

World

Steal the World

Cogswell College
Game Studio 1

!b00lean

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Version # 1.0

Tuesday, February 26, 2019

OVERVIEW

- Overall Vision/Elevator Pitch
 - W0rld is a stealth puzzle game where players play as renowned criminal thief Novak. After experiencing a massive plot which rendered majority of his assets and personal belongings stolen by the criminal organization World, Novak must travel around the world, break into high-security areas, and retake what is his.
- Genre
 - Stealth, puzzle
- Description:
 - Players take on the role as Novak, a master thief who is well known for being able to steal anything. In order to regain lost resources, you steal from the criminal organization World. Each resource is possessed by an elite member of World, and each of them resides somewhere around the world. As Novak, players will travel around the world, break into the compounds of these elite members, and successfully recover what is rightfully his. However, these compounds are heavily fortified and utilize security drones as guards. Players will have to navigate their way around each level, avoid drone detection, and solve puzzles to progress further into the compound.
- Target Audience
 - Teens-Adult
 - Puzzle fans
 - Portal fans
 - Stealth fans
- Target Platform(s)
 - PC, (PS4/XB1 port after PC is complete)

- Reference Titles
 - Portal
 - Metal Gear Solid
 - Last of Us
 - “Stealth” (Game Title)
 - Fallout Series
 - Bioshock series
 - Sly Cooper

Key Features

- Stealth Gameplay
 - Various types of Security Drones (also referred as bots) patrol the levels
 - Players can hide within certain hiding spaces to avoid/lose detection
 - Can utilize sound to deal with certain Security Drones
- Puzzle Gameplay
 - Console Minigames: Players will be able to interact with specific computer consoles and will be prompted:
 - Hacking
 - Context- Players will have to clear this minigame to affect drones
 - Minigame Description- Circuit/Pipes: Connect the start and end points with pipes/circuitry
 - Unlocking
 - Context- Players will have to clear this minigame to unlock doors
 - Minigame Description- Light Puzzle: Every panel you push toggles the state of its adjacent panels. The goal is to toggle all of the panels on
 - Decryption
 - Context- Players will have to clear this minigame to gain information
 - Minigame Description- Simon Says: Remember the sequences of lights and repeat it back

Game Mechanics

- Character Core Mechanics:
 - Movement
 - Walk- basic movement ability
 - Crouch- allows players to pass under low objects
 - Hide- allows players to hide within certain objects, such as lockers. Can be used to bypass enemy drones
 - Interact- use consoles to activate minigames/puzzles
- USB sticks across the lvls
 - Each usb stick has cryptocurrency W-coin
 - Rewards players for exploring the level
 - W-coin is used at the Dark Market Store
- Drones
 - Special Abilities (sight means can see AI X distance away)
 - Patrol with sight and sound
 - Guard with sight
 - Guard with sight that turns on/off
- W411_H4X
 - Press a button to turn on a X-Ray ability that will highlight key items (enemy drones, cryptocurrency sticks, levers) through the walls.
 - Lasts for a short duration
 - Has a cooldown before use again
 - Prevents the player from doing any other action than run/walk
- Dark Market Store
 - Collect W-coin to buy upgrades
 - Use upgrades to improve character status (movement, W411_H4X, etc)

- Console and Console Minigames
 - Database Consoles- provide info that gives clues or background information
 - Light Puzzle- Unlock doors
 - Drone Disorder (circuit puzzle)- hack drones

- Overall Design
 - Sci-fi Theming- because W0rld takes place in the future, many mechanisms, environments and beings reflect this. For instance, the Dark Market with cryptocurrency, advanced droids and security systems, and shifted global power are examples of sci-fi theming.
 - Criminal Underworld Theming- W0rld stars a criminal protagonist: Novak whom is an expert thief. He also interacts with the criminal organization World which features a stable of villains, each specializing in their own fields.
 - Stealth Gameplay- W0rld is primarily a stealth game, so many game mechanics and design choices will reflect this. For instance, our levels will mostly feature stealth portions that challenge the players to overcome various types of Drone AI. Being able to bypass enemies without detection is very rewarding and we have given the players tools to enhance this experience, such as W411_H4X- a tool that allows players to see enemies through obstacles.
 - Puzzle Gameplay- to add to the gameplay, we are incorporating puzzle gameplay to W0rld. These puzzles, although simplistic in design, play a pivotal role in that they prevent player progression. Even if you become extremely good at stealth gameplay, the puzzles are there to break the flow and provide an extra layer of challenge. Due to our theming, these puzzles will exist within computer consoles in which the player would have to interact with to play.

- Level/Mission Design and Progression
 - Every level has a different theme from each other. Players are challenged with stealth puzzles and hacking minigames. While simultaneously looking for cryptocurrency USB sticks that are scattered about the level.

 - Sequentially, each level would get progressively harder as new mechanics and drones are introduced to the player. By the end of the game, players would have learned all the game and level mechanisms via level puzzles.

Game Story Overview

As a renowned thief, Novak was at the top of the criminal underground world in a group he made called Empire. Wielding great power, he gained the interest from a huge criminal organization named World. Each main “head” has taken some of his wealth as well as sentimental items / people from his stash. Novak, enraged, adventures to steal from the heads of World to get his wealth back and stash back.

World is an up and coming criminal organization that is challenging Empire. They specialize in the fact that they do not use people mainly. They use Bots that are the best AI in the world. Because of World’s confidence, they will guard very important areas with only Bots. To this day, Novak and all of World are the only people that have seen humans in World.

Planned Narrative Delivery Mechanisms

- Portraits w/ dialogue text (working with a personal AI who intermittently provides the player with information (typically pertinent to the current level) via a radio-like communications system)
- Cutscenes to present key information/events to the story/game

Environments

Overview: W0rld takes place in a dystopian world where majority of Earth’s establishments are owned or controlled by World. Each level represents the home or base of each of the elite members of World and are themed around their specialties.

