

OVER THE HILLS



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Overview

A mountain rescue helicopter is saving the hikers trapped on the mountain in the night-time. The rescue team must save everyone before they run out of fuel and get trapped on the mountain themselves.

This game is designed and created as part of the Global Game Jam 2021 event.

Game Genre

The game falls under the point and click genre with the hidden object mechanic being the main focus.

Game Objectives

Long term goal: Save as all the hikers before the helicopters fuel runs out.

Gameplay goal: Find the lost hikers by using the helicopters torch and then successfully hooking them to bring them back up to the helicopter.

Verbs

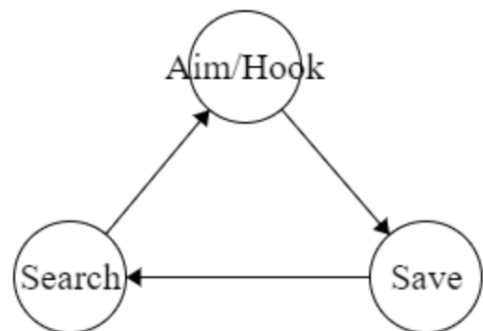
Search
Aim
Hook
Rush

Player Motivation

Complete the objective with experimentation, tactics, and speed.

Game Loop

The core game loop is very simple. The player must search for a lost hiker. Aim and hook the hiker, continuing to save them and then start searching again.



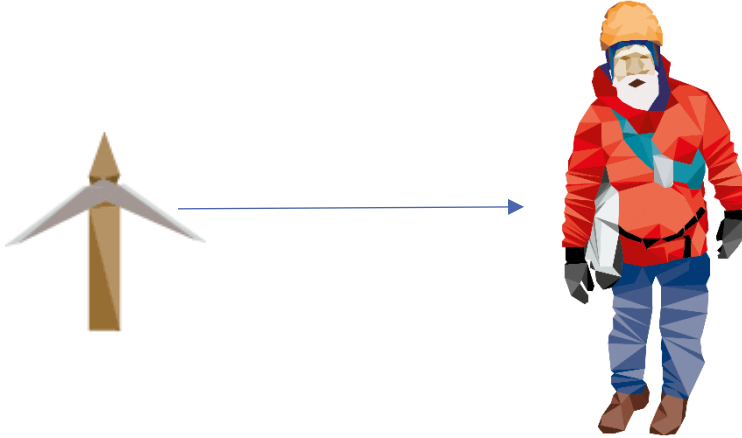
Tactics and Learning

The player can learn to use their limited time as effectively as possible. While the current hiker is being saved and is on his way to the helicopter, the player can use this time to search for other hikers on the mountain. If they find one, they can continue to find others, using their memory for each hiker's location.

Game Mechanics

Game Mechanic

Aim & Hook



The player must send the hook from the helicopter to the hiker using the mouse 1 click, hooking them and taking them up to the helicopter. The cursor must be over the hiker in order to successfully hook them. Once hooked, the player can continue searching the mountains. They must wait for the hiker to reach the helicopter before they can send out the hook again.

Game Mechanic

Search



The player uses the mouse to look around the scene. The mouse acts as the helicopter torch, revealing the mountain behind the dark.

Game Mechanic

Petrol



The player must keep watch of the amount of petrol the helicopter has as this variable determines part of the win and lose conditions.

Win & Lose Conditions

Win Condition: The player wins by successfully saving all the hikers on the mountain before the petrol bar runs down to zero.

Lose condition: The petrol bar runs to zero and the player has not saved all the hikers.