

# Design Document

DSD201

Albie Ng, 2024

**Infiltrate  
This!**

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# 1 Executive Summary

## 1.1 Mission Statement

Make an increasingly challenging stealth game with rogue-like mechanics where you complete levels and upgrade your skills.

## 1.2 High Concept

*Infiltrate This!* invites players to embark on a stealth-filled journey, skilfully navigating through challenging levels while avoiding enemy detection. Use special abilities while strategically collecting items to meet the objective before time runs out. Visit the in-game shop between levels to unlock crucial upgrades. Experience an immersive adventure where every decision shapes the game's intensity. *Infiltrate This!* promises an adrenaline-fueled journey through the shadows.

## 1.3 Unique Selling Points

### Key Features

- Immersive gameplay in a third-person perspective
- Rogue-like elements of choosing how your journey pans out
- Carefully planning your route when beginning a new level

### Target Audience

The target audience includes stealth enthusiasts, tactical gamers, puzzle-solving players, and challenge seekers. The mechanics of *Infiltrate This!* caters toward those who prefer to plan ahead, however, this does not exclude casual gamers from our player base, as the game is designed to be easy to pick up and enjoyable for short periods of time.

### Unique Attributes

*Infiltrate This!* draws inspiration from many other games, however, what sets it apart from those games is its ability to combine advanced tactics with the simplicity of casual games. This game will shine bright long after the players' first playthrough, as they advance and hone their strategies. All while being greeted with a sense of accomplishment at every milestone of progress.

## 2 Project Parameters

### 2.1 Constraints

**Project duration:** 11/03/2024 – 19/04/2024 (6 weeks)

**Alpha due:** 19/04/2024

**Engine:** Unity

**Target Platforms:** Windows PC

**Primary Programming Language:** C#

**Team Size:** 1

**Project Methodology:** Waterfall

**Budget:** Minimal

**Software Supported:**

- Microsoft Visual Studio 2019
- Unity Editor
- Unity Asset Store

### 2.2 Target Audience

- Stealth enthusiasts
- Tactical gamers
- Puzzle-solving players
- Challenge seekers
- Casual gamers

The game will cater for many types of consumers, it has a simplicity that is easy to pick up for casual gamers, much like one would find with mobile games. However, the inclusion of levels of increasing difficulties and rogue-like mechanics will draw in enthusiast gamers who enjoy challenging themselves to reach new high scores and discover the most efficient ways to play.

## 3 Gameplay Overview

### 3.1 Core Functionality / Mechanisms

#### **Third-Person Movement**

Character controller optimised for a third person camera; the player will be able to walk in all directions.

#### **Enemy Movement**

The enemies will be stationary or patrol an area 'on rails'.

#### **Enemy Line of Sight**

Cone of vision for enemies that the player must evade, if caught, the game will be over, and the player must start from level 1.

#### **Item Collection**

Objectives and items in the level the player character must collide with to pick up.

#### **Quota**

A quota of objective items must be collected during each level before the player can proceed to the exit.

#### **Level Completion**

At the end of each level, the player will have to choose one of three options that will make the following levels harder.

### 3.2 Supporting Functionality / Mechanisms

#### **Doors/Unlocking**

Doors placed throughout the level will have two states: open and locked. The player will be able to use keys they have found or purchased to unlock these doors. Each key is a single use item.

#### **Shop**

In between levels, the player will be presented with a shopfront to buy items and abilities for use in future levels.

#### **Advanced Character Movement**

Planned abilities include jumping, running, dashing, and sliding which will be available for the player to purchase, increasing their chances of evading enemy sight.

## 4 UI

The goal behind the UI design is to stay simple but effective. The player should easily navigate the menus, so conforming to certain industry standards is a must. Due to its simpler mechanics, the menu design draws inspiration from older titles and indie games with more straightforward aesthetics, distinguishing it from AAA titles with extensive features and often convoluted UI's.