- Cromley’s Forest Hideaway
- Drone Factory/Facility
- Mt. Kodiak Demolitions Cache
- Madagascar Research Facility
- Zagora Desert Military Base
- Little Moscow Ghetto
- Russian Fortress
- Bellerose Headquarters
- Triton Towers Skyscraper

Characters

Novak: Leader of Empire

Since Novak was just a kid, he was always interested into computers. He would hack his TV provider for his family to get free TV. He would change all his grades to As. If it was hackable, he wanted to hack it. After graduating High School, he found out about the underworld. He never knew that people have given him a nickname. He was given the name Empire Hacker, since he could basically control anything that was hackable. This intrigued Novak so much he asked his best friend Ricky to help make an underground organization. With his friend's approval, Novak founded the soon to be most notorious underground organization: Empire. Novak hated to do things he did not like so he would never murder or steal from the less fortunate. He took down unjust corporations and he would also take down unmoral organizations with just the stroke of a keyboard. One day he saw this new organization called World starting form. Novak did not think too much about them at the time so he just kept tabs on them.

Now present day, Novak wishes he took down World when he had the chance too.

Ricky: The Right Hand Man

Ricky and Novak where childhood friends. While Novak was the computer wiz, Ricky could hack the human mind. Ricky would scope out people for Novak to hack. Ricky could tell everything about the person if he just stared at them for five seconds. With Novak's help, Ricky and Novak hacked their way though the world. One day after graduating high school, Novak asked Ricky to join him to make an underground organization. Ricky was on board right away. Ricky started right away recruiting the best. Ricky would never let anyone who was not the top in their specialties to join. Ricky knew that they needed information that was not on any computer so Ricky hired the best booker anyone could have. The booker, Lukas Holland, became best friends with Ricky and Novak real quick and from that day forward, they made Empire into the top organization in the world.

In present day when Ricky and Lukas where scoping out the new and upcoming organization, World. Novak told them to just keep tabs on them and that's what they did. Without their knowledge, Ricky and Lukas where spotted and taken in...

Operator: Novak's AI in-ear computer

Novak got tired of going out in the field and not having a computer that was easily accessible on him. Due to this, Novak made a AI computer that he can put into his ear to feed him information. If Novak asked for the best route, Operator would tell Novak each route, with every possible detail on each path. Operator was the best known personal AI assistant in the world.

Lukas Holland:

Lukas Holland was an average person. He got average grades, average boy friends, average everything. When he got into an average college, he wanted to try accounting. After trying that class he found out that he was not average at accounting. He was the best in his class doing anything. When Lukas found his passion, he stopped being just average Lukas. Lukas started working at banks and would never use a computer. He remembered everything perfectly. One day when Ricky was scouting for a booker, Ricky accidentally ran into Lukas. After 5 seconds of looking at Lukas, Ricky knew that was the person to hire. Later that night Ricky followed Lukas to his house and slipped him a note saying "I know you're the best, and you should not be working at the bank, contact x-xxx-xxx-xxxx to prove to the world that you are not average" . With this info, Lukas called them. The only reason he did because this was the first time someone saw him as not average. From that day forward, Novak, Ricky, and Lukas were known as the Big Three Kings.

In present day when Ricky and Lukas where scoping out the new and upcoming organization, World. Novak told them to just keep tabs on them and that's what they did. Without their knowledge, Ricky and Lukas where spotted and taken in...

Victor Cromley: Head of World's Security

Victor Cromley is a very cunning man. With sharp eyes like a hawk, Mr. Cromley has been known to be very effective in ensuring security amongst all of his employers, albeit while using unconventional means. With a preference for solitude, Cromley built a security compound nestled within a dense forest. From there, he watches over and conducts all of World's security teams.

As one of Robert's best friends growing up, Victor was part of World when it was founded

The Professor Drone: Mad Scientist and Drone Expert

With the mind of a genius and the maturity of a goofball, Professor Drone is World's forerunner in Drone technology and research. Always wearing a bright Hawaiian shirt under his dirty lab coats, a broken pair of glasses, and wild hair, Drone always tries to be light-hearted in his work. His Drone Facility has the best facilities for Drone development, testing, and production, but majority of his work was to advancing his AI drones.

Around the time World was created, Professor Drone was surfing the dark web for AI drones to find see if anyone had better AI than him. When looking through the dark web he found World's AI Drones. Since he never seen this before, he bought it without even looking at the price. As soon as it shipped to his lab, he opened it up and tested the AI drone for seventy two hours straight. Professor Drone was in awe since hour one. Without even sleeping he went to work combining his drones with World's drone.

After a week now Professor Drone made an AI drone that only others could dream of. From reverse engineering the drone, he sent this drone to World to show off what he can do, that he was better. When world got the drone back they were blown away. Since World was just starting, they wanted someone to mass produce these drones so they can have less living things in their organization. With that, the leader personally went to Professor Drone and invited him to his organization. Professor Drone was waiting for this invitation. Once Professor Drone arrived at World HQ, he became the lead in Drone operations in World.

Fintan: Demolitionist Expert

Ever since he was a kid, Fintan has always been tinkering and playing with explosives. His first memory was that of him setting fire to his family's living room in an attempt to light a firecracker. Fintan would go on to become an expert on as many different kinds of explosives he could find, and his work and expertise eventually landed him a spot in World. Loud and brash, Fintan is as boisterous as his explosives are dangerous.

As one of Roberts best friends growing up, Fintan was part of World when it was founded

Olga Blastinov: Head of World's Research and Development Department

Blastinov, a introvert at heart, maintains a cold attitude towards her staff. She is a perfectionist and expects them to perform to nearly-impossible expectations while conducting unsafe practices. While she's overseeing her staff, Olga Blastinov looks over each individual behind her red-tinted glasses and stern frown, and spotless white lab coat. Although she is affiliated with Professor Drone, she regards him as childish and prefers to have nothing to do with him. However, their related fields have caused them to have to work together on multiple occasions, buch to Blastinov's chagrin.

