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| AC31009 – Games Programming |
| Shadows – Game Plan |
| Johnathan Law - 100008284 |

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## Game Design Overview

##### Title

Shadows

##### Genre

Top-Down Stealth

##### Target Audience

Users looking to play competitively or enjoy stealth based games, 12+

##### Platform(s)

Windows 8 Store. Possible implementation on other platforms possible due to use of MonoGame[[1]](#footnote-1).

##### The Big Idea/Concept

A top-down stealth game where you see how long you can hold out against ever increasing enemies. Compete against your friend’s to see who can last the longest.

##### Unique Selling Points

Stealth is not commonly found in a top-down style. The victory condition and competitive play style leads to a more engaging experience.

##### Play Mechanic

In **Shadows** you play until you are caught by the guards, your objective is simple: stay alive. Guards move continually, so there’s no time to rest. You must actively avoid the guards either by trying to hide or keep moving, but the guards will become increasingly determined to find you.

##### Game Summary

##### Similar Competitive Products

There are some similar games out there in terms of style such as Klei Entertainment’s **Incognita[[2]](#footnote-2)** however their game is more strategy based and is isometric. **Shadows** could be more closely compared to **Pac-Man** however the victory condition in **Shadows** is simply to survive.

## Detailed Game Design

#### Plot and Scenario

You, a French spy working for ICN (International Crime Network). You’re currently

#### Hardware and Software

#### Graphics and Audio

#### Future Improvements

## Time Management Plan

#### Gantt Chart

## Resource Samples

#### Graphic Samples

Due to the nature of XNA and MonoGame, using vector graphics is difficult. A sample of the crate images considered (both vector and sprite images) can be seen in Appendix One.

#### Sound Samples

## Technical Implementation

#### Design Patterns

#### Code Samples

#### UML Diagrams

#### Game Features

## Bibliography

## Appendix One

Vector Crate (Left), Sprite Crate (Right)



1. http://www.monogame.net/ [↑](#footnote-ref-1)
2. http://www.incognitagame.com/ [↑](#footnote-ref-2)