

Smuggloot

Join the sneaky life



EXECUTIVE SUMMARY

“Stealth games are often also full-on action games, hardly ever making sneaking around the only way to progress. The stealth aspect becomes discountable.”- Sam M Greer

The following is our proposal for a stealth game, playable on PC-Compatible computers. Smuggloot was made for fans of the stealth genre that find gratification in a game where careful observation is key. Whereas a lot of stealth games today follow a trend of focusing on action and violence, Smuggloot wants to go back to the basics and make the players rely on their wit and patience. Adding to that, the game was also developed to play with the character's senses. The player has to take into account, not been seen, heard of smelled. All in all, Smuggloot is a game stripped down from all any big special effects but that keeps all the excitement of stealth gameplay. Remember, sometimes the best move is to not move at all.

GAME OVERVIEW

Welcome to Smuggloot.

In this stealth-based game you are a lootbox smuggler. In the next few pages we will walk you through our game concept. We will describe our design plan by going into details such as gameplay and technology highlights, player target and progression and art.

We hope you enjoy our vision as much as we enjoyed creating it.

DESIGN GOALS

TENSION, CONSTANT ALERT & TACTIC

Design Goals

Tension - Don't get caught while sneaking around. Keep calm, and don't let the nerves get to you!

Constant alert - Between guards, dogs, flashlights and alarms, a distraction can mean the end.

Tactic - Decide on the best way to deliver your lootbox. What obstacles are in your way? How many paths are there? Which ones should you face, and which ones should you avoid?

GAME IDEA AND EXPERIENCE

Game idea

You are a smuggler in the lootbox trafficking business. Make your way through different scenarios and deliver the boxes to your client, but make sure you are discrete! Sneak around, avoiding the guards and their dogs in this fast-paced, 2D stealth game.

Game experience

Can you hear your heart squeezing as the Game Over screen appears? You were paying so much attention to the guard, you forgot to look out for the dog. Try again.

If you want to win, you have to be in constant alert. The path is blocked? Maybe you forgot to push the opening button. Go back... but the guard is approaching, so maybe hide for a minute.

Patience is key.

When you finish the game you will know that all the patience and struggle was worth it. No easy game is this satisfying.

Genre

This is a Top Down 2D View, Action and Stealth game.

TECNOLOGY HIGHLIGHTS AND UNIQUE SELLING POINTS

Technology highlights

The game is being developed on Gamemaker2, using Github and GitKraken for version control.

Unique selling points

Adapt and react to the randomly generated events, while maintaining the objective of sneaking around and delivering lootboxes.

Combining the use of vision-based foes to restrain the movement of the player, and smell-based foes to keep players from standing still too much, as a way of keeping the player on edge.

1

The world we created allows you to step into the shoes of a criminal.

2

The labyrinthic scenario adds to the experience of being lost and on the run.

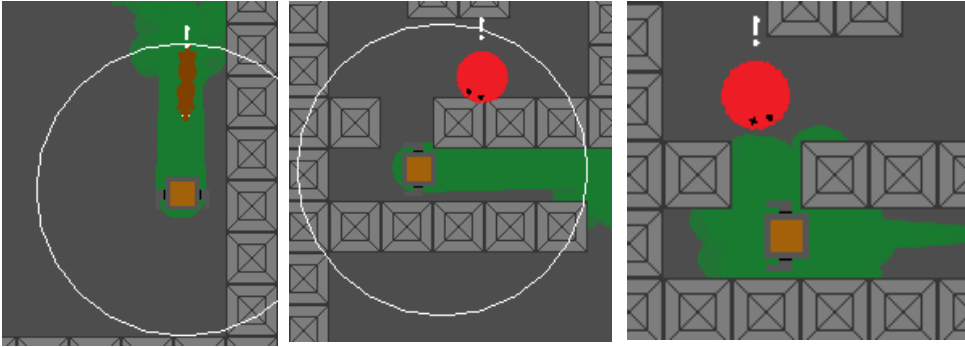
HOOKS

You will want to play this game for the experience of stepping into the shoes of a smuggler. Doing your business while keeping things on the low profile. You are not the hero. You are the criminal.

