



HIVE

RGD – Resource Management

Maxime Galarneau
Samuel Deschênes
Marc Dazé



Game details

Context & Game type

Hive is a horror game set in a sci-fi universe. Its main experience pillars are tension, interdependency and solitude.

Gameplay consists mainly of combat and *platforming*.

The player faces different enemy types during combats. He primarily uses his gun that uses energy from a solar gauge that can be reloaded with specific reloading terminals.

There are 3 main mechanics that require resource management.

- [Combat planning](#)
- [Solar Gauge](#)
- [Beta terminal](#)



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Combat planning



Combat planning- Mechanic details

Goal of the mechanic

Being able to plan your encounters.

Game mechanic

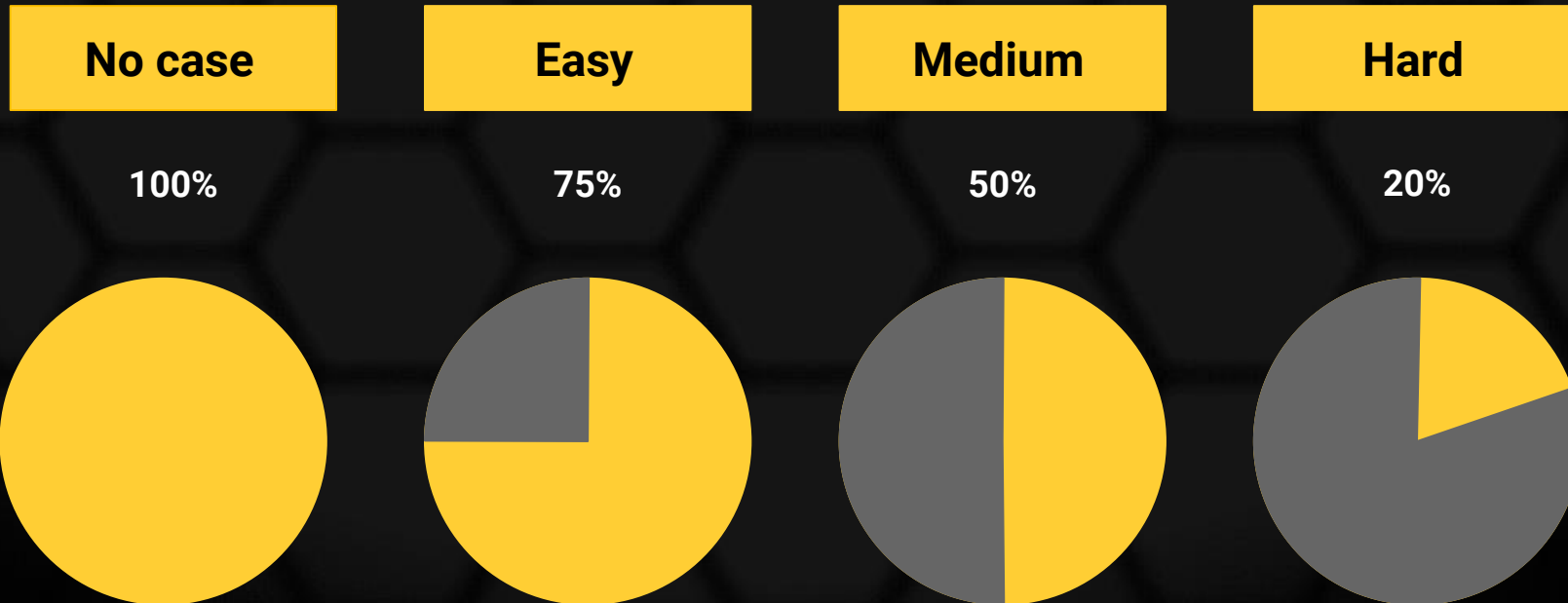
Analyse the environment to be able to plan when combat will happen to manage resources.



Combat planning

Description

% of times the player knows when combat is incoming.





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Solar Gauge



Solar gauge – Mechanic details

Goal of the mechanic

Shoot bullets using the solar gauge of the gun that has a limited quantity.

