SUPERHOOK

Game Design Document

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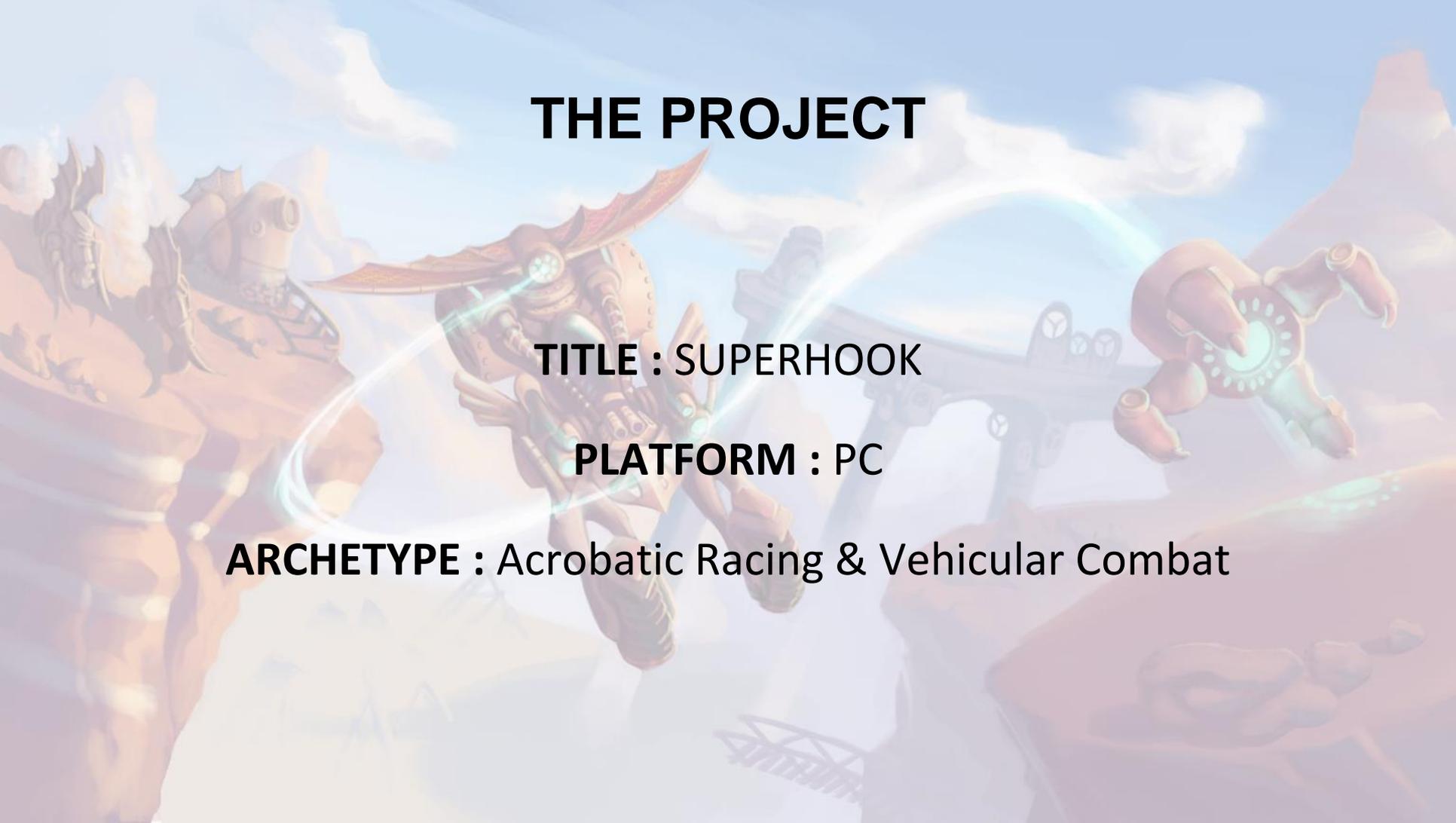
THE PROJECT