People will also be attracted to the labyrinthic scenario they get to play on. This gives the feeling of having a lot of places to hide, but also that you might end up in a dead end.

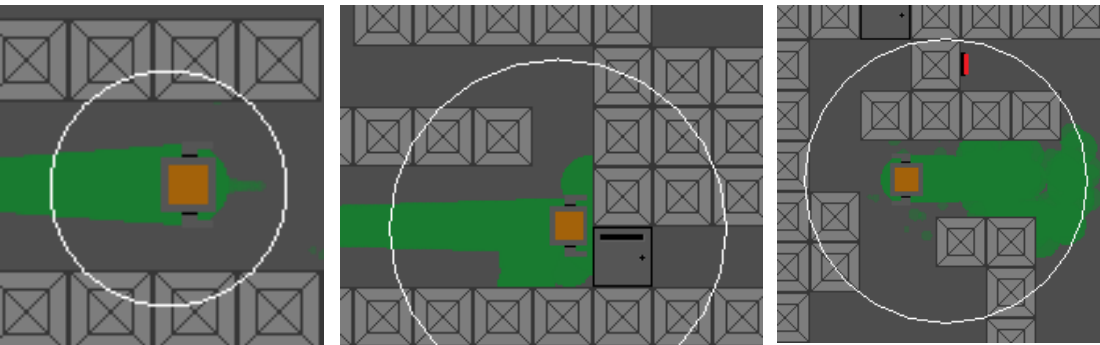
GAMEPLAY HIGHLIGHTS

When the guards see you or hears you, an exclamation mark will appear above them, representing their alarmed state. They will try to chase you and catch you or if they hear you, they will try to understand from where the sound is coming and try to investigate if there is a possible path.

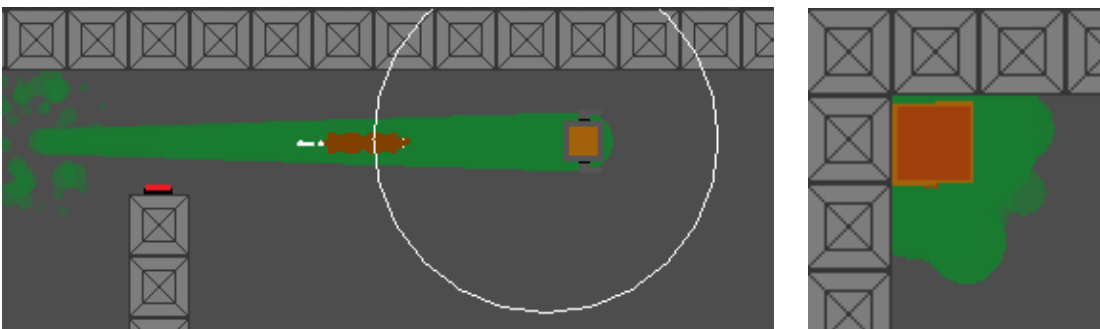


The player's walking is accompanied by a circle representing the sound he makes. The size of the circle is proportional to the player's movement speed. So, more movement speed implies a bigger circle and less movement speed implies a smaller circle.

The guards and dogs are sensitive to this and the player will be heard if one of them crosses the perimeter of the circle.



