

BOUNTY



INTRODUCTION

Bounty is an open world survival game where the player hunts and defeats monsters that have been disrupting the villagers. There are 3 villages. In each village, there is a bounty board where villagers post wanted ads for the most current monster disturbance. Each ad has a value placed on the monster's head based on difficulty. When the bounty hunter brings the monster's head back to the village, they will receive the reward.

CONTROLS

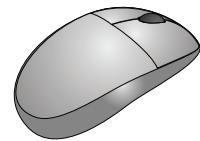


Strong Attack

Jump

SPACE

Right: Weak Attack
Left: Block



Forward

W

Dodge

Q

E

Interact

Move Right

A

D

Move Left



Run

S

Backward

C

Crouch

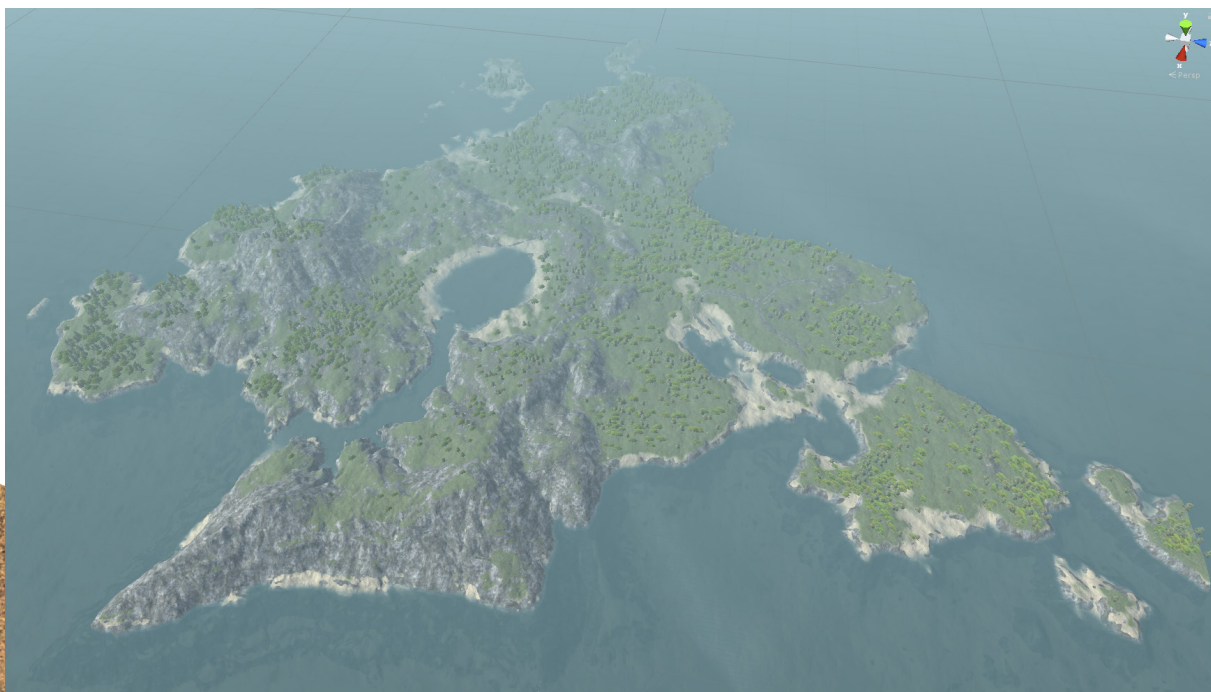
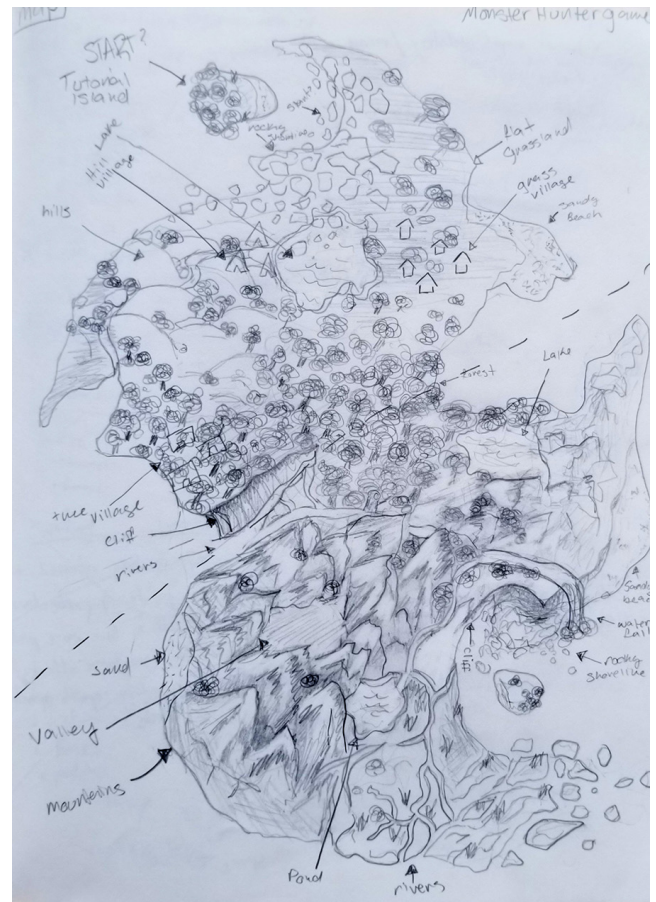