Game mechanic

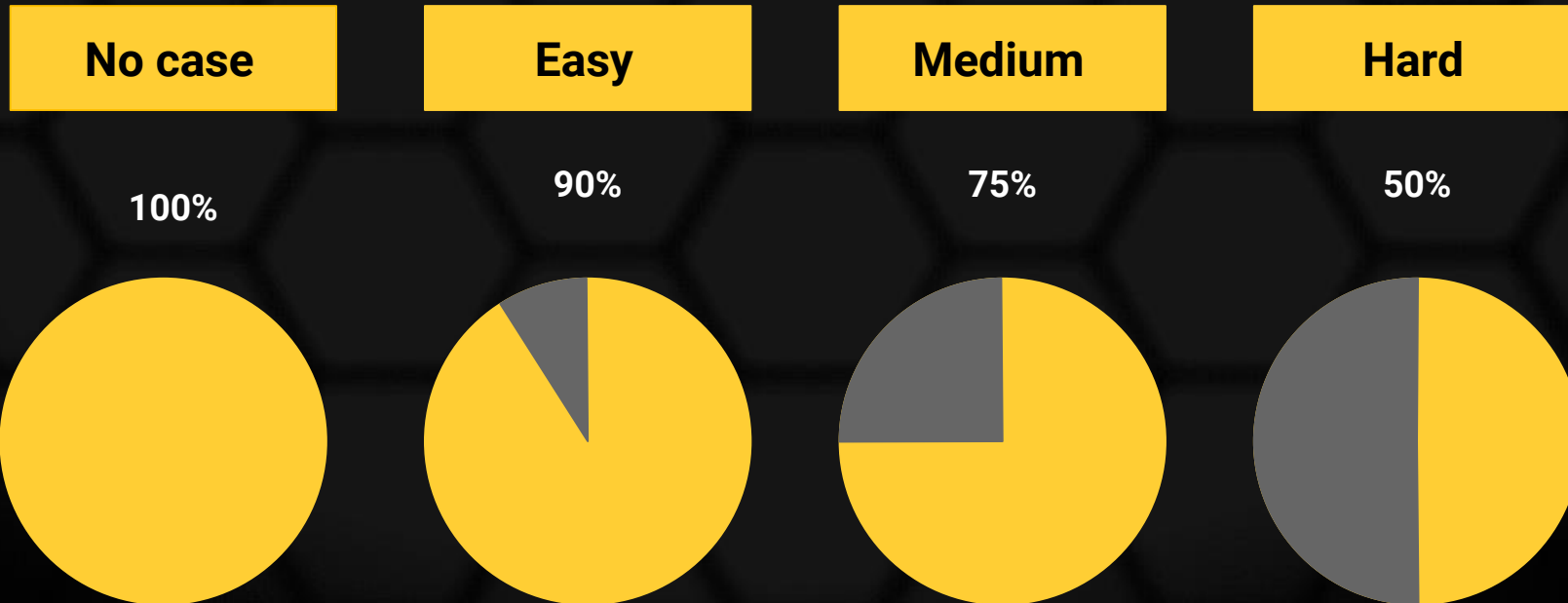
Using the solar gauge in enemy encounters.



Solar gauge

Description

Start combat with a % of the solar gauge (Bullet count)





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BETA Terminal



BETA Terminal- Mechanic details

Goal of the mechanic

Reach the BETA terminal to reload the gun or health points.

Game mechanic

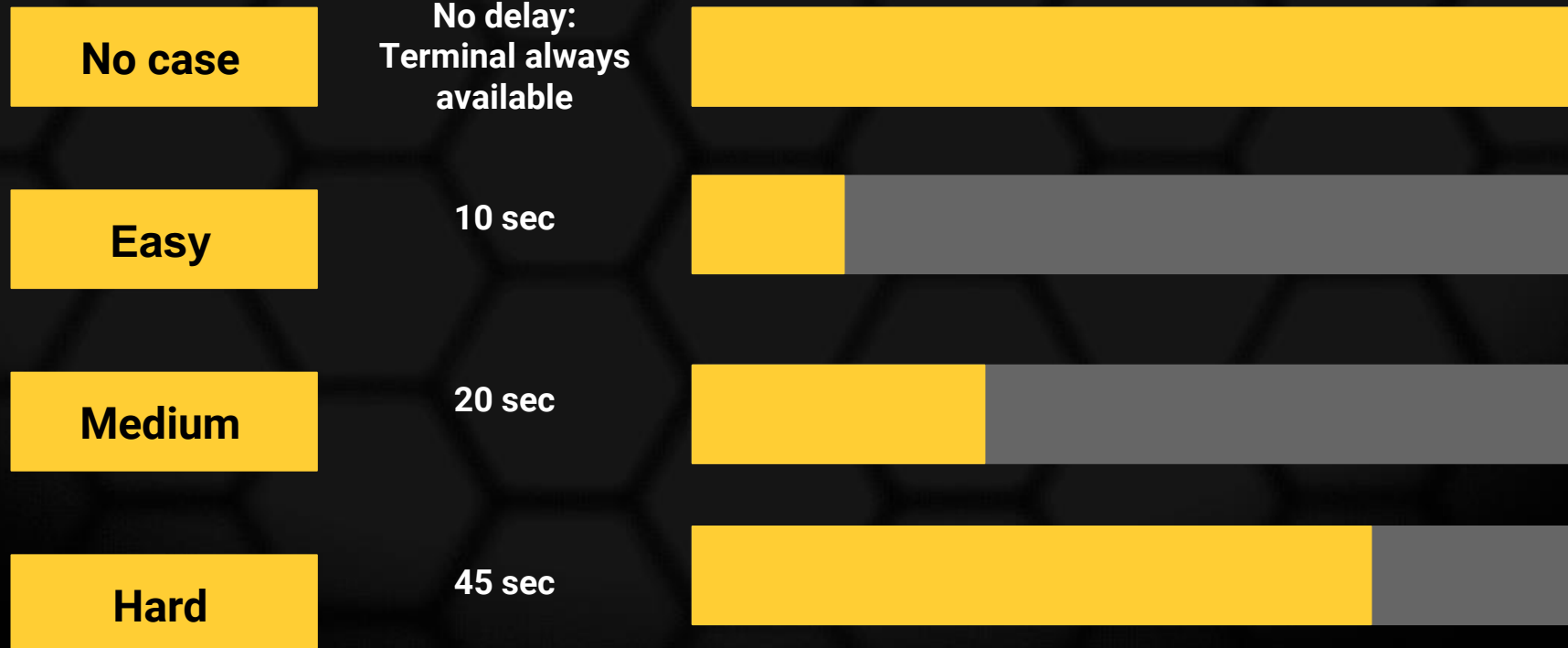
Delay between BETA terminals.



BETA Terminal

Description

Time between BETA terminals and gameplay sequences.





Resource management- Atomic parameters

Atomic Parameters	No case	Easy	Medium	Hard
Combat Planning	100%	75%	50%	20%
% of Solar gauge at encounter start	100%	90%	75%	50%
Delay between BETA terminals	Always available	10 sec	20 sec	45 sec