

Project Proposal

There are not enough stealth based games on the app store based around a historical premise. This is a problem because there is a large population of iPhone users that may be into games but would prefer not to play an intense and action packed game but would still like to be put under pressure by the game. The game will be designed for short play, something that the user can do while waiting in line or on public transport, as this is how most mobile games are used and thus is the most open market. I will add a historical premise to the app that will put the actions of the player in a historical context. For instance the player will progress through time as they progress through levels. The user may play as an Armenian sneaking around the ottomans during the Armenian genocide or as a capitalist escaping the Soviet Union.

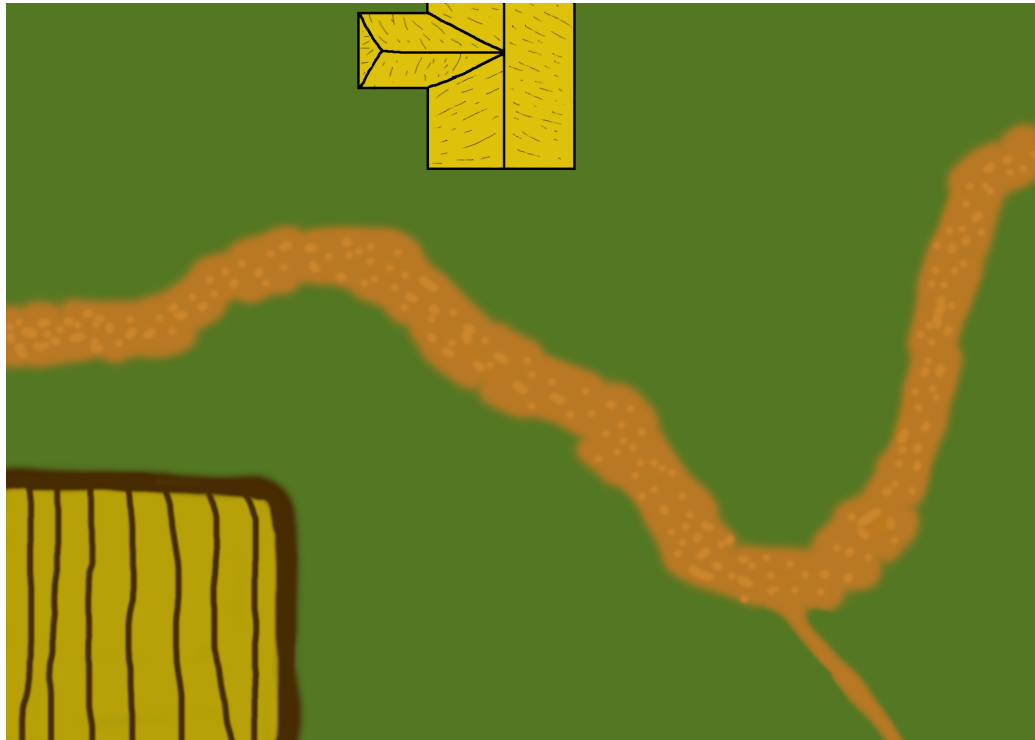
Existing solutions to this problem are:

Secret Agent Stealth Spy

This app has no historical premise and is rather unrealistic. It also contains long missions that are not easy to complete while on public transport or waiting in line. There appears to be no reason for the player to be infiltrating wherever the game is set. The game has a very generic setting with little to no explanation of the context behind objectives. Secret Agent Stealth Spy also runs poorly on older devices due to it being made in Unity3D game engine. On top of that the game relies on the player making in app purchases to progress any further in the game than the first three levels.

Robbery Bob

This app is a top down stealth game based around the premise of burglary. The app does give the player a premise and clearly defined objectives. The player is a burglar named bob who is tasked to gain loot in each level. The game is animated in a cartoonish style that appeals to younger users. The game also advertises 100 levels and the ability to sneak past guards and dogs. However, the game fails to have a historical premise and a realistic approach to the subject matter. This would put off users who are looking for a realistic and down to earth approach to stealth. Once again the application contains in app purchases, but they are mostly for upgrades and do not constrict the users ability to play the game.



The first level will be based in the middle ages (1500's), the player will be an atheist and rational thinker escaping the Roman Catholic Churches attempt to burn them at the stake for heresy. The level will be played out in a small country town. The end screen for the failed level will show the player being burned alive at the stake. After completing the level the player will be thrown directly into the next level.

The second level will be based in the USA during the slave trade (1790's to 1850's). The user will play as an escaped African American attempting to flee to the northern states prior to the American civil war. The level will be set in another small country town located in one of the confederate states. The end screen for a failed level will show the player being herded of back to a farm.

The third level will be based in the Ottoman Empire during the first world war (1914 to 1918). The user will play as an Armenian escaping Ottoman authorities during the Armenian genocide. The level will be set in a large town on the southern edge of the Ottoman Empire. The end screen for is the player fails the level will display the player being sent on a death march.

Other levels are planned most notably a level based in the holocaust and a level based in the cold war.

The user will tap on the location they want the character to be to move them there. The end screen for a failed level will have buttons that will give the user the choice of returning the main home screen or retrying the level. Each level will have obstacles that will hide the player from the multiple enemies.