As one of Robert's best friends growing up, Olga was part of World when it was founded

Lévesque: Recruitment Overseer

The Overseer grew up with no name somewhere in the Middle East. At the age of two he learned how to shoot a gun before he learned how to read. By the age of five he learned how to sneak around enemy areas and memorize the whole base with one quick glance. By the age of six he got so well known he was given the name Overseer. Since he became so well known for his skills, World kidnapped him at the age of eight and took them to their French base. From that day on he was given his first real name, Lévesque. With fake love and fake care World was giving Lévesque what he truly wanted, a family. He did not ever try to leave. Deep down he knew he was being used but he was too happy with having someone he can look up to, someone that will house him, someone that actually wants him. Lévesque's job was to be the overseer for missions that required actually people instead of drones. After every successful mission Lévesque would make sure no one ever saw him. If someone not in World by chance saw him and did not even know it was the Overseer, he would make sure that person was killed within seven days. Overseer became so good at overseeing everything, World promoted him to head of recruitment.. World does not have many living things in their organization, so if Overseer recruits someone, everyone knows that new recruit is the best of the best. Lévesque, also known as the Overseer, is the top of the line planner and stealth operative, and is the person for any mission.

Russian Bot Mafia

The Russian Bot Mafia was a criminal organization created by World. Since World is the best makers of AI, they wanted to test their skills and take over the old Russian Mafia with just drones. After the success, World still wanted to experiment with the drones. World took all of the old Russian Mafia's information they have gathered and imputed them into the drones. From that day forward World called these drones , Russian Bot Mafia.

Reine Roux - Heiress to the Bellerose Designer Brand

As the sole heiress to the international designer brand, Bellerose, Reine has used her connections around the world to not only gain attention to her brand, but also rise through the ranks within the organization. Taking over the Bellerose brand from her father meant also taking his place in the organization. She was not taken as seriously as her father had been, but she worked hard to prove herself.

As one of Roberts best friends growing up, Rein was part of World when it was founded

Andrei "Siberia" Mikhailov: Russian Warlord

Andrei was born on a cold winter day in Moscow. To no one knowledge but his mother's, Andrei was the grandson of Stalin. As Andrei was growing up his father, whom he hated, taught him how to be a "man". At the age of 3, he took Andrei to the middle of the forest in winter and left him there. Andrei had to fend from the wild animals and find his way home. After learning how to kill bears and wolves, he finally tried to go home. At the age of 6 he returned. When he came back he wanted to look for his mom. After hours of searching their property, his dad came home, drunk as a sailor. Andrei yelled at him asking where his mother was. His father pointed to the ground and told Andrei that she is down there, rotting away. Once Andrei heard that he mutilated his drunk father. He made sure his father felt pain as he slowly tortured over a span of a week. On the last day of that week, Andrei did not know what else to do, so he took his only photo of him and his mom he had and burnt down the whole house with his dad still alive. From that day on, Andrei joined the Russian Mafia. Since Andrei was the strongest child in Russia, the Mafia raised him to be undefeatable. When Andrei turned eighteen, he was given a chance to be titled a Russian Warlord. With that title he relocated to the states as the Russian Warlord. As leader of the Russian Mafia in the states, Andrei took control of many enemy organizations. One day, World came into his territory with drones and Andrei was defeated for the first time in his life. He was not killed though. Instead of killing him, World took interest into Andrei and made him leader of the Russian Mafia Bots.

Robert Triton- Triton Tech Founder & CEO and World Criminal Mastermind

Cold and cunning yet charming and charismatic, Robert Triton is a man that is not to be trifled with. Although he may seem like an ordinary man, albeit a large, tall one, being a shrewd businessman has allowed Triton found and become CEO of Triton Tech, a huge company specializing in consumer technology and electronics. When interacting with fellow associates, Triton has been known to be fairly arrogant, condescending, and with little regard for their being. He knows the extents of his power and influence and isn't afraid to wield it, yet knows when he can have a little fun. These characteristics have allowed Robert Triton a privileged few others have been known to have experienced: being able to live a double life.

Robert Triton is a man who loves a challenge and that part of his personality is the reason he devised the plan of robbing Novak of everything he found valuable. Although he respected Novak and Empire, he despised their success and eventually was able to eliminate both from the criminal underworld with his bold plan. Taking most of Novak's important assets has helped propel his criminal organization, World, into prominence in the criminal underworld and sent Novak spiraling down the criminal ranking. With his intellect and skill in both the business and criminal worlds, along with aid from his fellow World elite, Robert Triton has been able to rule over both halves of the world with an iron fist.

Level Overview

Level 1: Cromley's Forest Hideaway

(feat. Victor Cromley - Head of World's Security)

After having important intel on Empire, his own crime organization, stolen, his friends / right and left hand men being kidnapped, Novak wakes up in a locker, all bloody, and uses a device he invented to unlock the locker. Once he gets out, he starts to plan for his hardest heists to date. The first place he wants to hit World's lead security, Victor Cromley. His compound is located in the middle of the forest so getting to and from the building will be hard to do so unnoticed. Novak needs to gather more information to successfully recover all of his stolen items back from World. The plan is to sneak through the roof of the compound to try and find a way to hack into their network to then hack into World's lead security computer. If hacking fails, Novak can sneak in and steal the written intel that was rumored to be in World's lead security's room, under his bed. If Novak successfully retrieved the intel, he will figure out that World's lead security had the information on Novak's right and left hand men. The other intel on all of the hard copies and electronics are in the hands of The Professor, so Novak's next stop is The Professor's Drone Facility.

The player sees their screen fade from black to Novak locked into a locker with blood all over the door. You see Novak use some gadget to unlock the locker from the inside. He falls to the ground and gets up. He spits out a tooth and blood and then he picks himself up. He walks over to a computer and sits down. Novak is typing something on the computer. After a little bit you see Novak looks at his wrist and see a floor plan to Victor Cromley security center. From there you see him grab a jacket and head out. END CUTSCENE.

The player now is at Victor Cromley security center. You start in front of the building. They player has to do recon to see where to enter from. If the player uses W411_H4X, they can see that there is a vent on the side of the building that the player can sneak into. Once the player sneaks into the vent, the player ends up inside the building. Once the player is inside the building he is in a locked room, with the only thing that can be used, a computer. Once the player goes up and uses the computer the player has to hack his way out of the door. Once the player gets out of that room they see drones patrolling the hallways. Again the player must use their W411_H4X to see where other computers to hack into are, and where your intel you lost is, and to see where all the drones are. After more hacking and more sneaking past all the drones, the player ends up with the intel. After collecting the intel the player can either exit the way they came in, or find a garbage shoot that leads out of the building.

Level 2: Drone Factory/Facility

(feat. Professor Drone) [Vertical slice level]

After figuring out where to go next, Novak sneaks into an abandon looking lab. This is the laboratory to the mad scientist, aka Professor Drone. Professor Drone is well known across the criminal organizations. He is known for outsourcing thugs for drones. He is also well known for his security so sneaking into this lab for Novak will not be a walk in the park. Novak's goal in this lab is to collect his intel he has lost. Novak has to find his folder that he had hard copies of intel on all well known criminal organizations.

As the player enters the lab, they will be prompted with the challenge to recover lost intel. He will see drones patrolling the lab. As the player sneaks past the drone, they have to hack their way into each room to continue through the level, the hacking is represented through mini games. Also they can collect currency for hacking special computers. Through the level the player will encounter situations where they will have to use W411_H4X to figure out how to evade the drones. If the player successfully sneaks by all drones and receive the intel, they can continue to the next level.

Level 3: Mt. Kodiak Demolitions Cache

(feat. Fintan - Demolitionist Expert)

After getting intel from the last level, Novak finds himself in front of Mt. Kodiak, a large mountain in the Alaskan wilderness. According to his sources, the master demolitionist "Fintan" resides within . After walking into a crevice in the mountain, Novak is surrounded by explosives. It is up to the player to hack the explosives without making a mistake. Upon failing the hacking challenge, the explosives will detonate and kill the player. After defusing the initial bombs, the player can safely walk about the room and eventually find its exit. Following the exiting of the room, the player is greeted by narrow cave structures. Novak has to weave through the caves, avoiding drones and hacking bombs to create more passageways. As the player continues through, there will be gems and materials sparingly scattered across the floor. The player is not able to pick these up as they are just decorations. Eventually the player will be trapped in a room, and will start hearing the voice of Fintan, who challenges Novak to a hacking "duel". It is up to the player to do 3 hacking puzzles with less than 3 fails. After beating the puzzles, a large explosion will be heard in another part of the area, and the player must navigate there to grab intel for the next mission, then leave.

Level 4: Madagascar Research Facility

(feat. Olga Blastinov- Ice Queen of Research)

Novak's AI operator, Operator, discovers that Professor Drone has been working for the head of W0rld's Research and Development division. While The Professor leads most of the organization's Tech and Mechanics department, Olga Blastinov oversees the development of new technology and weaponry. Blastinov, a introvert at heart, maintains a cold attitude towards her staff. She is a perfectionist and expects them to perform to nearly-impossible expectations while conducting unsafe practices. While she's overseeing her staff, Olga Blastinov looks over each individual behind her red-tinted glasses and stern frown, and white lab coat.

Because of its relation to The Professor's Drone Facility, Blastinov's Research Facility shares some similarities, albeit at a different part of the world. The Research Facility takes place on a solitary island base off the coast of Madagascar. The colder temperatures due to its geographic location has made the sea treacherous on approach, so the island has enjoyed a natural form of isolation from the rest of the world. This makes it perfect of Blastinov and her crew to carry out their development in secret and comfort. Thus, when Novak enters the island, it is through the sneaking aboard a supply ship. Upon its arrival, Novak will exit the ship, stealth through the harbor area and enter the main research compound. While the Drone Facility saw more tech and gadget-related gameplay, the Research Facility will see more gameplay centered around Biological research. Novak will have to create certain compounds that will help him progress through the level. For instance, to get past a door lock of a certain material, Novak will have to learn that he can synthesize a compound that will eat away at the lock.

Upon confronting Olga Blastinov, Novak will find her seated within a testing chamber, and she eventually reveals that they have been testing a gas that molecularly changes the affected's body into one that has incredible strength, agility, stamina, and a healing factor. Blastinov releases the gas onto herself, turning into a stronger version of herself. Novak will have to utilize his knowledge of compounds to defeat Blastinov and revert her to normal strength.

Level 5: Zagora Desert Military Base

(feat. Lévesque | The Overseer)

With the continued help of Operator, Novak heads up north to Morocco, where World's "Overseer" is rumored to be based. The Overseer, privately known as Lévesque by superiors, is in charge of the organization's recruitment program. Up and coming individuals and smaller organizations that have proven their prowess and potential are contacted by the Overseer and are tested to prove their worth. Those that pass the test are ordered to aid higher ranking personnel of the organization.

As the backbone of the organization, the Overseer's base of operations has been kept secret from even those he hires for. The base has been kept hidden deep within the Zagora desert. Novak's info leads him to the bunker entrance. From there, Novak must go deeper and deeper into the bunker, utilizing the ventilation system to help avoid the various security drones and traps set on each floor of the bunker. While in the vents, Novak can use the W411_H4X tool to help him view the obstacles below him and help him navigate. On each level there are several vent openings that will allow Novak to drop down onto the floor, as well as drones patrolling the floors, and puzzles nodes scattered to unlock the next floor down.

Once Novak is able to reach the last floor of the bunker, he must solve the several puzzles left by the Overseer to protect his computer. Upon completing the puzzles, Novak will gain access to Lévesque's files, which includes an email that provides info on where to find his next target, the Rook /level 6 boss/.

Level 6: Little Moscow Slums

(feat. Russian Bot Mafia)

After successfully retrieving the email from The Overseer, Novak has to go retrieve his most important intel he stole to this date. It is a USB that has every location of Novak's main enemies locations. This is so important to Novak because this helps him threaten anyone that stands against him. With that, he learned from his trip from Morocco that his left and right hand men are being held by the Russian Bot Mafia. Even though Novak knows all of this information, penetrating the main HQ of the Russian Bot Mafia in the United States is no cake walk. He has to go through Little Moscow's slums, which is heavily guarded by the Russian Bot Mafia, and has to go to either the 10th floor or the 5th basement. Having a 50 / 50 chance, he has to plan out which way he should go by using his W411_H4X to find out how to infiltrate the building, and to find which path he needs to take to successfully retrieve his USB. When Novak collects his intel, an alarm goes off and he has to run from many drones that are trying to kill him.