### Main Menu

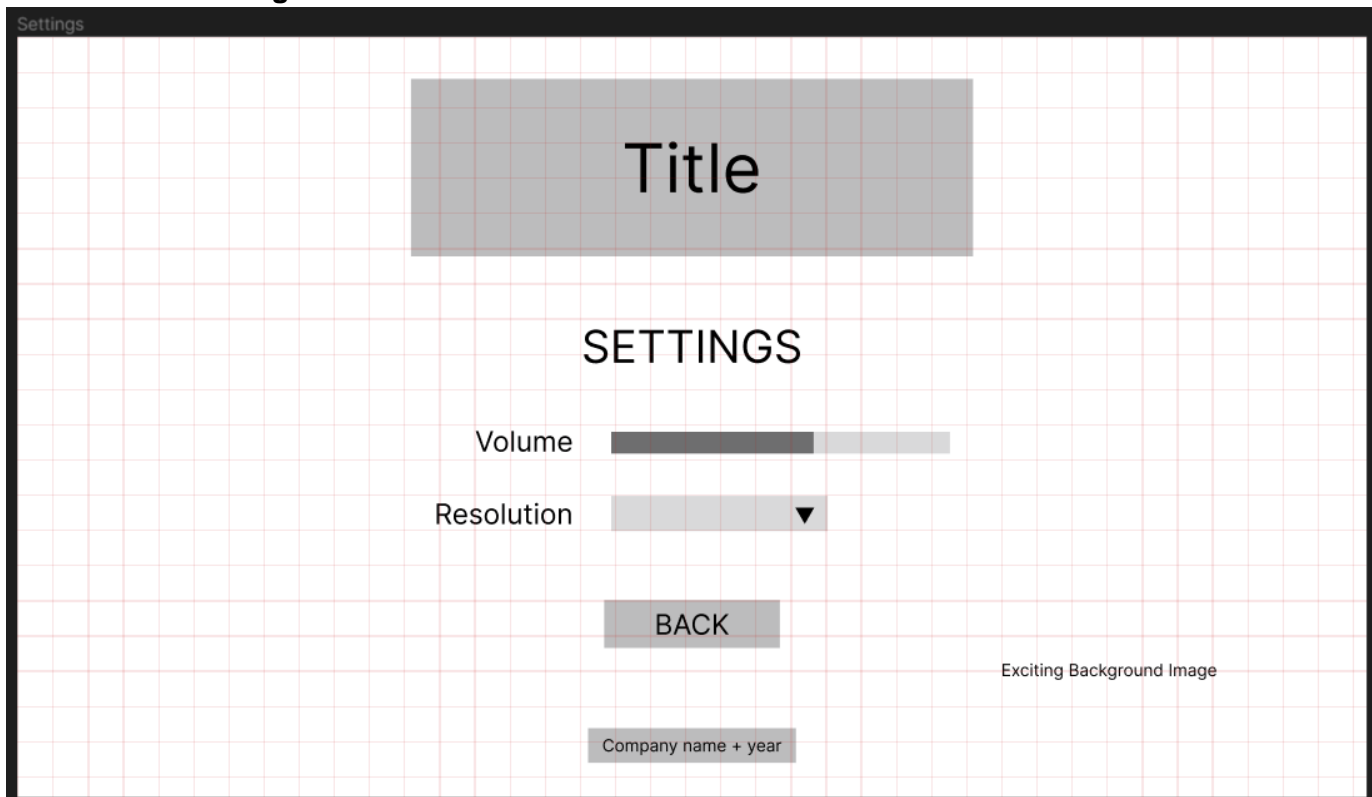


The main menu is intentionally crafted with a minimalist and straightforward design. Each button is positioned at the forefront of the interface, ensuring intuitive navigation for players. The menu is not unlike that used in the small, indie game *Minecraft* (2009).

