

Game Design Document

Stunt & Hunt

Concept:

- **Genre:** Arcade Shooter / Trick-Scoring Action
- **Core Pillar:** Fast-paced shooting combined with aerial tricks for score and ammo management.

Gameplay Overview: Stunt and Hunt is a high-energy arcade shooter where the player rides a motorcycle through open seasonal environments, performing stunts and hunting wildlife to achieve the highest score possible before the timer runs out. Momentum, aerial tricks, and ammo management create a loop of constant action where players must balance risk and reward to maximize points.

Core Gameplay:

1 Motorcycle Movement

The player rides a constantly moving motorcycle:

- Speed automatically moves forward.
- The player can slow down, but:
 - If they slow too much, the motorcycle loses balance.
 - The player falls over and respawns, losing precious time.

The challenge is to maintain speed while setting up trick opportunities and lining up accurate shots.

2 Scoring Loop

The entire game revolves around building the highest score before the timer ends.

Players gain points by:

- Defeating animals in each level.
- Performing aerial tricks such as flips, spins, or long airtime maneuvers.

Additional incentives:

- Performing tricks restores 1 bullet.
- Defeating enemies restores bullets.

3 Ammo & Trick System

Ammo is limited. This forces players to:

- Use every trick opportunity.
- Perform jumps deliberately.
- Avoid wasting shots.

The best players constantly cycle between:

- Jump
- Flip
- Shoot mid-air
- Land and chain more kills

Levels:

There are three themed levels, each with a unique season and wildlife type. The player chooses their level by driving around the start menu environment and entering the portal/area of their choice.

1. Summer: Deer Plains

- Flat grasslands.
- Deer roam.
- If shot at or approached, they run away quickly.
- Motion-focused level encouraging high-speed hunting.

2. Fall: Bird Skies

- Circular arena with rocks and ramps.
- Birds fly in random patterns overhead.
- Player must use timing and accuracy to hit fast-moving airborne targets.

3. Winter: Bear Valley

- Snowy terrain.
- Bears move slower but are aggressive.
- Instead of fleeing, bears charge toward the player when attacked or approached.

Enemy:

Deer

- Walk around the map.
- Runs rapidly when in range or when attacked.
- Encourage chasing and speed-based hunting.

Birds

- Fly overhead in unpredictable paths.
- Require precise timing and aiming for kills.
- Perfect for aerial tricks.

Bears

- Heavy, slow-walking animals.
- When provoked, they run directly toward the player.

Golden Variants (All Types)

- Rare, gold-colored versions of deer, birds, and bears.
- Much higher point rewards.

Art:



