# COSC360

## Team Versor

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## Game concept:

Ninja Stealth Action Game set in Japanese Samurai era, with a top down view and a two character narrative.

### Main Objectives:

* Sneak in to steal or assassinate
* May or may not lead to an escape sequence
* Mainly stealth, but with simple combat - melee, swords and knives, and stealth assassinations.
* Robbing and assassinating bad guys

### Mechanics:

* Guards with a cone of vision for the player to avoid
* Dogs sniffing tracks where the player has been \*
* Some smart enemies search for you if seen \*
* Perfect / Imperfect stealth kills
* Imperfect kills result in blood trails which dogs can sniff, and make noise
* Hidden consumables - and looting dead bodies
* Hiding dead bodies
* Noise can alert guards - creaky doors, and floorboards
* Guards have three main states - passive, investigating, and alert
* One ninja plays levels right-to-left, the other ninja plays levels left-to-right.

(feeling that the ninjas are coming to meet each other)

### Story:

* 2 ninjas, missions alternate between the characters
* Assassination ninja is a pro, theft ninja is a rookie
* Male ninja does assassinations, female ninja does the thieving
* Plot twist at the end:
  + Robbery ninja wants to interrogate the assassination victim for the location of a jewel
* Motives for the ninjas:
  + Assassination ninja
    - Wants revenge for traumatic event
    - Paid by an employer / bounties
  + Robbery ninja
    - Doing it for money
    - Steal from rich, give to poor
* Last two levels will be played from opposite sides of the same building, and the ninjas meet each other at the end – ending ambiguous. Player to interpret what happens next.