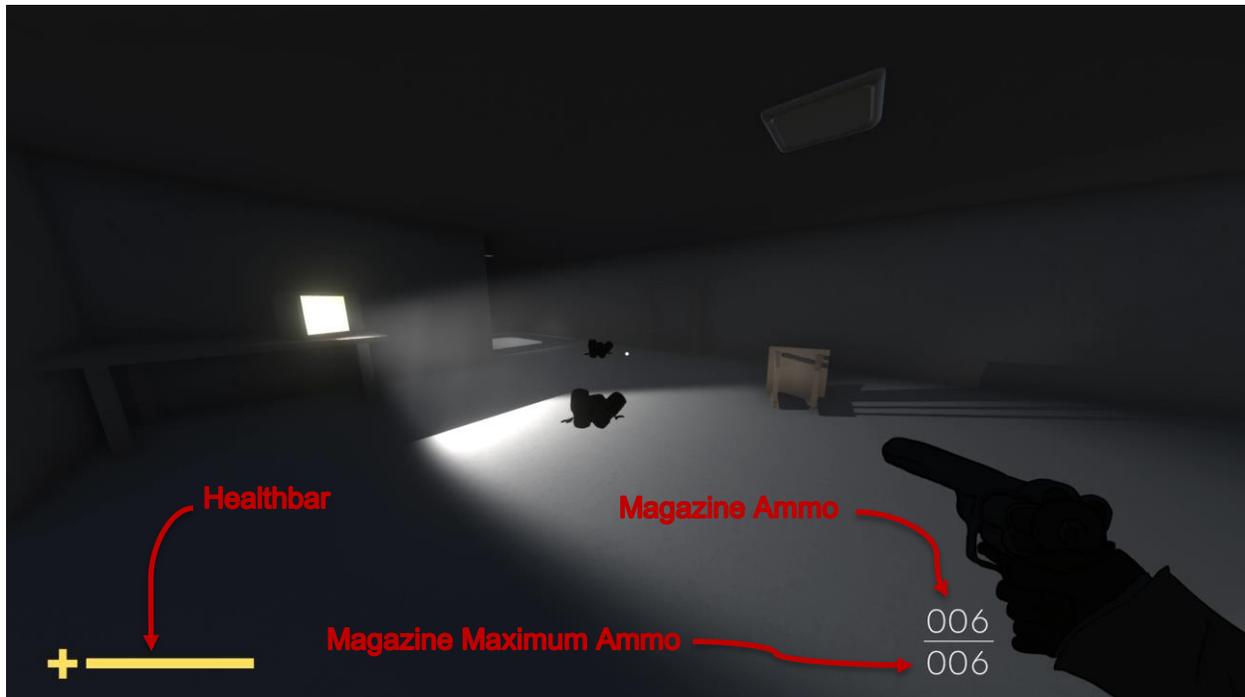


Figure 10 – HUD Design

## Main Menu

The main menu is designed to directly connect the interface with the game world, being the same menu the character's desktop, where the main options are displayed on a classified file, the settings on the monitor located on the right and the credits on a cork board embedded in the wall.

If the player presses the "Play" button, the character gets up from the chair, connecting the menu with the beginning of the adventure.



Figure 11 – Menu Design 1



Figure 12 – Menu Design 2

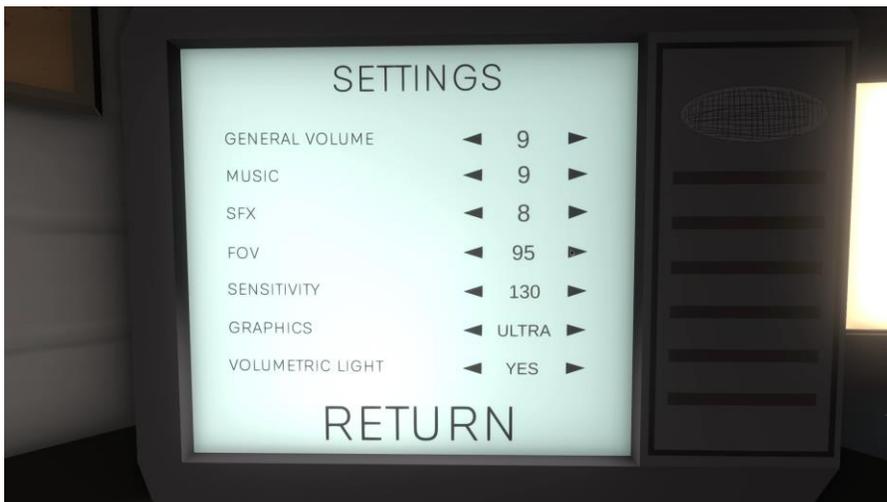


Figure 13 – Menu Design 3

# WHAT DID I DO ON THIS PROJECT?

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This section lists everything I did during the development of this project.

## Game Design

- Narrative design (story, characters, locations, cut-scenes and dialogues)
- Level design for an FPS
- Mechanics design
- Menus design
- Encounters with enemies
- Decoration and lighting
- HUD

## Programming

- Player Input (First person movement)
- Camera movement
- Shooter mechanics
- User Interface
- Enemies AI (pathfinding)
- Cut-scenes
- Level transitions
- Camera shake
- Intro & Outro
- Tutorial
- Sounds and music

## FINAL THOUGHTS

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Revenge .44 was a short project with only one week of development available, so we managed to get a pretty good result, obtaining the prize for best game of the URJam. Since the development of this project, I have strengthened my skills as a game designer and level designer, and also improved my skills as a screenwriter. If you liked my work, you can contact me through my email [contact@gerlogu.com](mailto:contact@gerlogu.com) or check my portfolio at [www.gerlogu.com](http://www.gerlogu.com).