TITLE : SUPERHOOK

PLATFORM : PC

ARCHETYPE : Acrobatic Racing & Vehicular Combat

GOAL & DEFEAT
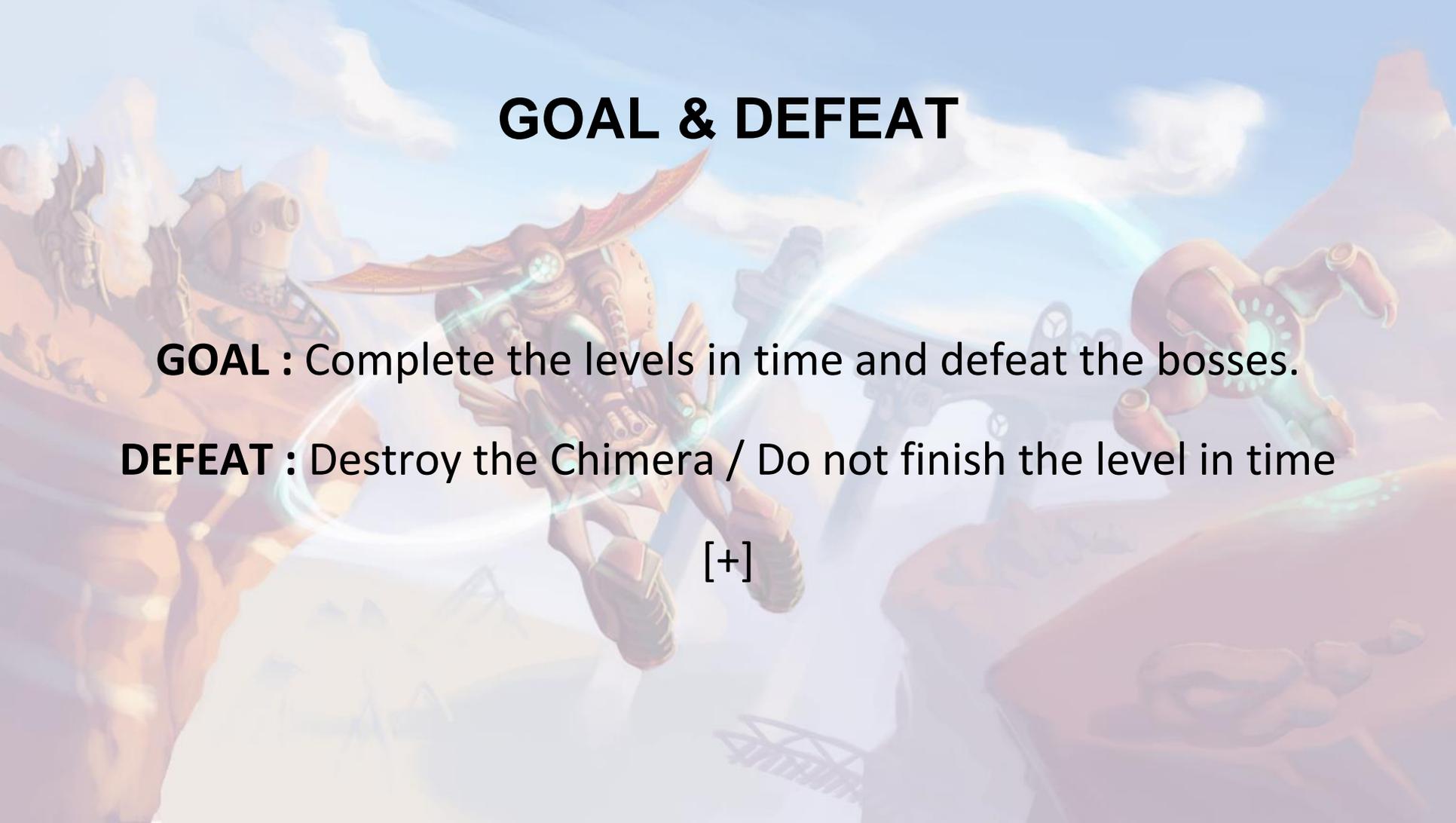
GOAL : Complete the levels in time and defeat the bosses.

