

# Concept Document: Master Hunter

## A Story of Drinking and Revenge

*Master Hunter* is a top-down action brawler follows a group of friends led by Max Carnage. After Max and his friends are hustled in a game of pool, he is consumed with a quest for revenge, taking him from bar to bar across town as he pummels everyone who stole the money of him and his friends.

In *Master Hunter*, players go from bar to bar, using a combination of fighting styles, environment elements, and bonuses obtained from drinking in order to beat up bar patrons and the boss thugs who hustled them. *Master Hunter* is focused on using a few simple choices every level to allow players to confront a level in one of many different ways.

### Selling Points:

- Gameplay designed for extremely customizable play styles, allowing for strategy and multiple playthroughs
- Encapsulated levels allow for quick bursts of gameplay
- Fun, cartoonish ultraviolence
- Sweet music to beat up dudes to

### Gameplay

The gameplay of *Master Hunter* can be broadly divided into two phases: *pre-fight* and *fight*. Both of these phases occur during every level of the game.

The *pre-fight* phase of a level is the preparatory state of a level, where players decide how they want to play the game. First, players decide which of the four friends they want to play during the level. Each friend has different fighting styles from one another:

- Max Carnage is a fistfighting bruiser, and his gameplay is centered around throwing slow, damaging punches. Playing Max requires timing, to ensure that Max can get through the relatively long wind-up and land one of his devastating punches.
- Dan Caliente is the group's sharpshooter. He brings his classic six-shooter into every bar with him, giving him exactly six shots he can use to quickly take down enemies. However, once Dan's out of bullets, he's out, and must rely on his suboptimal fighting ability.
- Vincent Blaze is a quick fighter, who relies on a rhythm to his attacks, rather than power like Max. Vince's attacks do more damage the longer his combo gets, so

properly using Vince requires attacking enemies in such a way that he can ensure a long string of blows.

- Sledge is an overweight guy, but one who can still hold his own in a fight. Sledge gets a few hits of armor due to his size, and can gain more armor by eating food which is available around the bar.

Once a character is selected, they then enter the bar which houses the level. Every bar has a different, unique theme (ex. biker bar, sports bar, comedy bar, college bar, etc.), and all of the patrons who will form the enemies for the level, including the boss, can be seen hanging around. All of these characters are non-hostile until the player provokes a fight, allowing them time to plan, to observe enemy placements and the location of valuable environment interactables.

More importantly, it gives players a chance to make their way to the bar. At the bar, the player can order drinks. Every kind of drink available offers a set of buffs and debuffs to the player, and each of the four characters can stomach a certain amount of drinks before they get sick. Drinking at the bar is sort of like choosing an equipment loadout in an RPG: it is how players determine the nuances of their strategy. Example drinks are as follows:

- Jaegerbomb: Allows players to climb up objects and drop down onto foes (much as how a bomb is dropped into a drink)
- Fireball: Player can breathe fire, not only giving them a new weapon, but allowing them to light interactables and use them in new ways (ex. lighting a liquor bottle creates a molotov)
- Straight Whiskey: Grants players a bit of armor, allowing them to take a hit or two without it interrupting their animation

Players are hypothetically unbounded in the amount they can drink, but the more they drink, the more they risk their character getting too drunk, which will result in blurry vision, input delay, and slower, more cumbersome animation.

Once a player is done drinking and surveying the level, they must then transition from pre-fight to *fight*. Players can do this one of two ways:

1. They can simply attack a bar patron, starting a fight then and there
2. They can go to the jukebox (there's one in every bar), and play a brutal metal song, which will stir everyone into a fight. The jukebox is always placed such that the player is in a disadvantageous spot when the fight starts, with the reward that fighting with the thumping metal song in the back is way cooler.

If the player is playing as Sledge, they also initiate the fight by eating a patron's food.

During the fight, all enemy NPCs in the bar, with the exception of the bartender, will turn hostile, and attack the player. Most of them will simply charge at the player when he gets close enough, although some will attack from a range, and others will use environmental objects like the player. Bosses will use a combination of the three styles.