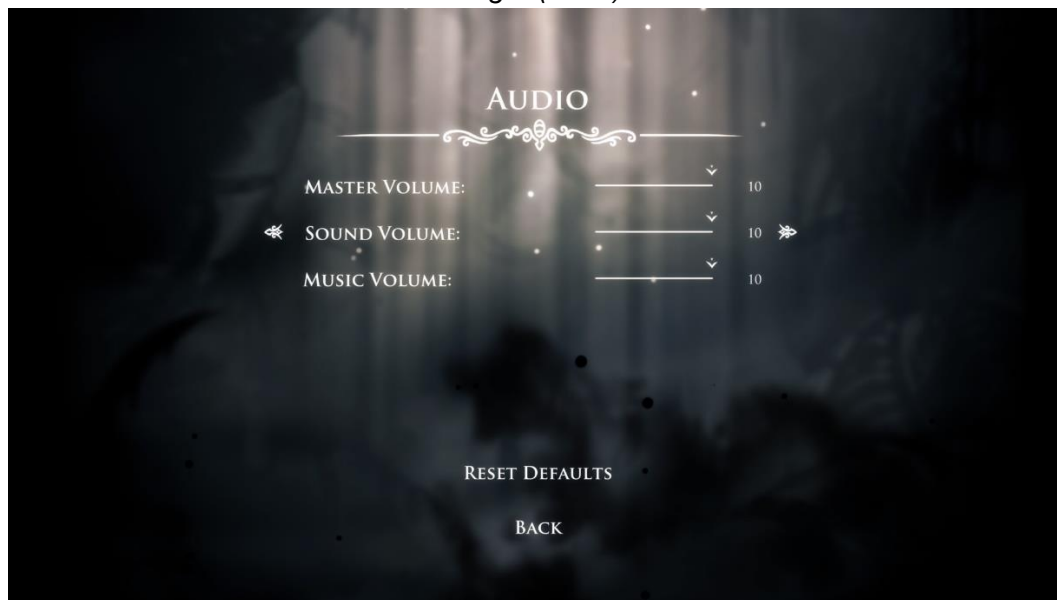


(Minecraft Fandom, 2022)

