

Game design observation

Hotline Miami

Mechanics:

- combat system,
- killing by doors,
- throwable weapons (to kill an enemy),
- different roles (different skills),
- timings and balance

Rules:

- one life,
- fast and dynamic gameplay,
- different strategies (run across map, stand in one place and wait)

Objectives:

- finish level,
- kill enemy,
- survive,
- earn scores,
- boss fighting

Aesthetics:

- retro,
- neon,
- synthwave,
- top-down

The game is based on a system of levels, clearing levels from enemies under driving music (which creates dynamism and synchronizes the player's actions with the game) as well as boss fights. In the second part of the game, we have a choice of heroes, to each of which have their own skills, thanks to which levels and the game becomes replayable, and is not like the previous one. In addition, the design of levels can be as corridor, as well as rooms with various hiding places from enemy bullets, as well as shooting through windows and killing by doors create their own mechanics.

The style and story of the game is based on the 80's. The music and visuals are in keeping with the style. The presentation of the main characters, their goals and enemies in the stylized way of the game.