# Pickpocket

## Story

You play as a homeless street urchin trying to survive in a medieval town. The player must pickpocket and steal as many items within an allotted time and get back to shelter without getting caught. After each run, the player will be able to upgrade their skills in order to steal rarer and more valuable items.

## Setting

Levels could be progressively larger towns with new areas, starting in a small town and slowly moving up to a large city. The setting could be themed with fantasy elements in order to make things interesting, with traps and hazards around the level.

The base camp can be set in a black market setting of some kind, whether that be underground, in a sewer, or a sketchy looking building. The setting can change depending on the level the player is in.

Level Layout

The initial map will be quite small to allow the player to learn all the mechanics of the game, it will have mainly small buildings and some larger ones to add some diversity. The level itself will be a small village with some more dense town areas and some more open green areas that the player has to explore. The village will have NPCs walking around these

## Play

Each round the player can collect items and food from varying places such as stalls, building windows, pickpocketing, in order to gain points/money. The player must collect and return to their base within the time limit in order to bank their entire point pool. If they fail to return or get caught during their run, they will only bank a fraction of the points they have collected.

This could be made into a level-based game in which there is no large consequence of not returning as the aim could be to just complete each level and progress. The alternative is to make it a dungeon style game where the player only has a certain number of lives before being returned to the starting level.

If this were the case each skill option after each round could be randomised to give variation to the game.

## Mechanics

### Upgrades

At the end of each round the player will be presented with different upgrades where the player can gain abilities, upgrade stats, or gain items to use. These could be random or just have basic stat pools to increase. The abilities will help the player achieve a goal within the level in order to progress.

After each run, the player could upgrade base stats to start with using a different kind of currency that is gained after each run depending on the length of the run.

### Stats

The player will have assigned base stats that can be increased during the run with upgrades. These stats can include speed (the speed at which the player moves), health (how many times the player can take a hit), pick-up distance (the range at which the player can reach items), and stealth (how quickly the player can hide).

### Traps

These will be different hazards around the level. These could be explained by having them be things like slippery mud to slow them down, angry wizards casting spells, or guards that can see and chase you over a certain range. Some traps could just remove health or they could be insta-kills that could be saved with things like items or abilities.

### Points/Money

Each item will need to be assigned a specific point amount to give the player when it is collected. This point amount will be what is used in order to buy things at the end of each round. It will also need to be fractioned if the player dies. Any points not used at the end of the buying will be banked and available to use after the next run.

End of run currency will be determined on how far the player gets each round. It could be 1 per level to that degree so base abilities are harder to upgrade.

### Respawning

Once the player’s health reaches 0, the player must respawn at its base camp with a fraction of the points collected plus any points already banked.

UI

HUD:

The player’s HUD will display during gameplay and allow them to access features such as Menu Items and Skills during the level. The following elements will be what is shown on their HUD.

* Health
* Skill Indicator
* Sneak Indicator
* One Menu button that brings up rest of Menu
* Timer
* Item Counter
* Shelter Indicator

Some elements will only be shown to the player while they are engaged in certain elements such as sprinting or sneaking. These will appear temporarily and as and when needed during the game.

Gameplay UI:

* Sprint Bar
* Sneak
* Interact
* Danger Icons
* Spotted Icon

Theme:

Medieval/ Rock/Brick/

Grays/Blacks/Browns

Bold/Visual/Wooden

Audio

Having different sound tracks for different situations such as running away or sneaking. Each track will either change volume or pitch to indicate the state change.