In this level the player has to sneak into a run down area that is being patrolled by a multitude of drones. When the player successfully sneaks past the drones in the beginning, they will be presented with two paths to go. One path (the path going to the 10th floor) will lead them to a computer that will unlock the door leading to the intel on the 5th basement floor, and the other path (the path that leads you to the basement) the USB. The player will have to use their W411_H4X and also hack into a multitude of computers to figure out where to go in the level and to open doors, and to lock doors. If the player chooses to go down before up, once they reach the door that leads to the intel, there will be a computer that asks for a password. This password will be given to the player through hacking a computer on the 10th floor. The player can choose multiple paths to go up or to go down. Once the player receives the intel, an alarm goes off and a door opens. The player has to escape through that door due to every other door locking behind them. The path the player takes now is filled with many drones and they are on high alert and are much faster than the rest. If you even get caught from these drones there will be no chance for escaping their sights. The player will have to use all of their skills they learned from now to escape.

Level 7: Little Moscow

(feat. Andrei “Siberia” Mikhailov: Russian Warlord)

After the passing through Little Moscow in the previous level, Novak heads to Russia to save his kidnapped booker, Lukas Holland, from the hands of Andrei Mikhailov, or “Siberia”. Siberia is known as a ruthless warlord who spends most of his days holed up in his nearly-impenetrable fortress, and Novak must find a way inside if he’s to rescue his Lukas.

The level starts in the snow as Novak creates an entrance through the prison-like fortress. Instead of being kicked out like in other levels, if the player is spotted here, the alert level increases, making the later part of the level will instead be more difficult. The player must make use of the crouching mechanic a lot in the first part, as there are snow ditches that will conceal you. After getting through the wall, the player will be greeted with warmer colors. Depending on the alert level, more security drones will be deployed. If the player caused the highest possible alert level, the player may choose to hack security drone terminals in order to lower the alert state of the drones. In this portion of the level, the player is heavily encouraged to use W411_H4X, since there are many corners that have “surprise” drones coming along. There are also many side rooms that the player may explore to gain more W-coin. The player will eventually make it to Mikhailov’s main room, upon opening the door, the player will be greeted by his drone and is forced to run away at full speed. The rest of the level is about the player running away from and finding a way to defeat the Mikhailov drone by finding another way back into his main room and doing a very difficult Decryption and Hacking puzzle. Once the player defeats the Mikhailov drone, the player is forced to explore the main room to get Lukas and end the level.

Level 8: Bellerose Fortress

(feat. Reine Roux - Heiress to the Bellerose Designer Brand)

Now that Novak has gotten back Lukas Holland, intel points them in the direction of the Queen of W0rld herself, Reine Roux. As the sole heiress to the international designer brand, Bellerose, Reine has used her connections around the world to not only gain attention to her brand, but also rise through the ranks within the organization. Taking over the Bellerose brand from her father meant also taking his place in the organization. She was not taken as seriously as her father had been, but she worked hard to prove herself. In opening more factories manufacturing Bellerose products all over the world, Reine has proven a great asset to the organization. Her connections in high fashion have given the organization some inside contact with celebrities and other authorities in view of the public's eye.

Novak heads west towards France, where the the Bellerose headquarters stands. As one of the most influential brands worldwide, Reine has spared no expense to outfit the headquarters in the most advanced technology in security available. And as the Queen, this meant the headquarters would be equipped with the some of the organization's finest. In order to infiltrate the Bellerose headquarters, Novak will have to traverse the enormous rose garden surrounding the grounds of the headquarters. Here, various patrol drones will be set up to catch any unwanted visitors. Once he is able to stealth his way through the gardens, Novak will need to scale the building to enter through a skylight on the roof.

Upon entering the building, Novak will need to make his way to the basement of the headquarters, where his right-hand man, Ricky Bright, had been held by Reine. Knowing the Novak would soon come to retrieve him from word of the run-ins the lower ranks have encountered, Reine had activated all security measurements. She knew that he would be able to get in regardless, but in activating all the building's drones and locks, she hoped she would be able to hold him back just long enough. Novak will have to unlock every door through a puzzle, all while dodging drones as he make his way down the building.

Once Novak makes it to the basement, it becomes clear that Reine had made her escape. In the corner, Ricky is still tied up with duct tape on his mouth. Upon approach, a rose with a note can be seen attached to the rope. Reading the note reveals a picture in which a necklace can be seen dangling from a hand. The hand depicted wears a ring that he recognizes belongs to the King himself.

Level 9: Triton Towers Skyscraper

(feat. Robert Triton- Triton Tech Founder & CEO | Criminal Mastermind)

Novak arrives at the base of Triton Towers, the main headquarters of Robert Triton's multi-billionaire company Triton Tech. Through shrewd negotiations, charismatic charm, and cunning intellect, Robert Triton has been able to walk the fine line between conducting legitimate business while dabbling within his criminal empire. Triton has outfitted his skyscraper with the latest in military-grade security, so Novak will have to utilize all that he's learned and gathered up until this point.

Novak is at Triton Towers to not only obtain the greatest possession that's been stolen from him: a necklace with a picture of his lost lover, but to finally confront the man behind all of his woes. To do this, Novak will have to make his way up the building to Triton's penthouse floor. Novak will learn to take advantage of the skyscraper's elevator shafts- using available shafts to bypass heavily-guarded levels while skirting around guards on floors he would have to make his way through to activate key machinery. As he makes his way closer to the penthouse floor, Novak will run into a variety of deadly AI drones. While these drones have behavior based off of those seen in previous levels, they will be enhanced with better functionality, enabling them to be faster and deadlier.

When confronted, Triton gives off an air of arrogance and mischievous delight. Robert Triton is a man who loves a challenge and that part of his personality is the reason he devised the plan of robbing Novak of everything he found valuable. Throughout the fight, Triton will continue to taunt Novak while maintaining a commanding presence. His dominating stature while wielding the latest in military-grade weaponry adds to his intimidation factor. Novak will have to dodge and outwit Triton as his weapons are finally used against him. The level ends with Triton being blasted out the window and falling to his death. Novak looks down at Triton's fallen body through the hole in the window and exits the penthouse with his necklace.