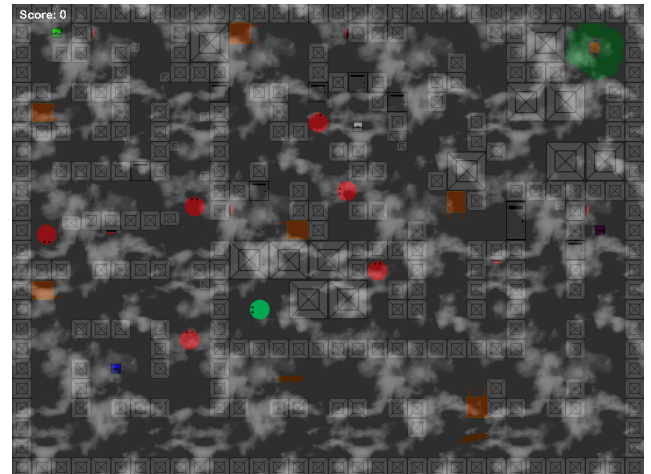
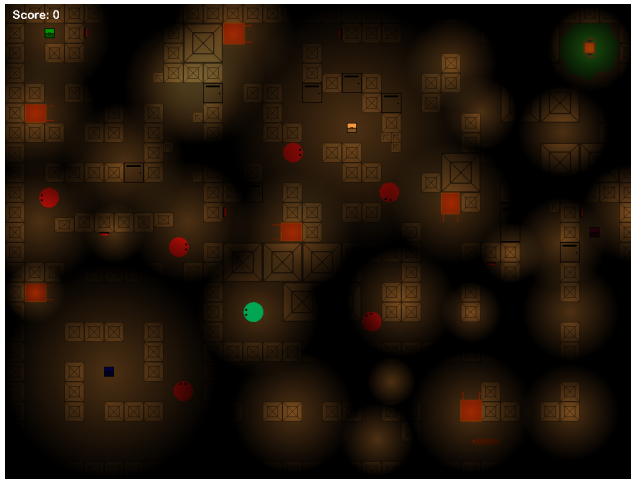
The player leaves a smelly trace anywhere he goes. If the smell is caught by a dog, he will follow the smell until he reaches its origin. It doesn't matter if you are hidden in a closet. The closet only protects you from being seen.



GAMEPLAY HIGHLIGHTS

Every time a lootbox is delivered a random event can occur, this only applies to level 2.

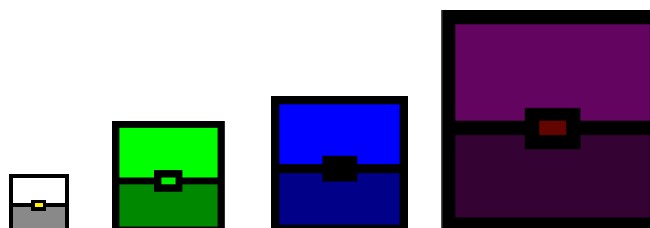
Two of these events will affect visually the game. One of the events makes it look like something went wrong with the lights, while the other one causes fog to appear in the game area.



Each time a event occurs a pop up message will appear with the event that occurred. There are 6 different random events so there will be 6 different pop up messages: fog, lights, increasing and decreasing enemy movement, and increasing and decreasing player movement.



There are 4 different colors the lootboxes can have. There are: White Green Blue Violet. Where white is the color of the lootbox with less weight and violet is the color that represents the heaviest lootbox. Heavier lootboxes will slow the player down.



ART AND AUDIO HIGHLIGHTS

Audio

Players should be attentive to sound effects that accompany different game actions. Opening doors and pressing buttons will trigger a specific noise.

Winning and losing the game have particular sounds as well.

Art

The game has minimalistic artwork. All elements were hand drawn using pixel art. All the artwork is represented below with the respective label.



Player character



Dog Character



Guard Character

PLAYER TARGET AND PLAYER PROGRESSION

Player target

As explained in the High Concept our game is designed for fans of the Stealth genre. Players who enjoy constant danger, and alertness. Mainly hardcore players of the Conqueror, but also Manager archetypes, in the DGD I Model.

Player progression

We want the player to gain more freedom as the game progresses. During level zero, the player doesn't have any freedom. Just one way to pick and deliver the lootbox. During level one we want the player to learn more about the mechanics of the game. For the first delivery there is only one way where we introduce new mechanics. After its delivery, some doors will close and others will open, which represents a random event, but basically there is not much room for choice. In the last level, the player is free to do whatever he wants. All paths to all lootboxes are open, maybe sometime you just need to push a button. Other than that only the random events can affect certain paths/doors.

GAMEWORLD AND STORY

Our whole concept started with a story

Game world

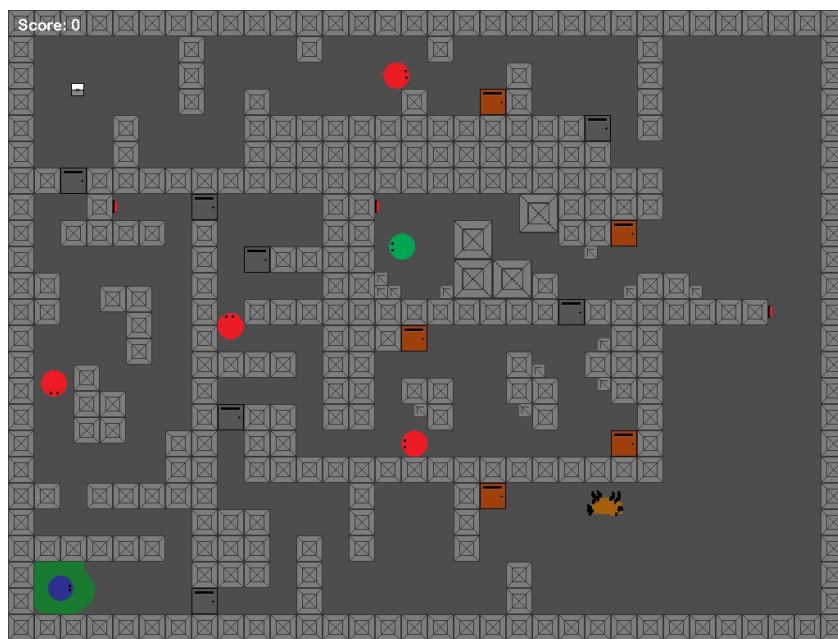
The image below represents the game world of our first level. Although we are open to the possibility of creating different scenarios on other levels, we decided all the levels would take place in an old warehouse.

For us, this meant creating a grey scenario with a lot of squared shapes that would allude to the form of shipping containers.

Story

Being this game a mostly gameplay-driven game instead of story-driven, the story consists of a simple motivation plot.

After lootboxes being banned worldwide, a former lootbox salesman needs to find a way to support himself, now that he cannot do the only trade skill he has. So he resorts to smuggling his lootboxes to addicted players who don't mind to break the law to get their fix. In order to do this though, the now turned Smuggler will need to avoid the law enforcement so he doesn't get caught in his newly illegal activity.



CHARACTERS

1

The Smuggler- This character is portrayed by the player. Although the Smuggler is an outlaw, he is not the aggressive type. He always tries to go about his business as smoothly as possible to avoid confrontation. When in trouble he never chooses to fight, it's the flight instinct that wins.

Although strength is not his best attribute the Smuggler can be very intelligent. Hiding and strategic thinking is what he leans on.



2

Guard- On a usual day, the guard is a bored individual. His job makes him patrol the same corridors every day, naturally this task has become tedious.

However, anything out of the ordinary is exciting enough to break him out of his usual state. It could be a silhouette or a noise, and he's on his feet, following his instinct or chasing a threat.

He's not afraid of confrontation, an encounter with an intruder could be the best workday of the year.



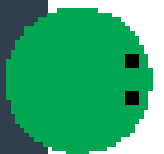
3

Dog- This dog is young and excited to be on patrol. Once he spots an intruder, there is no escape. The dog is a fast runner and will act quickly. He has a good sense of smell and good hearing.



4

The Client- The client is a passive character. He awaits patiently for the box to be delivered in order to get his lootbox fix.



SECTION SUMMARY

In this section we described a lot of our expectations for Smuggloot. We started by trying to set the atmosphere of the game by detailing the idea, experience and design goals as well as the genre, hooks and selling points.

After that we dove into other sections where we outline how to bring to the game the mood we desire. We wrote about gameplay, technology, art and audio highlights. We also detailed the player target and player progression.

After those we went on to building more of the game's world to life by describing the game world, story and characters.

DEVELOPMENT PLAN

This section focuses on organizing the development of the concept described in the previous section. We will give the current status of the game, introduce our development team, and present our development schedule.

CURRENT STATUS

At the moment we have 3 levels. Each of them with increased difficulty and new features/mechanics.

Level 0: simple level that teaches to basic mechanics.

Level 1: a more complex scenario but the player is guided throughout the level with the help of “random” events where doors close and open which will create new paths to accomplish the objective.