## Main Menu – Settings

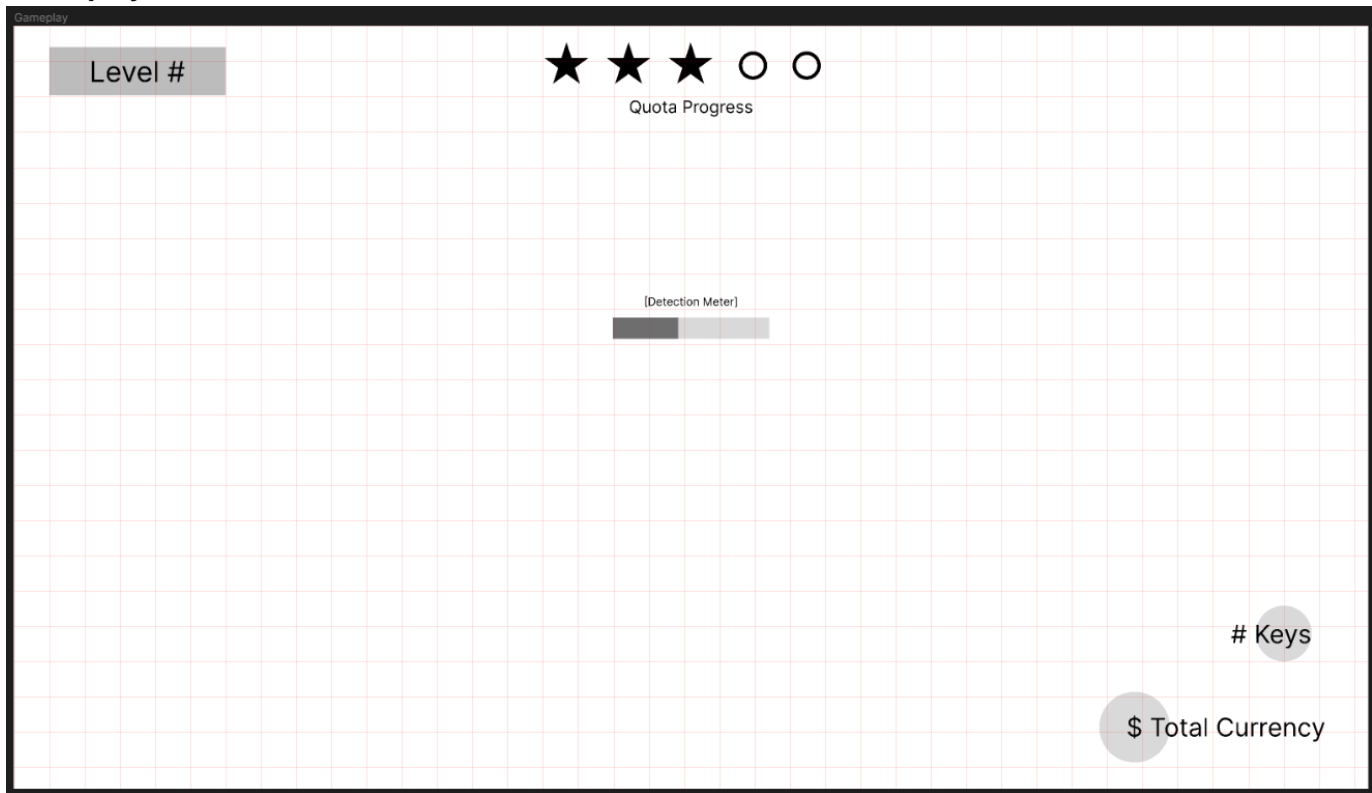


The settings menu within the main menu simply replaces the three buttons with the limited number of adjustable settings for the game. A 'Settings' title is present to indicate to the player which page they are on, with a 'back' button to return home. The interface positioning is like that of the audio page in *Hollow Knight* (2017).



(Audio - Hollow Knight | Interface in Game, 2020)