Dark Market (In-Between Levels)

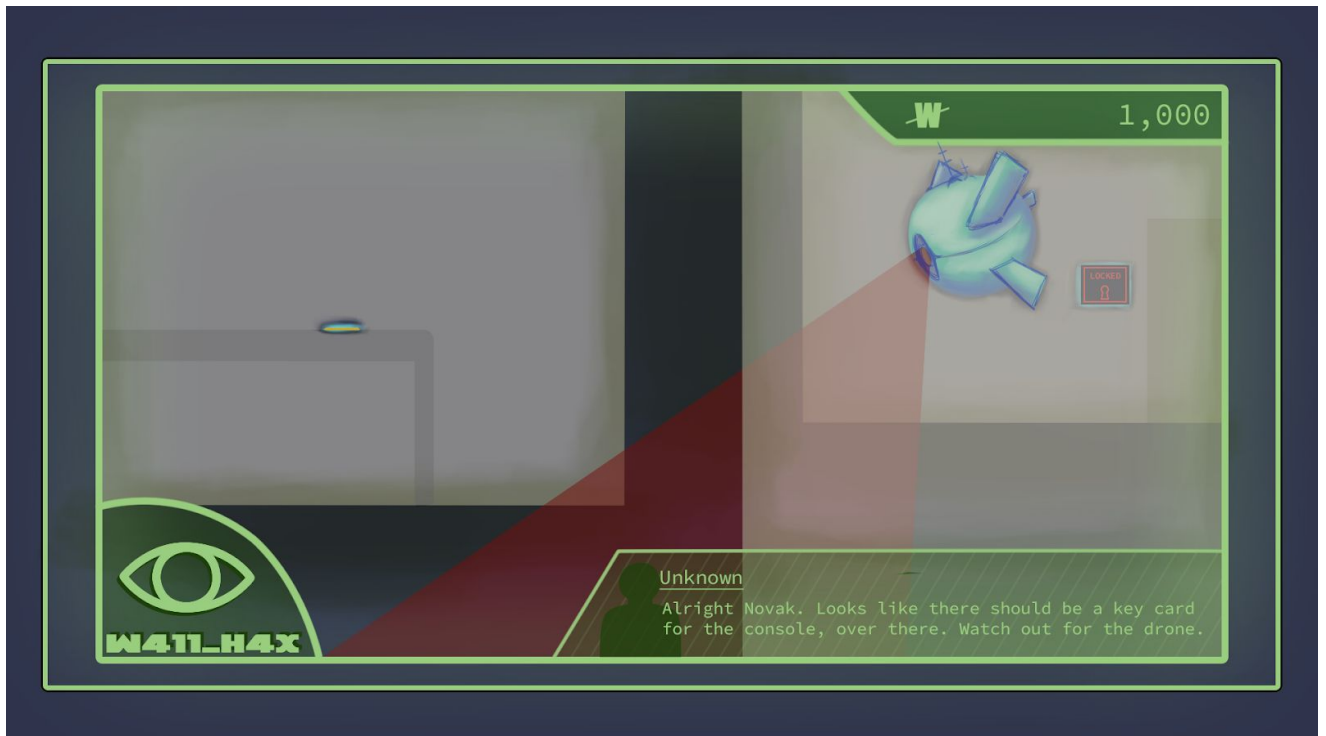
The Dark Market becomes available after the player completes a level. Here, players will be able to purchase items that will upgrade or enhance Novak's abilities. In order to purchase anything, players will need to find USB sticks full of W-coin hidden throughout the levels. W-coins are used as currency for W0rld. Upon exiting the shop, the player will enter the next level.

Item List:

1. Stim Shot- Increases Player Movement Speed
2. Slick Boots- Increases Crouch Speed
3. Silent Shroud- Decreases Detection Distance
4. Impeding Signal- Decreases Speed of Drone
5. Optic Interference- Decreases Sight Distance of Drone
6. Supercharged Battery- Increases Wall Hacks Duration
7. Signal Booster- Increases Wall Hacks Distance
8. Longevity Array- Increases Hack (Minigame) Duration

Art

1. Art Style
 - a. Semi-realistic
 - b. Modern to semi-futuristic urban areas with cyberpunk and sci-fi elements.
2. Animation Style
 - a. Semi-realistic 3D animation
3. Sample Screenshot Mockup