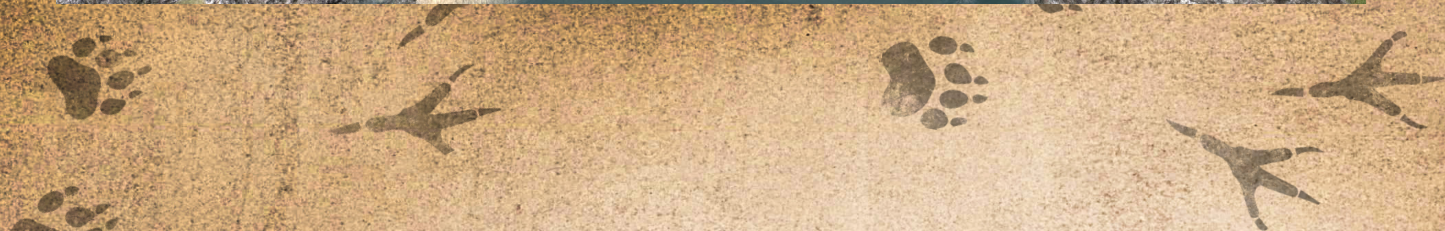
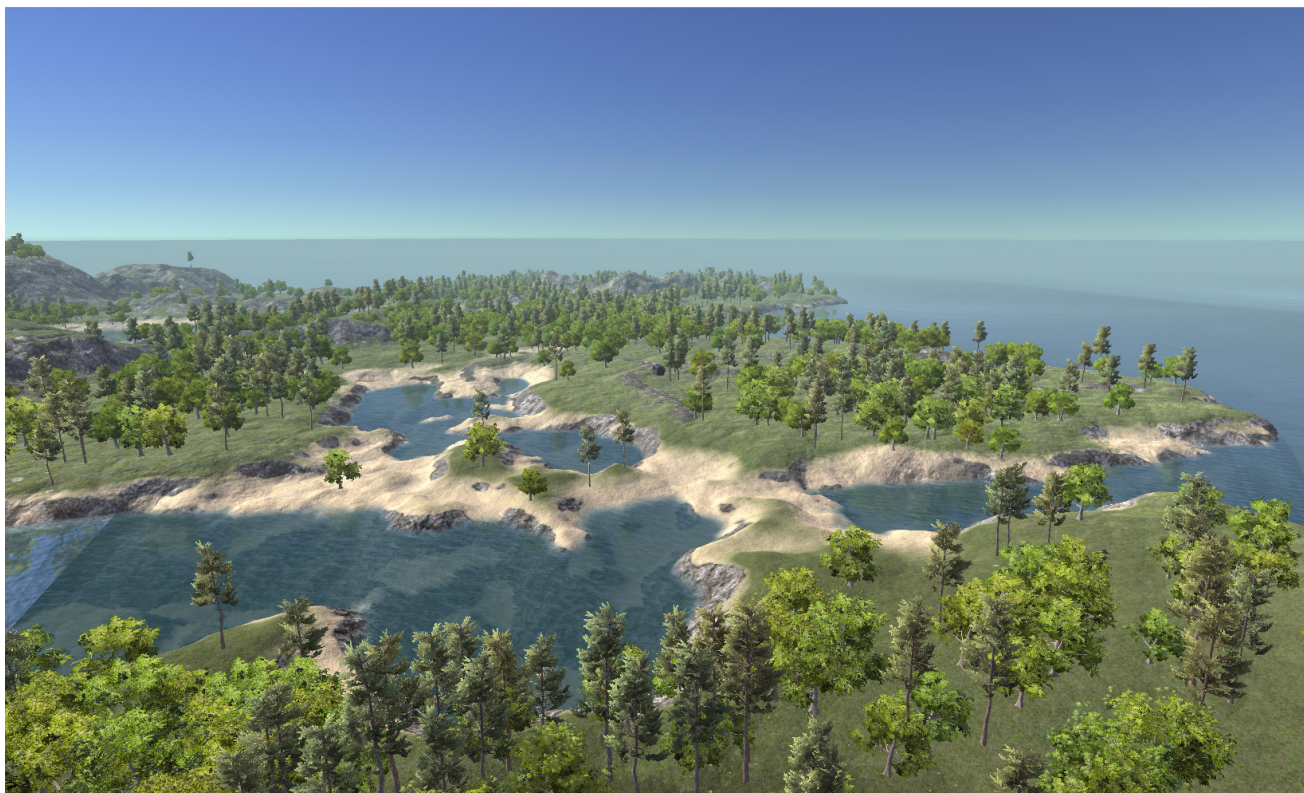
Equip Weapons

LEVEL DESIGN

Bounty takes place on an island surrounded by water. There are 3 separate villages that are found on the island, the town house village, the tree village, and the mountain village. Each village will have a different bounty monster and resources.