## Gameplay – Active



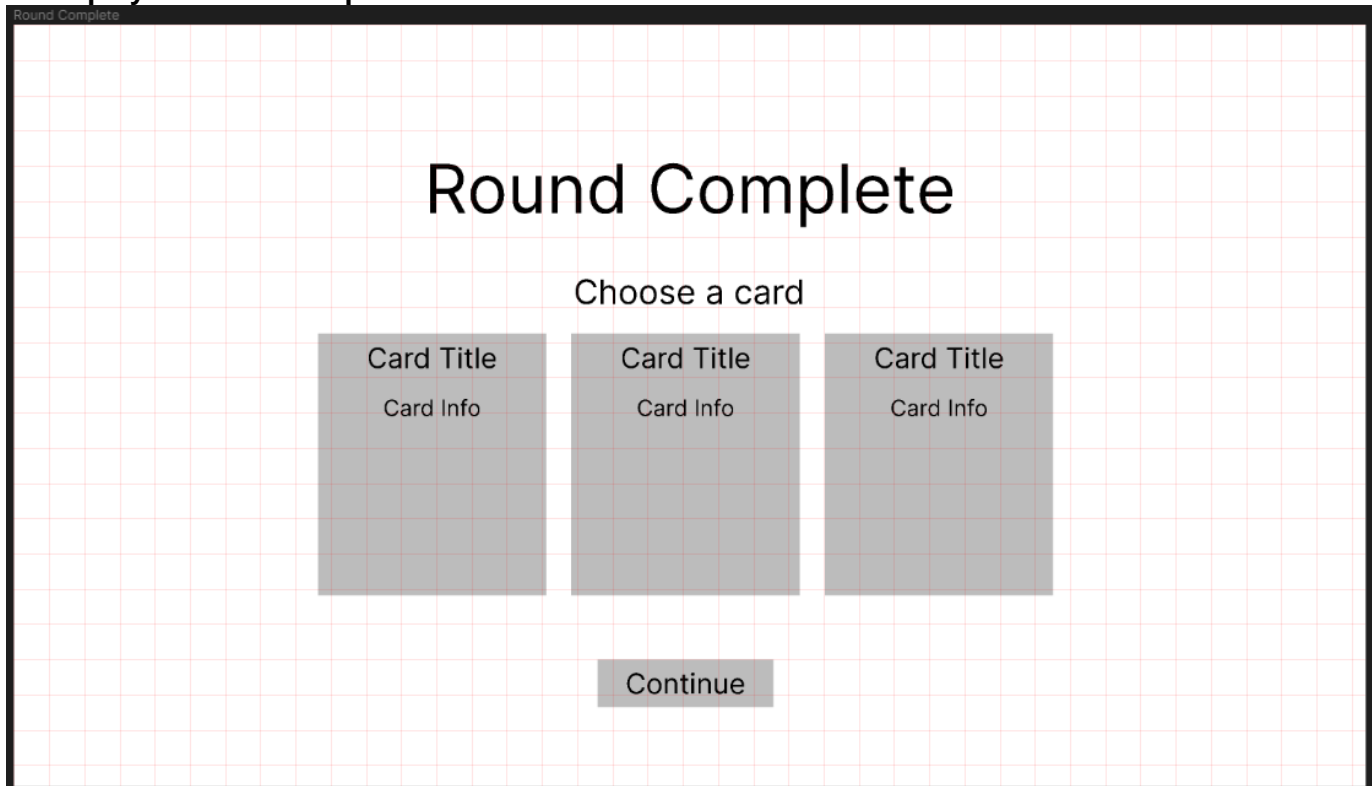
During gameplay, the level number will be displayed in the top left for the player to keep track of. Quota progression for the level will be top centre as this is crucial info for the player. A diegetic Detection Meter will be drawn above the player's head. *PlateUp!* (2022) handles these simple elements of UI elegantly, which is where inspiration is drawn from.



