

DUNT HUCK

PROJECT DUCK HUNT DESIGN DOCUMENT

Developers: Team Sanctales (Faulko, Faulkard)
Developed for the 16th Pirate Software Game Jam

Introduction

Game Summary Pitch

DUNT HUCK is a game made to be very similar to Duck Hunt, but with somewhat strange things that can occur during one's play session.

Inspirations

Duck Hunt

Being the central part of our inspiration, this classic SNES game involves shooting ducks in order to score points.



Platform

The game is developed to be released on Windows PC.

Development Software

- Unity Engine version 6000.0.11f1 for programming;
- Aseprite for graphics and UI;
- Dieback 1.0.4 for background animations;
- Furnace Tracker for music and SFX.

Genre

Singleplayer, action.

Target Audience

Being somewhat reminiscent of classic SNES era games, this game targets a more mature group of players who enjoy games with pixel art aesthetics and bitcrushed sounds.

Concept

Gameplay overview

The player can use their mouse to aim, and can click the 'Left Mouse Button' to shoot wherever they're aiming at. They can also use the 'Left Mouse Button' to progress in the game over screen and the title screen. They can also use 'P' or 'ESC' to pause the game.

Theme Interpretation (You are the Weapon)

The game is played through a first person view and has the player become different types of weapons to use against the ducks, like using your own hand as a rocket hand, or becoming a tentacle monster.

Primary Mechanic

Mechanic	Demonstration
<u>Aiming and Shooting</u> <u>By using their mouse, the player can aim at a target, and then use the Left Mouse Button to shoot.</u>	

Art

We wanted to go for something that felt familiar, but also that could feel more bizarre or strange. This fit perfectly with the concept of Duck Hunt and the pixel art that it utilizes. We use a bright color palette for the elements in the background, and we also made sure to put outlines on important elements, like the ducks, or the player's arm.

Audio

Going for a retro feel to the game, we utilized the chiptune tracker Furnace in order to make sound effects and music.

Controls - Keyboard and Mouse

Device/Button	Action
Mouse	Lets the player aim
Left Mouse	Lets the player shoot
ESC / P	Pause the game