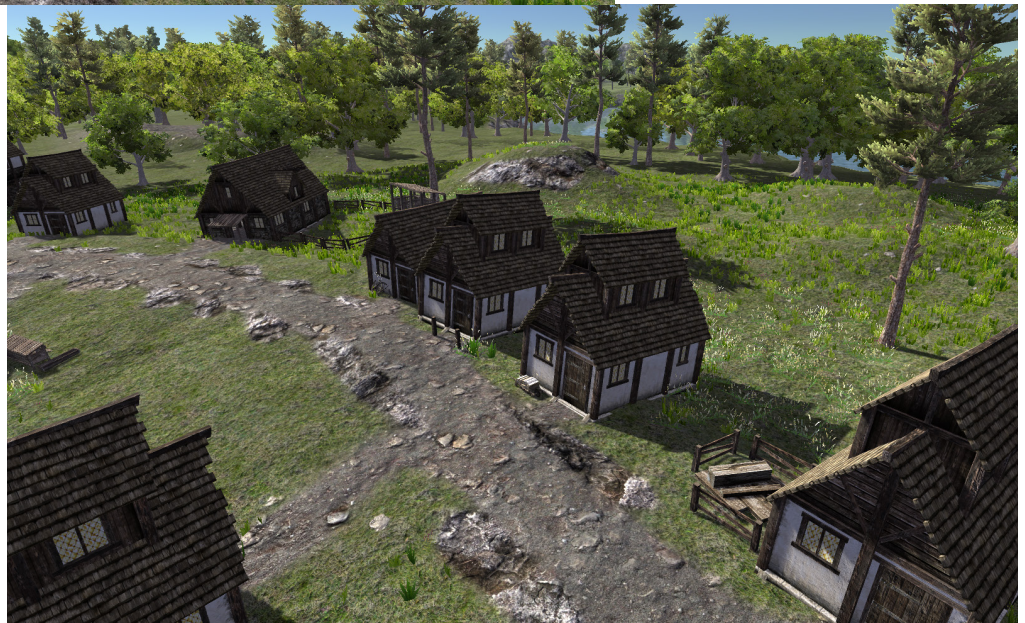
The island was created and modified using Gaia. Gaia is a procedural world generator. A template island was modified using stamps of rivers, mountains, and lakes add appeal to the terrain. Next, the texture on the terrain was added using Complete Terrain Shader (CTS). With this shader, I defined the areas of sand, grass, and rock, and applied it to the terrain. Once the terrain was finished, trees and grass needed to be populated. I added these with a procedural generator called GeNa. GeNa aided in adding the trees/grass in natural clusters on areas of the terrain where they would most likely grow.





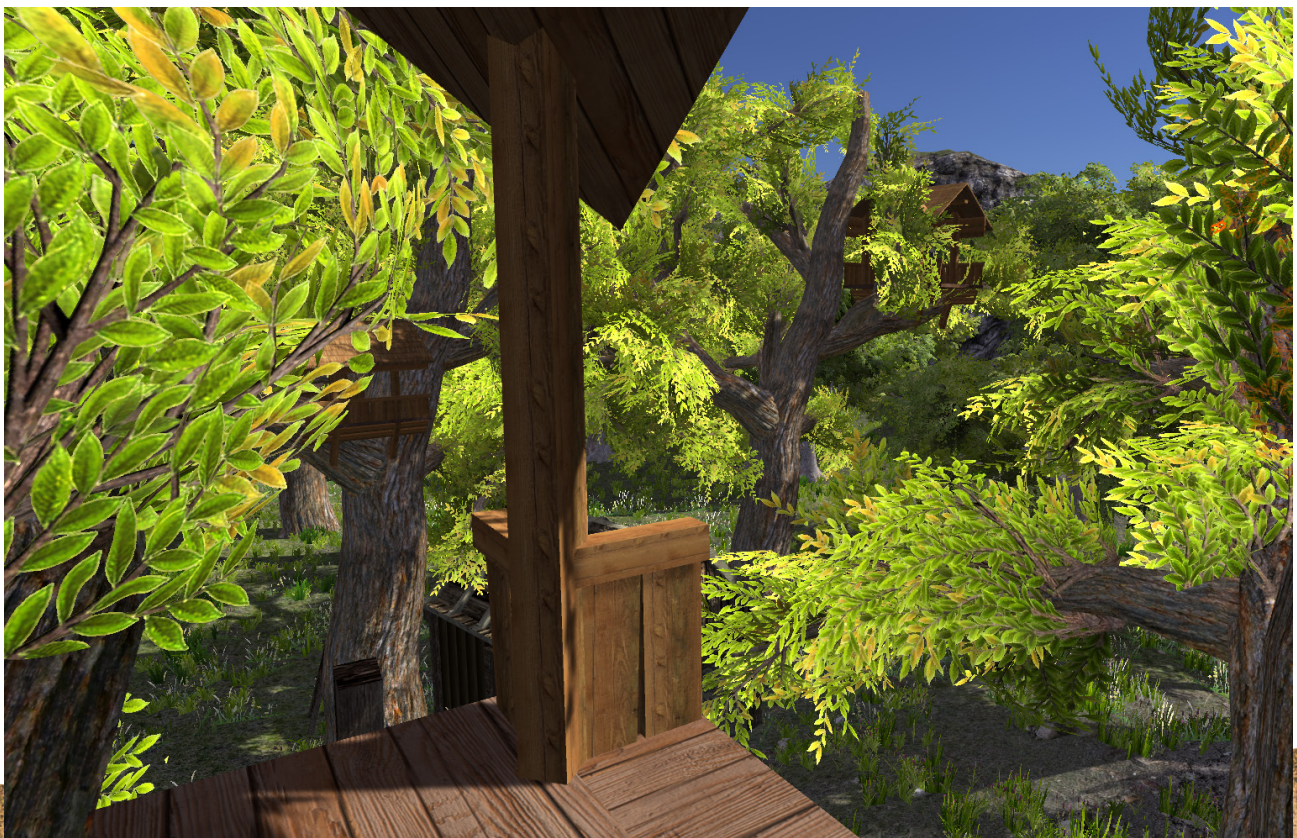


TOWN HOUSE VILLAGE





TREE HOUSE VILLAGE





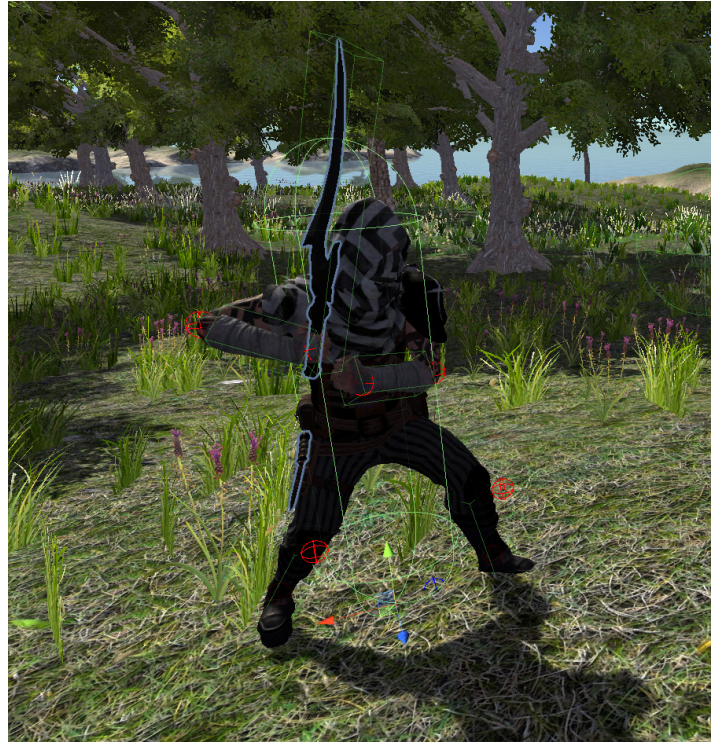
MOUNTAIN VILLAGE



CHARACTERS

PLAYER

The player washed up on this beach to find an island covered in strange wildlife. In order to survive, the player learns combat skills and finds weapons to defend themselves from the dangerous creatures that reside here. They earn money for resources by defeating the villages' monster problems.



GRIFFIN

Griffin's are spiritual creatures. They are solidary creatures only seen on certain days at certain times. They are a lower lever monster that is easily tracked. The griffin's weak points are the stomach, face, and throat. The griffin's combat includes ground attacks and flying attacks. They wonder valleys of mountains and are typically peaceful until provoked. The griffin's bounty is from the Tree Village. Since this bounty has aroused, the normally peaceful creatures are more aggressive than normal.



HYDRA

The hydras live in packs. They are mountain dwellers who share the same lands as the mountain villagers. These creatures are more difficult to track and are primarily nocturnal. The hydra has rough skin that protects itself against attacks, but its weak points are the neck and stomach. Due to the mountain village taking more and more land the hydras have been invading the villages to steal food. The bounty for the hydras is from the mountain village.



WYVERN

The wyvern dragons typically are not seen on the island. They only come here to give birth to their young. The wyvern typically is guarding a nest. When not seen at the nest, she can be found in the skies searching for resources, but she will always come back to the nest. This makes her easy to find, but she is the most difficult of the three monsters to defeat. Like the hydras, wyverns have thick skin that protect them from attacks. Wyvern's weak points are inside their mouth and their stomach. The wyvern's nest has been in the same place for centuries. So long that the locals have it in the map. They fear the wyvern. So, the nest is in the tallest mountain away from the villages. The bounty is from the town house village.