During a fight, players' sole goal is to beat up every single other person in the bar. To accomplish this, they have a simple punch, as well as an alternate attack that varies depending on the player character (Max has a strong punch, Dan can shoot, Vince has a lunging attack, Sledge can eat). Players can also pick up items from the environment, which will have other unique effects. For instance, players can pick up a pool cue to use as a bashing melee weapon, or a beer bottle to throw at far-away foes. These weapons will change the attributes of the character's main attack as long as they hold the item.

Unlike *Master Hunter's* contemporaries, like *Hotline Miami* and *Gunpoint*, combat in *Master Hunter* is not a one-hit affair. Both players and enemies, common and boss alike, take multiple hits. This puts more emphasis on thinking through plans than in *Hotline Miami* ("I'll just barge in and see if it works, respawn's only a second"), and also gives players a bit more leeway when testing out new playstyles.

Bosses in *Master Hunter* are all unique enemies, with special abilities based on the bar they reside in. The biker bar boss can bring in his motorcycle and rip around the stage, the club boss will perform attacks matching dance moves, the sports bar boss will pull out a variety of sports equipment for use in battle, and so on.

### **Visuals/Art Style**

The visual style of *Master Hunter* will generally involve a lot of dark colors, mainly black, grey, and browns to compliment the setting of bars at night. These settings will contain small amounts of bright colors (flickering neon beer signs, the occasional bright jacket, fire, etc.) but even these will involve darker shades of pastel colors. The combat of *Master Hunter* is brutal, and the story is one of a revenge story. As such, the visuals of the game should be equally bleak and dark.

Character designs will be somewhat realistic, but with heavily exaggerated features to emphasize character traits and fighting abilities. This game could potentially be pretty grisly if depicted realistically, but instead, it should go for a sort of "grisly cartoonishness". Most characters should be either cartoonishly buff, skinny as a rail, or

absolutely corpulent. Attack animations should be overacted. Blood splatters should be excessive, and any actual gore should be so overdone as to be ridiculous.

Max Carnage is big and bulky, built extremely top-heavy. He has long, black hair, and wears a leather jacket. Max's arms and shoulders are huge, to compliment his strength in game.



Dan Caliente is a skinny, Hispanic/Spanish/South American guy, who always keeps his hair styled and is wearing the latest fashion. He's the only member of the group who likes to wear really flashy colors, as he wears a bright red scarf.



Vincent Blaze is a professional martial artist. While he's not quite as muscular as Max, or skinny and stylish as Dan, he still has an athletic form, and is a practiced boxer. If

Max oozes “rage” and Dan epitomizes “style”, Vince is “athlete”, matched by his athletic wear.



Sledge is a bigger guy, and tends to prefer more mundane street clothes. He’s a bit of a slob, but he’s no schmuck when it comes to wearing nice clothes. He’s not corpulent, but he certainly has some body mass.



## Music/Sound

The core of the audio for *Master Hunter* will be divided into the pre-fight and fight phases. Pre-fight music will be normal bar tunes. For some bars, this will be reliant on the bar’s theme (like the club), but most bars will use simple classic-style rock, calmer in tone than other songs in the genre.

Tonal Matches:

- Rainbow - Man on the Silver Mountain
- Tom Petty - Free Fallin’
- Eagles, Hotel California

When combat is initiated, the soundtrack shifts over to higher octane songs in the same genre as the pre-fight music. These songs will not be the fastest or perhaps best fight songs in the genre, but they will be conducive for fighting.

Tonal Matches:

- Creedence Clearwater Revival - Fortunate Son
- AC/DC - Back in Black
- Styx - Renegade

If the player opts to initiate combat via the jukebox, they are rewarded with a fight song which is much higher energy and noise than the normal fight music, perhaps even heading into metal territory, for the purposes of making their fight as cool as possible.

Tonal Matches:

- Dropkick Murphys - The Rocky Road to Dublin
- Beautiful Creatures - Super Fly
- Iron Maiden - Two Minutes to Midnight