Night assasin

😊

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# Overview

## Theme / Setting / Genre

- first person shooter

## Core Gameplay Mechanics Brief

- shoot

-hook

-jump

-hack cameras and doors

## Targeted platforms

- pc

## Monetization model (Brief/Document)

- free

## Project Scope

- hopefully 0$

- 2 weeks

- <Team Size>

One person

## Influences (Brief)

### - <Influence #1>

Watch dogs

Hacking and stealth

### - <Influence #2>

hitman

cuantity of mecanics and objective

### - <Influence #3>

- deux ex

-similar mechanics and ambientation

### - <Influence #4>

- sniper elite

- similar mechanics

## The elevator Pitch

<A one sentence pitch for your game.>

Cyberpunk shooter with multiple upgrades in which you have to find and kill an objective.

# What sets this project apart?

- multiple builds

- the visual department

- futuristic but realistic

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

Shoot

- <How it works>

Multiple guns with statistics

### - <Core Gameplay Mechanic #2>

- <Details>

Buy upgrades and guns

- <How it works>

In the hub the player can purchase multiple upgrades to make

A personalized build

### - <Core Gameplay Mechanic #3>

- <Details>

parkour

- <How it works>

The player can navigate the levels in multiple forms based on the build

### - <Core Gameplay Mechanic #4>

- <Details>

stealth

- <How it works>

The enemies have a range to see and hear the player.

# 

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

The player has to steal something from a gang but it’s a set up and end in a gang dungeon imprisioned. Then a member of the gang tells him that he is now a slave and has to kill some people or he be killed himself.the gang is a cult which use slaves like the player to make hitman jobs and provide cyber upgrades and knowledge to the slaves so they can do the job. The upgrades could be cyber body upgrades ,gadgets , and skills from multiple build trees . The player will have to do multiple jobs to stay alive from killing gang leaders to corps members and politic members. Ultimate the player will have an opportunity to kill the cult leader and be free.

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

The base gameplay will be like deux ex in which the player will can use stealth with gadgets and skills to navigate the level without be seeing or kill every enemy without the stealth and use other skills and gadgets depending on the build and the player’s gameplay style.

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- buildings

-enemies

-PJ

## - 3D

- Characters List

- protagonist

- cult guy

- Character #3

- etc.

- Environmental Art Lists

- building1

- car futuristic

- civil

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- run

-jump

-shoot

-crouch

-

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- 3 days

Something playable and fun

- 1 level without animations or textures.

- Etc.

### - <Object #2>

- one week

Animations and textures for level one

Enemies ia

- Etc.

### - <Object #3>

- 2 weeks

- stealth mechanics

- some upgrades/gadgets

-hub, menus

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

References