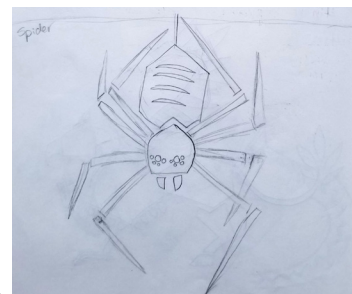
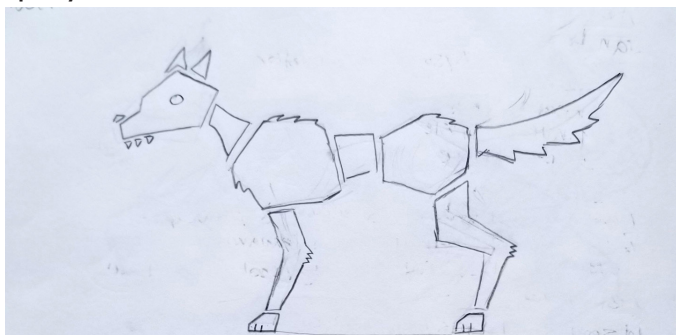
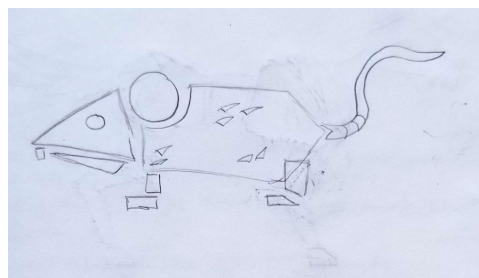
LOW LEVEL CREATURES

There are low level creatures place all around the map. The creatures are not bounties but will add interest in the player's travels from one bounty to the next. These are mainly to be used as experience builders, food, and items for upgrading. The creatures include, in order of difficulty from least to most, spider, rat, and wolf.

Spiders: are stationary creatures that hide in the trees. They are very easy to defeat.

Rats: have a small area where they wonder. They will attack to defend their base and are reluctant to leave.

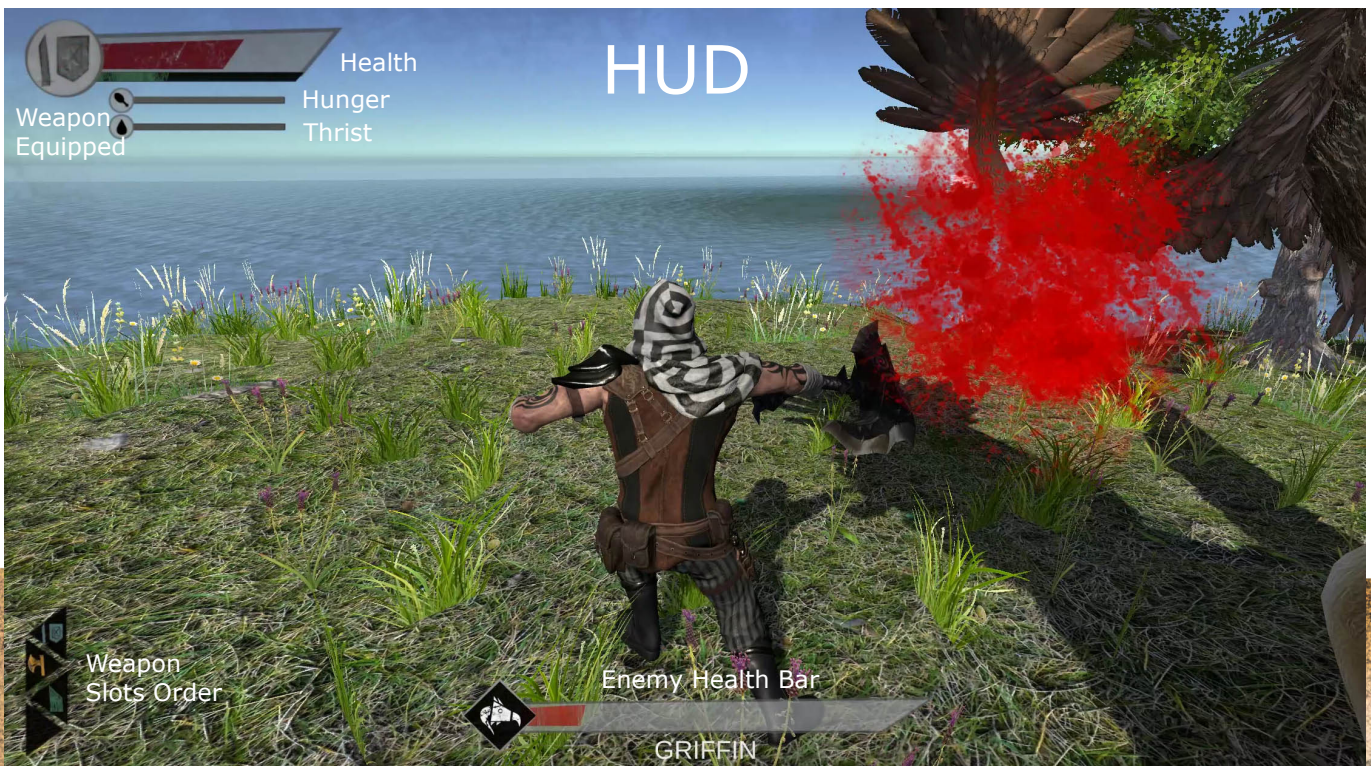
Wolves: are typically seen in packs. They will attack as a group and follow until unaware of the player.