Level 2: a more difficult level. Has the same mechanics as the two previous levels but now each time a lootbox is delivered there are 6 random events that can occur. Two of them affect the guards, other 2 affect the player and the final 2 affect the environment (one of them is fog and the other will affect the lights). Also, some of these events will have minor events that affect some doors, which means that some doors will open and other will close.

DEVELOPMENT TEAM



BÁRBARA

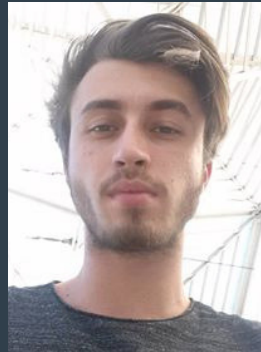


FRANCISCO

BEHIND THE MAGIC

Our development team is made of four hard working and passionate individuals.

With a strong work ethic and organization, they merge each others strengths to create the best possible product.

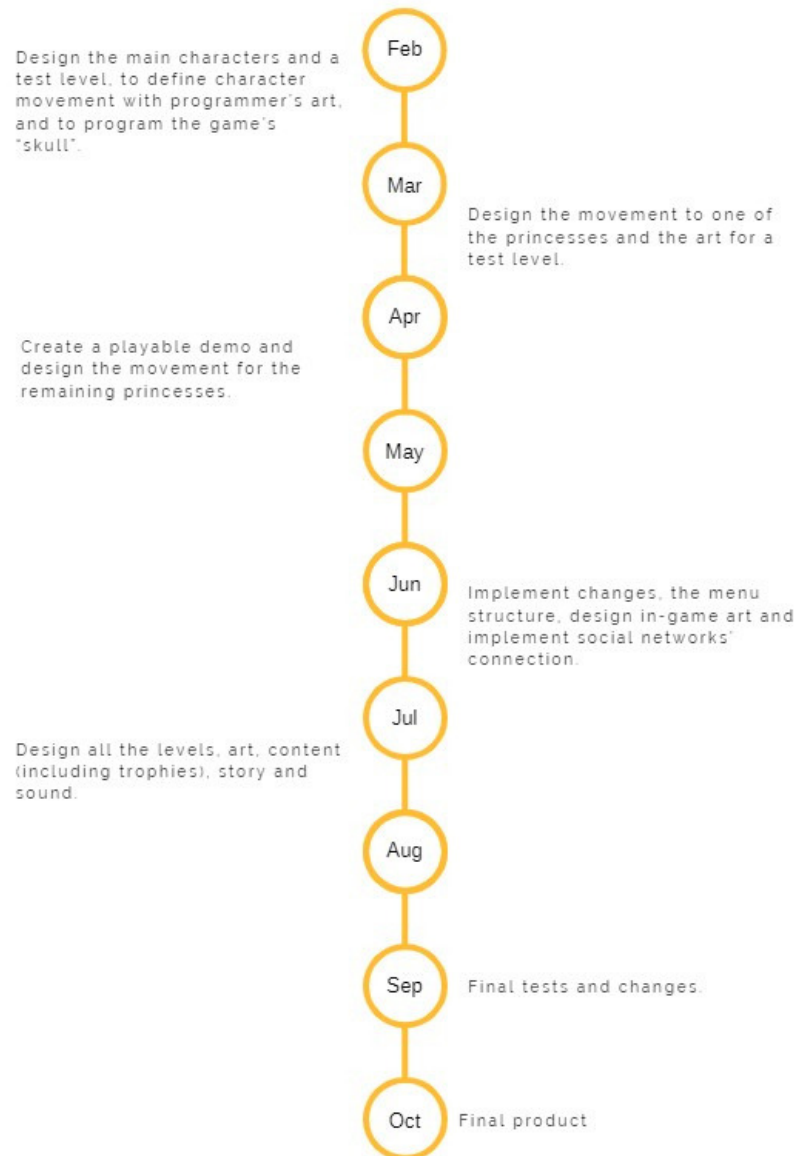


DENIS



MARCELO

SCHEDULE



SECTION SUMMARY

In this section we presented our team and our development schedule. We also gave a short description of the current status of the game.