(Ashcroft, 2022)



## Gameplay – Round Complete

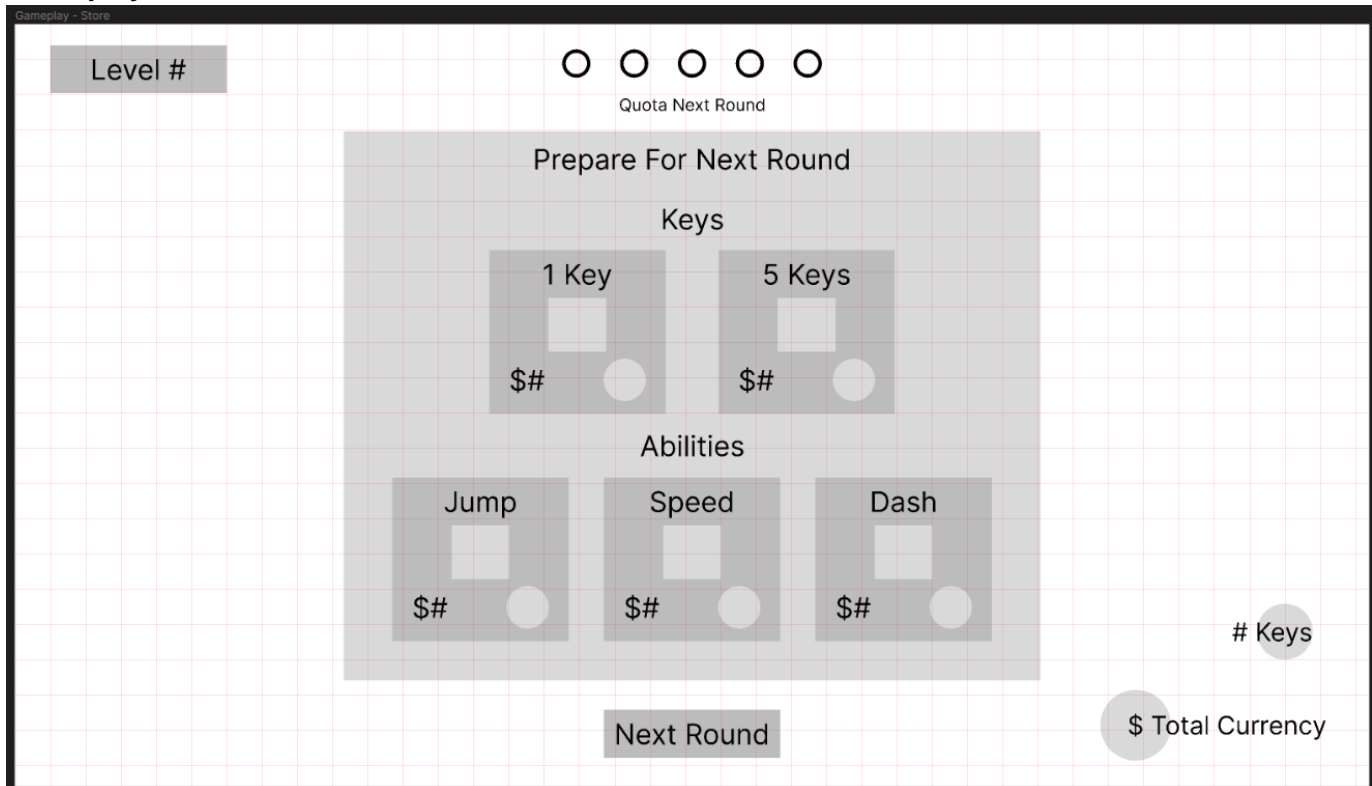


After the player successfully reaches the exit in any given round, they will be presented with the option to choose one of three cards that make the game harder in any subsequent rounds. This is how the game gets progressively harder. Hearthstone implements this type of feature well (hiro4fun, 2019)

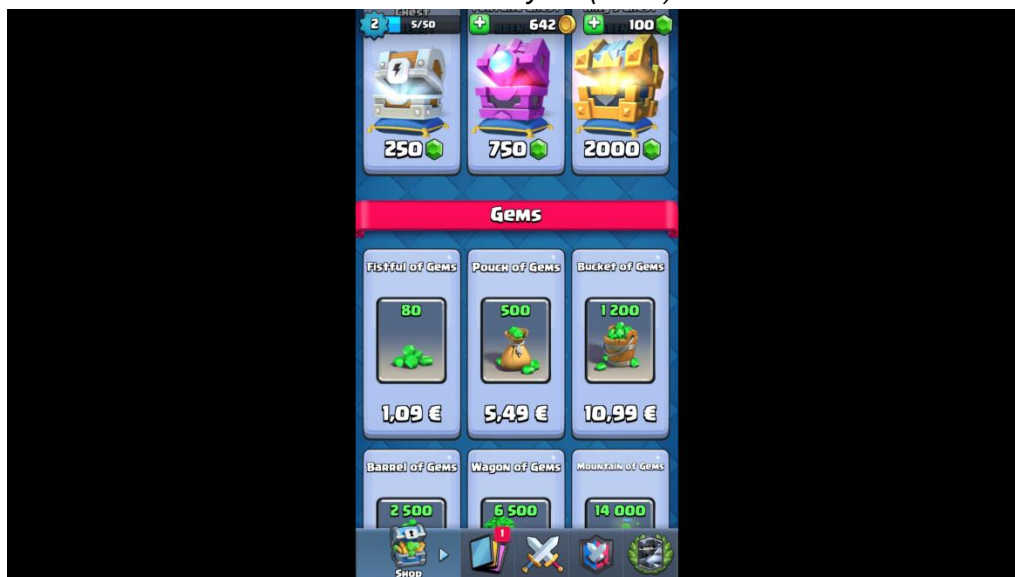


(Hiro4Fun | Reddit, 2019)