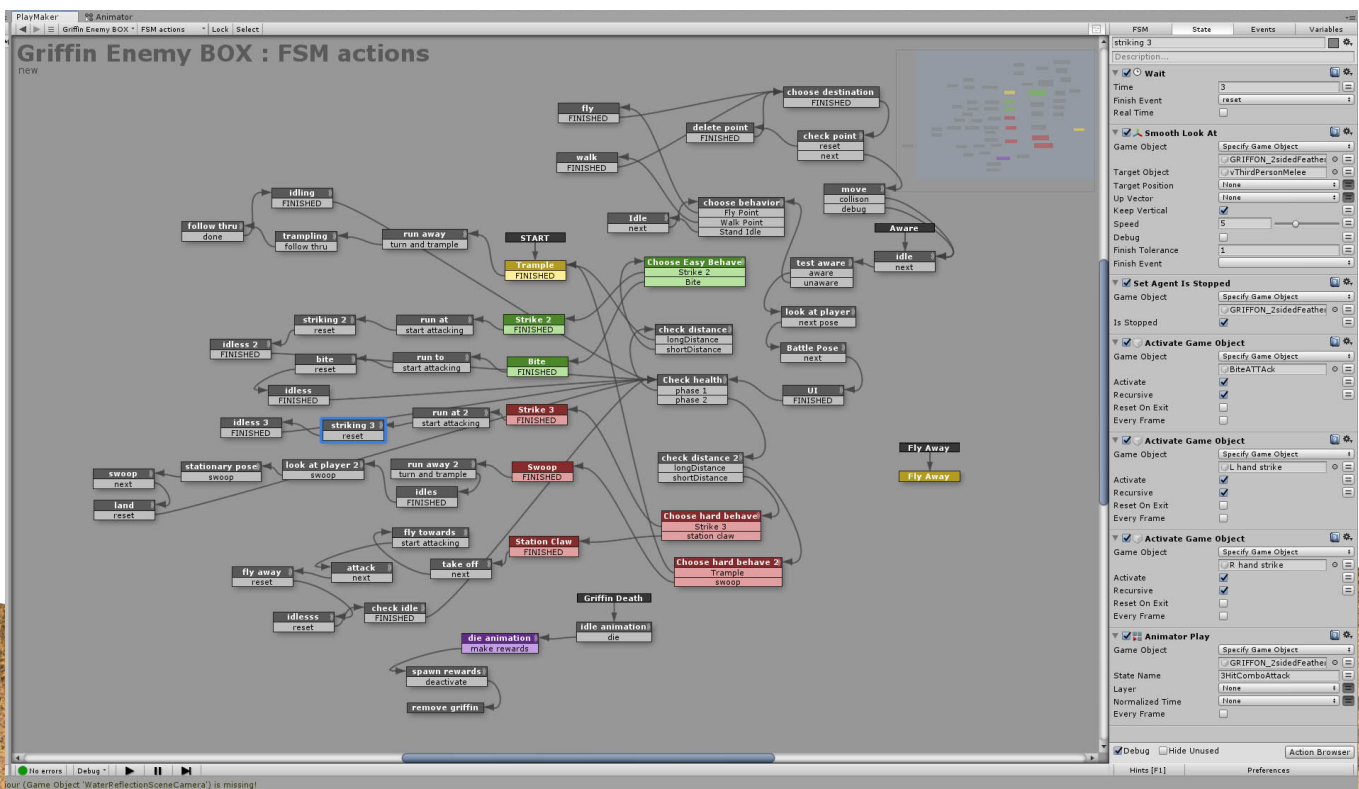
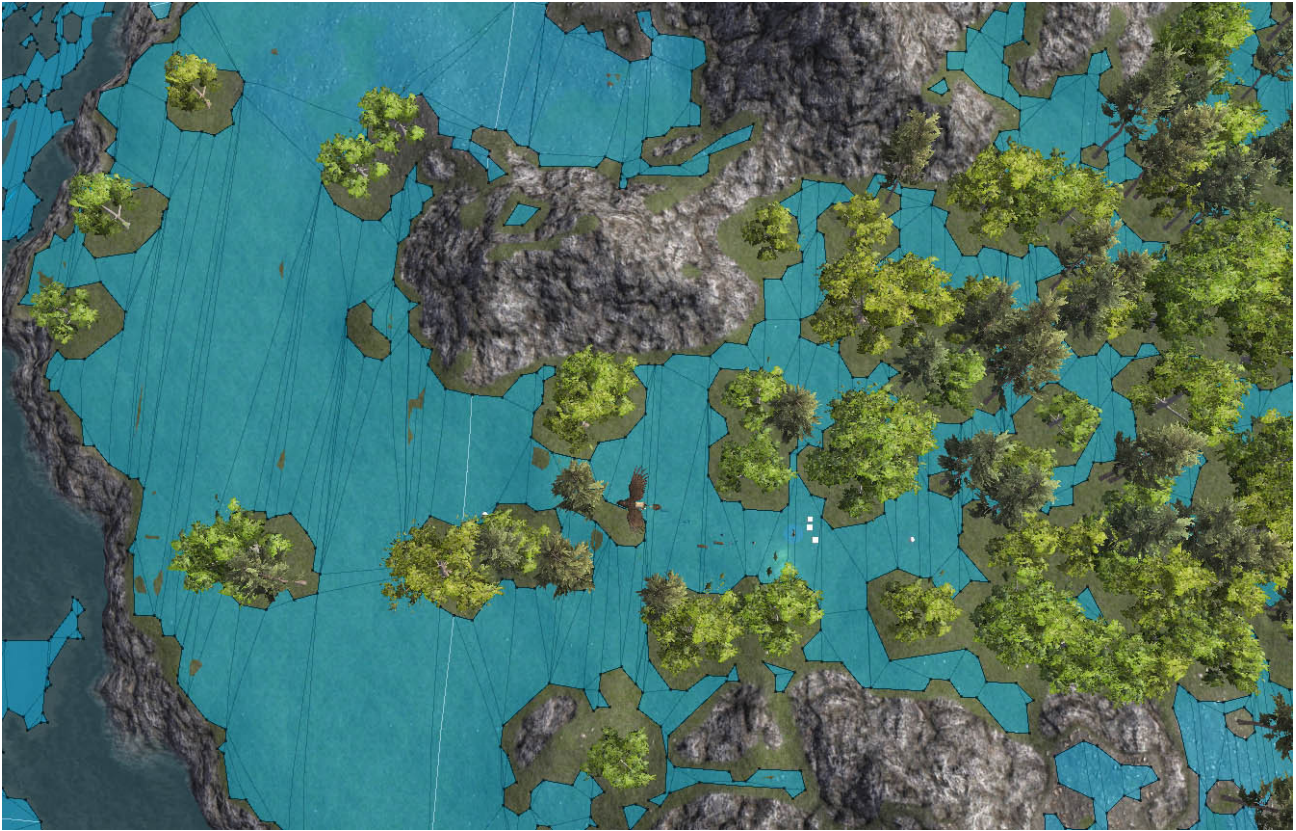
USER INTERFACE