**DEFEAT :** Destroy the Chimera / Do not finish the level in time

[+]

3C : CAMERA

Main Camera

TOP DOWN CAMERA
~45°
Follow the Chimera

Kepler Chimera
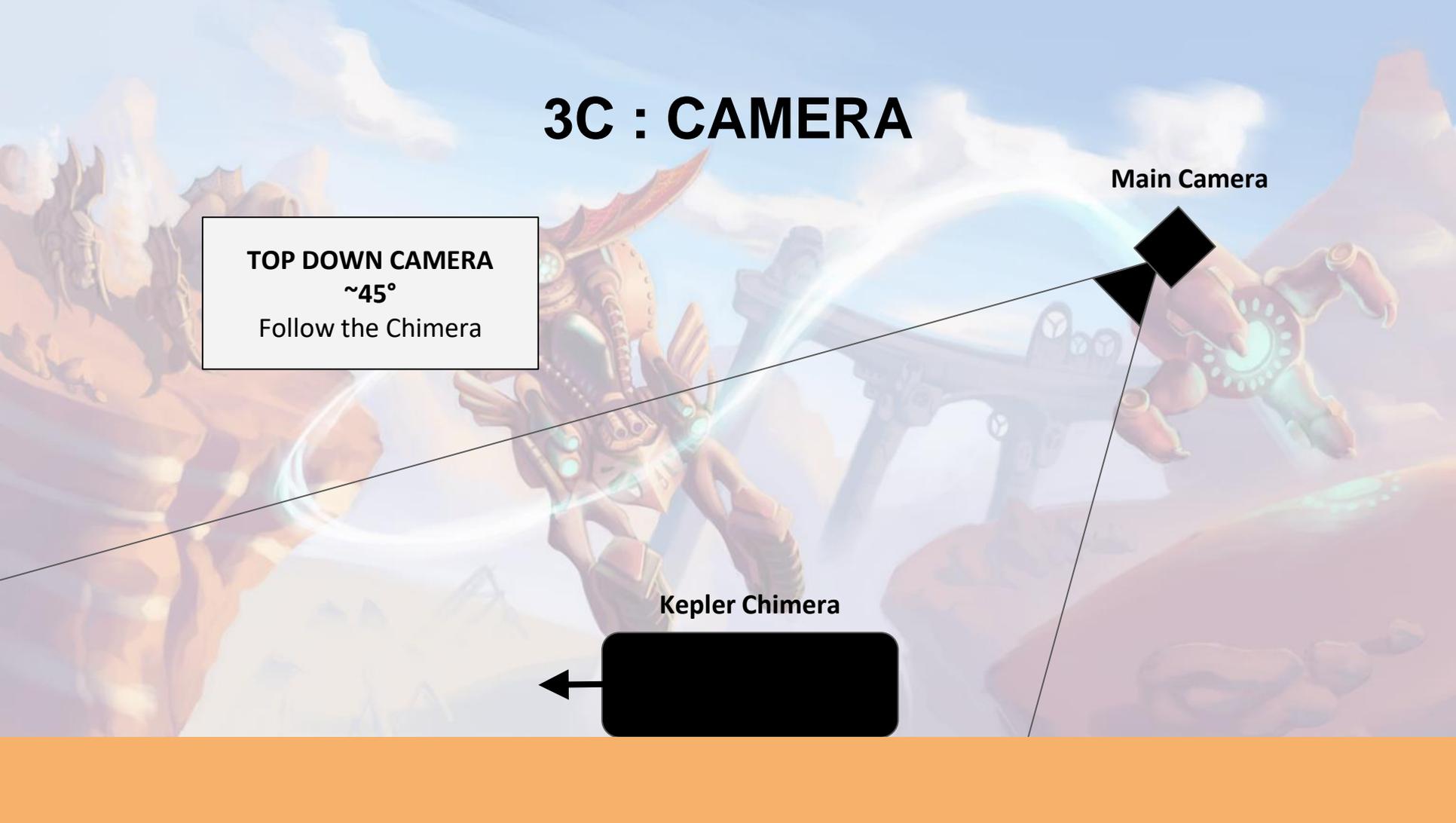
3C : CONTROLS
(KEYBOARD & MOUSE)

Pause / Menu

Echap

Tab

Restart at last checkpoint

Accelerate

Z

Q

S

D

Turn left

Brake / Reverse

Turn right

Fire the grapple

Activate the grapple

Aim with the grappling hook
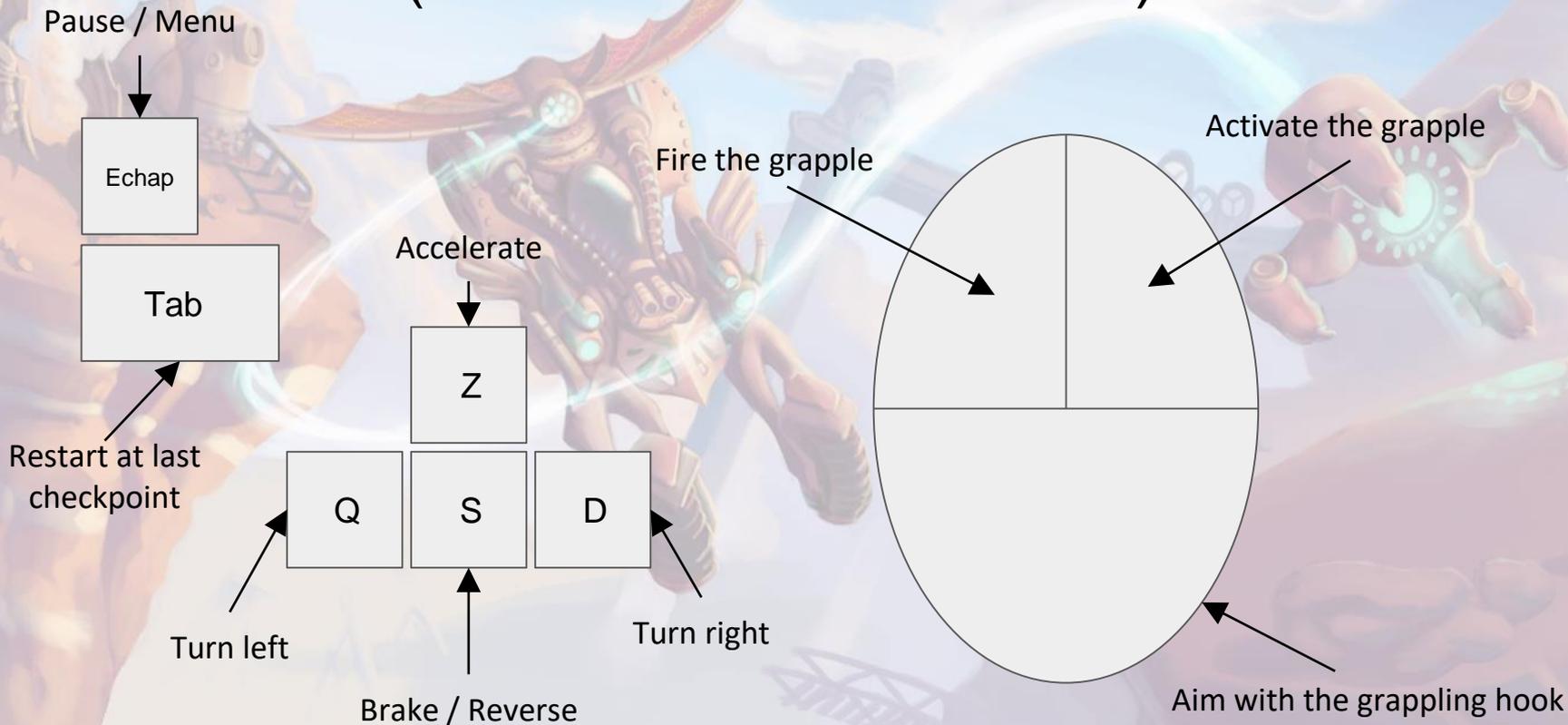
3C : CONTROLS
(XBOX CONTROLLER)