## Gameplay – Store

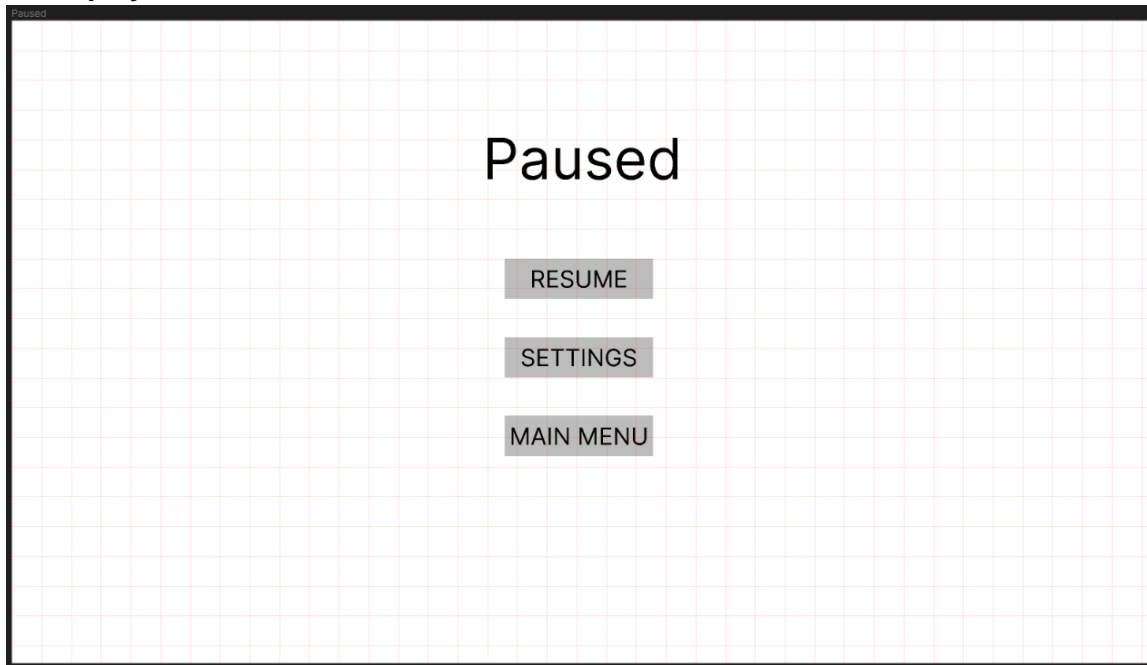


At the end of each round, the storefront will be displayed for the player to purchase any items or upgrades for their character. The intention is to keep it simple like what one might see in a mobile game like *Clash Royale* (2016).



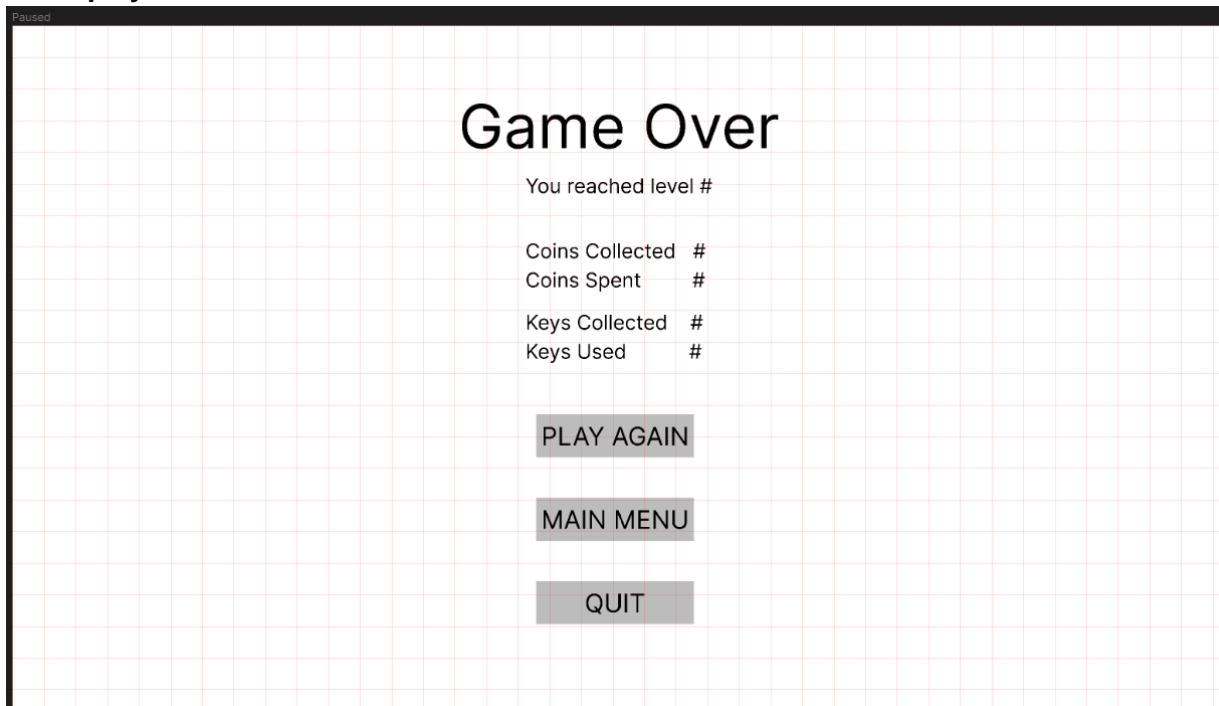
(Gems - Clash Royale | Interface In Game, 2020)