Title screen shown above. HUD shown below



PROTOTYPE





GAMEPLAY

INVENTORY

The inventory is a key factor to this game. It holds all the player's items that are not only used for upgrades but also for basic survival requirements. When creating the mechanic, the logic is generically designed to accommodate any items that are put into inventory. Each slot is waiting for the pickup to fill the information needed to fill the slot and use the item. Due to the large volume of possible items that can be picked up, a quantity number for each slot was added to the bottom corner of each slot making the inventory stackable. In addition, there will be a limit of how much of each item can be collected into inventory to increase the difficulty of the game.



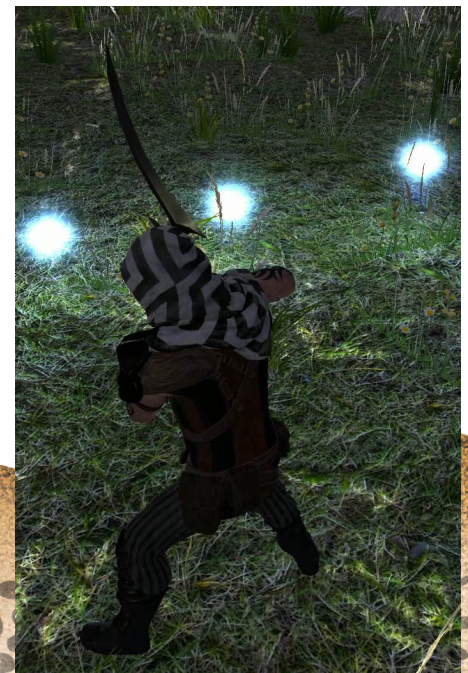
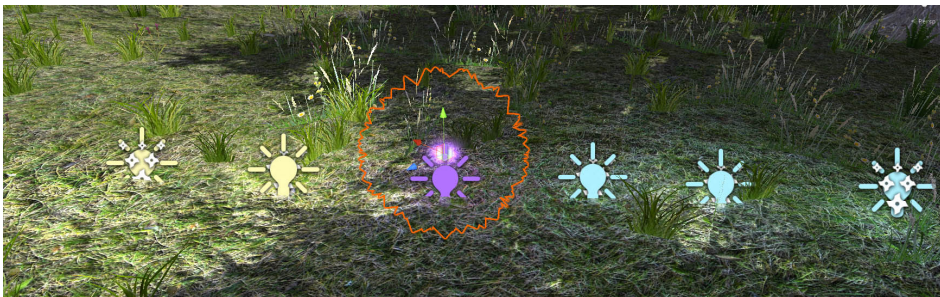
In game, the "I" key is used for opening the Inventory/Quest menu. Then the cursor will unlock from the screen and become visible for clicking items in the UI. A hover effect was added to each slot/item to indicate which item is being selected. The hover also shows item information in the information box below. This box will also indicate how to use any item. For example, the player cannot use flint without wood.



BOUNTIES

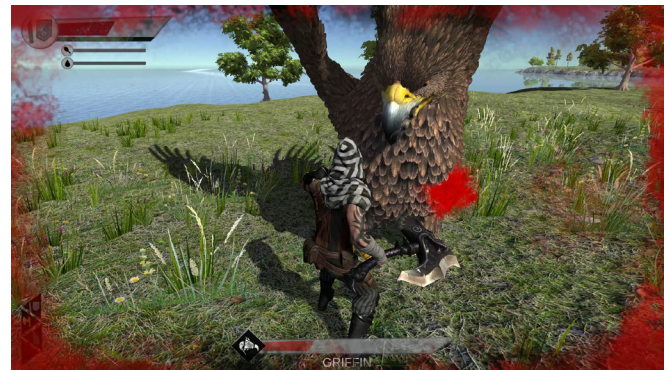
In each village, there are bounty boards where villagers place monster wanted ads. This is where the player can receive quests. Once a bounty is selected, it will go to the quest/bounty menu where it will have the information about the monster the player will be hunting. One of the key pieces of information included on this ad is the reward.