(LT) Activate the grapple

(RB) Accelerate

(LB) Brake / Reverse

Pause / Menu

Steer the car

Aim & Fire the grapple

Restart at last checkpoint
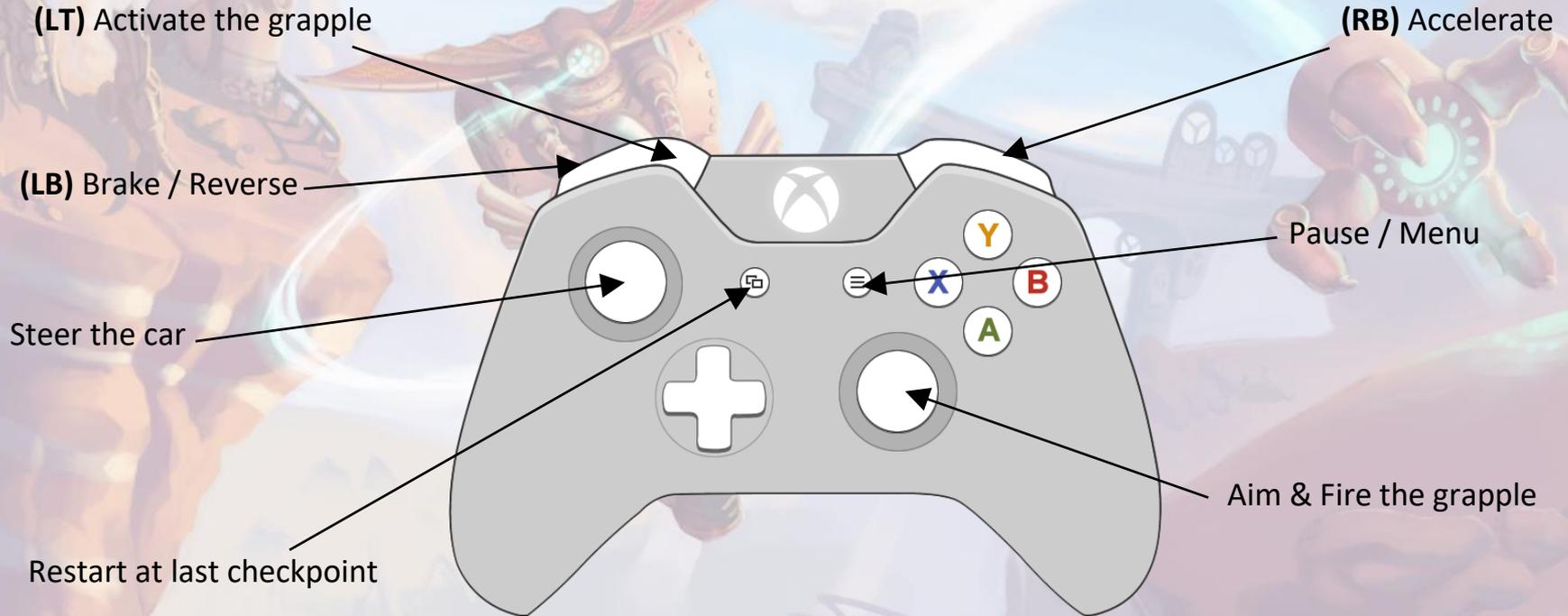
3C : "CHARACTER"

DRIVE : You can drive the Chimera (forward, backward, turn…)

GRAPPLE SYSTEM : You can use a grapple to interact with enemies and specific elements of the scenery.

This grapple can be activated to rewind the wire rope…

ENEMIES

LIGHT : Basic light enemy. Not affected by the grapple. Attack at distance with projectiles. You must collide to destroy them.

MEDIUM : Medium enemy, same category as the Chimera. You must fight a battle of collision to destroy it.

HEAVY : Armored heavy enemy. The player must strip it of its armor plates. It is lethal to collide with it before. It can have a mounted TURRET.

TURRET : Fixed turret which shoots the player. The player must turn around it with the grapple to break it.

OBSTACLES & POWER UP

DESTRUCTIBLE BARRICADE : Wooden / Rusted Iron / Old Wall that can be destroyed when the player drives through it.

BOOST ZONE : Zone giving more speed to the player temporarily.

MAGNET SYSTEM : Recoverable object on an enemy with the grapple settling temporarily to the Chimera and repelling dirty the enemies nearby.

TIMER & SCORING

TIMER : At a level, a fixed timer fires. The player must hit the boss of the level before the end of the timer, otherwise he loses.

SCORING : A scoring system by level is present in the game, the player can score points by various actions like destroying or saving enemies, discovering secret passages... In addition, the player can score points by quickly arriving at the boss, the time remaining to the timer is multiplied in a score in addition to the meter.

BOSS BATTLE

At the end of each level, a boss battle is launched in an arena or in a specific setting. The boss of the level achieved for Imagine Cup is a boss set at the center of an arena in which the player can turn around. It must survive and come to grips with the boss to complete the level. Normally the player has the choice to kill or simply incapacitate the boss.