## Gameplay - Paused



A simple pause menu which can be achieved by pressing the escape key any time during the round or in the shop menu. Here there is also the option to quit to the main menu should the player want to give up. Note, there is no save option, as this game is intended for single runs in one sitting.

## Gameplay – Game Over

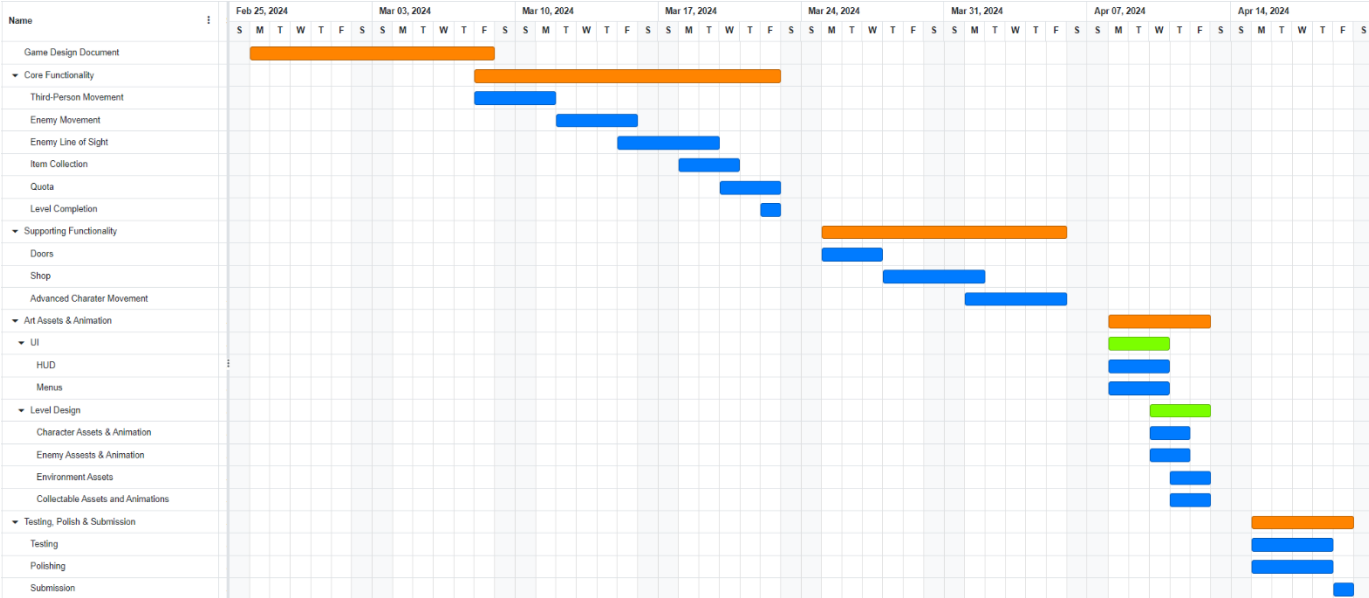


The game over screen serves the purpose of informing the player their game has ended. It will display their stats for the run, such as level they reached, coins collected/spent, and keys collected/used. They are then given the options of playing again, exiting to main menu, and quitting the game entirely.

5 Schedule

Feature/Component	Time Frame/Due Date
Game Design Document	26 February – 8 March (10 days)
Core functionality	9 March – 22 March (two weeks)
Additional Features / Supporting Functionality	23 March – 5 April (two weeks)
Art Assets and Animations	6 April – 12 April (one week)
Testing, Polish & Submission	13 April – 19 April (one week)

Gantt Chart



## References

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