When a player defeats a bounty, the monster will spawn rewards. There are three different kinds of rewards, common rewards, uncommon rewards, and rare rewards. Common rewards appear most often. They are indicated by the blue glow. The common rewards for the griffin include fur, meat, and feathers. Uncommon rewards appear less commonly. They are indicated by the yellow glow. The uncommon rewards for the griffin include tail and claws. Rare rewards appear the least often. They are indicated by the purple glow. The rare reward for the griffin is the beak. The last reward is the griffin's head. This automatically spawns in the player's inventory. This is used to receive the bounty payment. The player must bring the head back to the village with the bounty in order to receive payment.



SURVIVAL

Not only do you have to defend yourself against monsters but from the elements, as well. The player has a health gauge, a hunger gauge, and a thirst gauge. The player must stay fed and hydrated to stay alive. If the hunger or thirst gauge stays at 0 for too long, it will start lowering the health gauge. If the player drinks dirty water, un-cooked or poisonous food, it will lower the health gauge. The player must craft fire with wood and flint to boil or cook water or food to insure safety. Some items may not require cooking for example, berries. Once the player refuels the thirst and hunger gauge, it will increase their health slowly over time.



WEAPONS/COMBAT



The combat is generated by the Invector 3rd Person Melee Controller. For this asset, weapons needed to be added in a specific manner. Each weapon is placed into an empty game object where the registration point is at the handle and the z direction runs down the blade. This will allow the weapon to be equipped in the correct location and direction. Next, the hit boxes were added to the blades.

There are 3 different weapons a player can choose from while playing Bounty, a sword, an axe, and a great sword. The player can choose to be unarmed and to switch weapons during battle. To switch weapons the key command is the right arrow key. The order of the weapons is recorded in the lower left corner of the screen to remind the player which weapon will be equipping next. Also, the current equipped weapon is indicated next to the health bar in the top left corner.

WEAPONS/COMBAT



GRIFFIN ENEMY AI BEHAVIORS

The griffin is one of the first monsters the player will have to defeat. While the griffin is unaware of the player, it carries out its idle behaviors that consists of 3 animations, idle, flying to a wave point, and walking to a wave point. There are 5 wave points and at each wave point, the griffin is prompted to choose a random behavior. When the griffin is performing its idle behavior, it will at random times leave tracks behind for the player to find including footprints, feathers, and droppings. A particle effect is added to tracks as necessary to indicate artwork that may be hard to see from a distance.

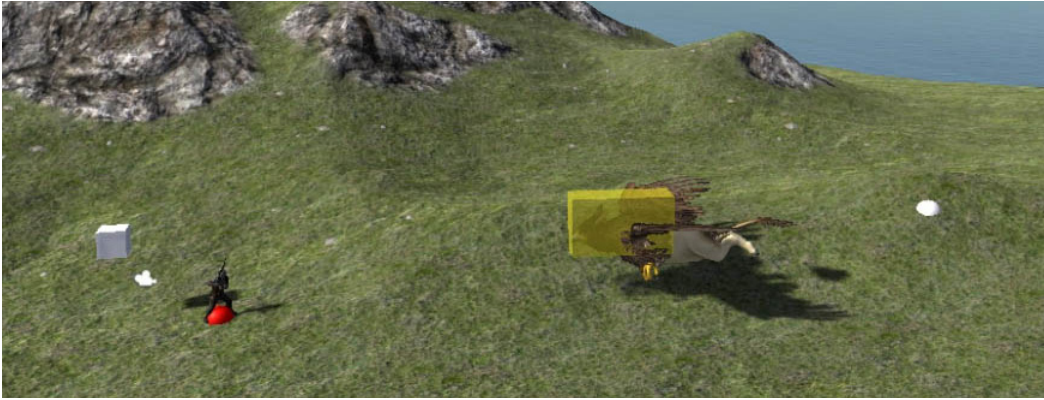
When the player alerts the griffin, the griffin will begin to carry out combat behaviors. To alert the griffin, the player must be within range, field of view, and a complete line of site or to hit the griffin with a weapon. The griffin has two sets of attacks that are based on health. When the griffin has a higher health, it will perform easier attacks. Once the griffin reaches half health, it will transition to the more difficult attacks. The attacks are also based on player position. There are long ranged attacks and short ranged attacks. When the player is farther from the griffin, the griffin will perform attacks that will bridge the gap between the two. If the griffin is near, then it will perform the usual attacks.



GRIFFIN ENEMY IDLE BEHAVIORS



GRIFFIN ENEMY COMBAT BEHAVIORS



Attacks and Conditions:

Strike Twice - close range, easy attack

Bite - close range, easy attack

Trample - long range, easy/hard attack

Strike Thrice - close range, hard attack

Flying Stationary - close range, hard attack

Swoop - long range, hard attack