4. UI / UX Design

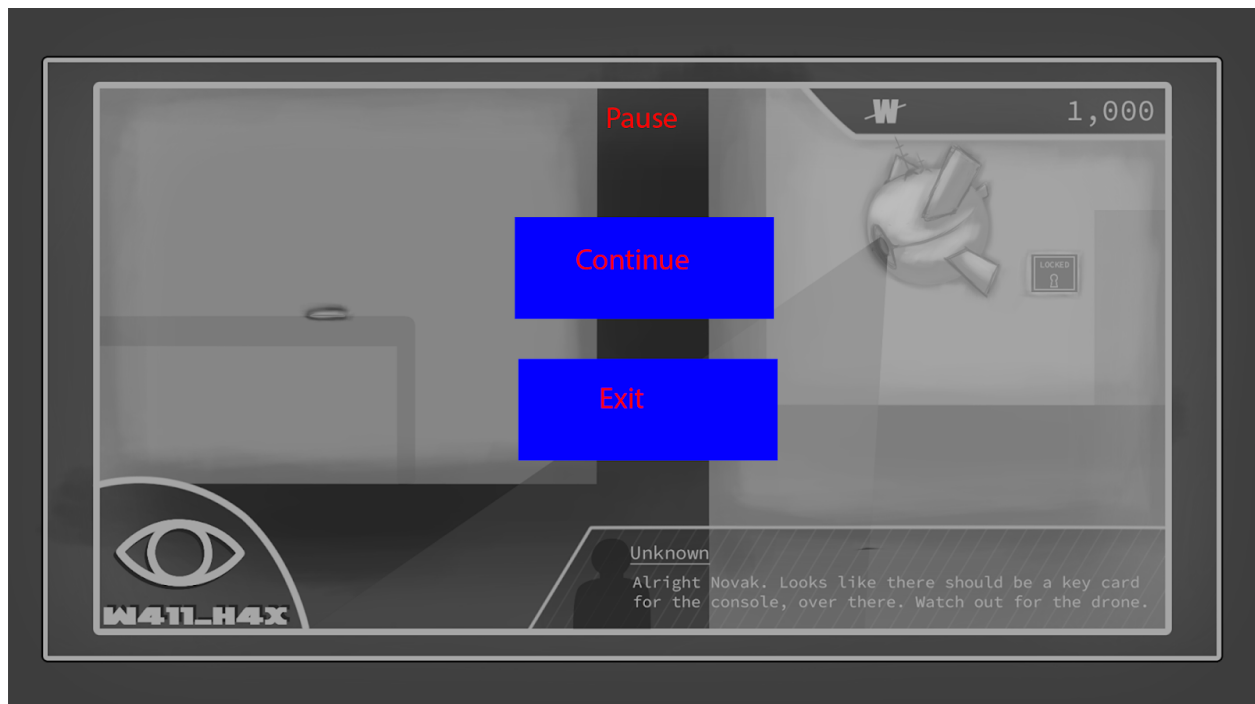
Main menu



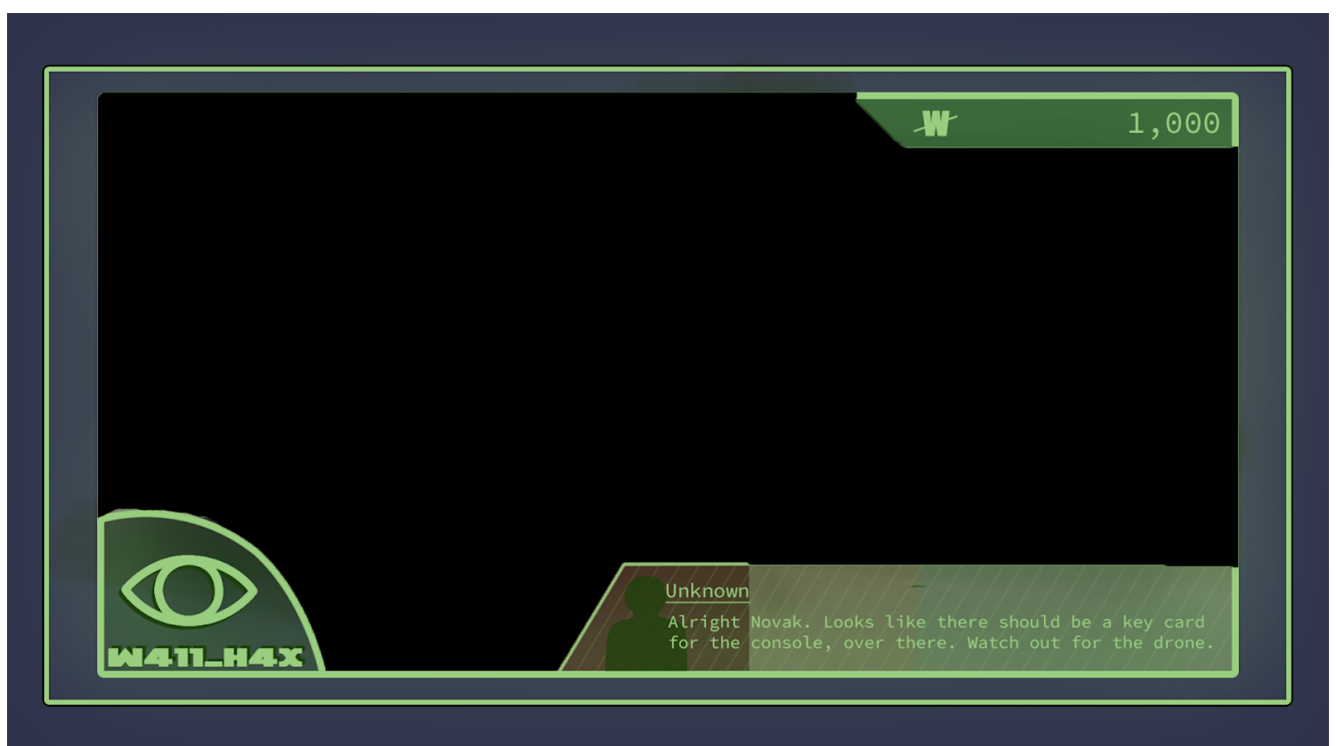
Load Game Menu



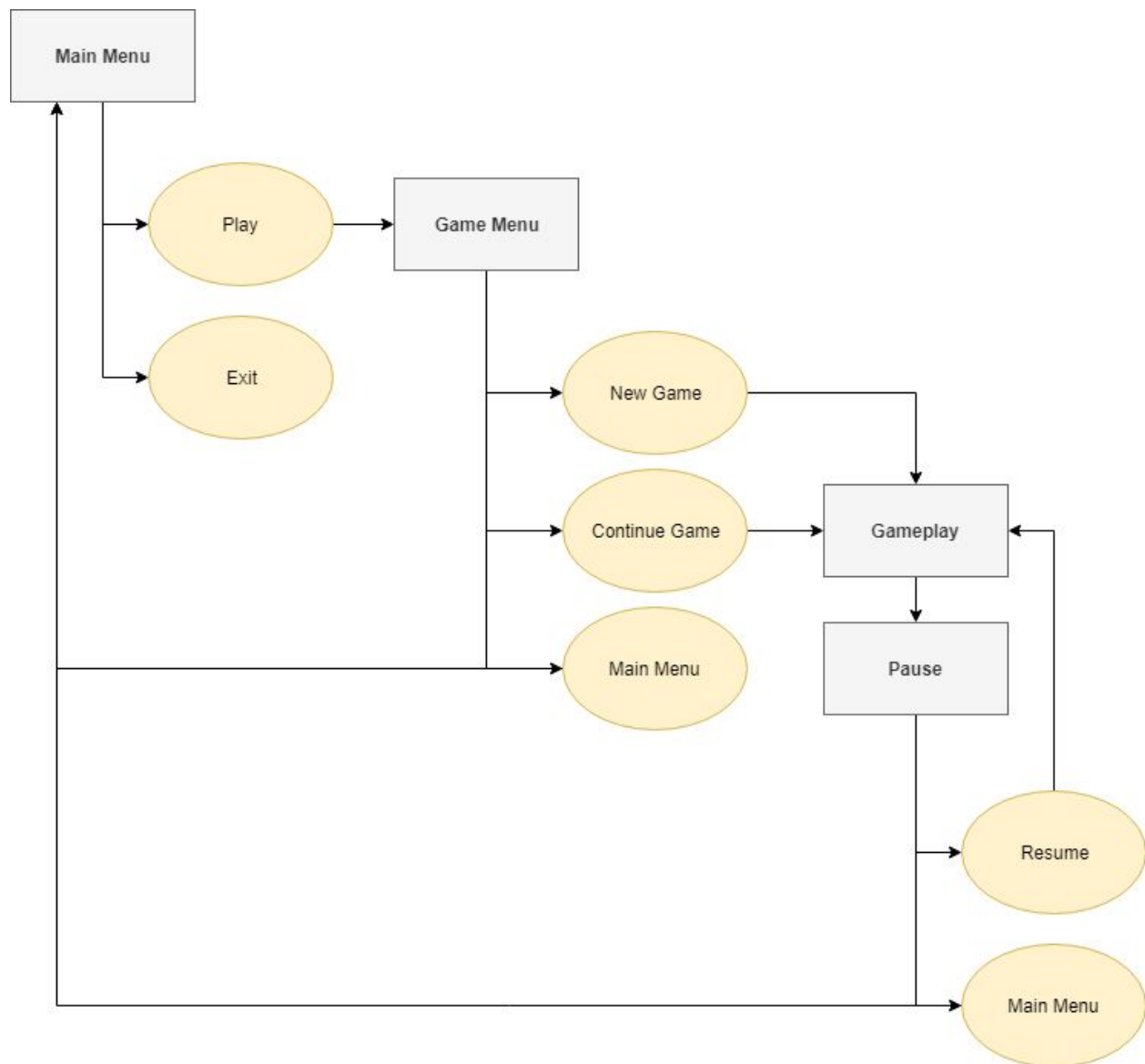
Pause Menu



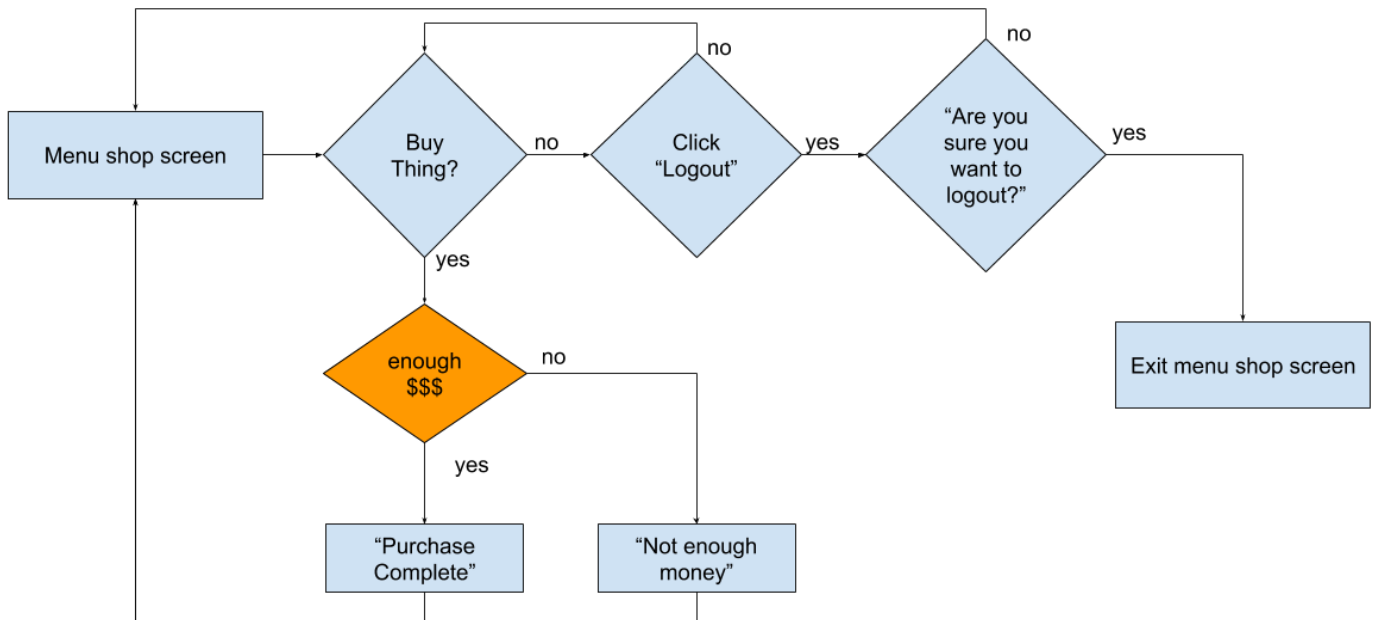
5. In-game HUD Design



Menu Screens Flowchart



Dark Market Store flowchart



Music and Sound Effects

- Sound effects will include:
 - Character Voice-over (NPC Guide)
 - Character Effects
 - Footsteps
 - Grunts
 - “W411_H4X” activation and deactivation
 - Environmental Noises
 - Drone Effects
 - Idle Noise: Nonchalant beeping
 - Alert Noise: Vigorous beeping and/or alarm noises
 - Movement Noise: Propulsion whirl
 - Mechanical Noises
 - Moving levers
 - Doors unlocking and opening
 - Interacting with consoles
 - Music
 - Menus: pensive, lounge music

Technology

- Game Engine, Middleware, and Add-on(s)
 - UE4- Unreal Engine 4

- Technical goals
 - Gain experience in AI implementation.
 - Gain proficiency working within the Unreal Engine environment.
 - Scalability: ability to create new levels using the established assets and game systems implemented.
 - Availability: ability to have the game be distributed to a wide audience.

- Limitations
 - Animation
 - Lack of experience in creating and implementing animations for game
 - Sounds
 - Lack of experience in implementing original sound in engine
 - Music
 - Lack of experience in creating and implementing original music in engine

Milestone Schedule (Through Pre-Alpha)

- Prototype:
 - Game Design Document v1.0 is completed.
 - Game Story should be finalized.
 - “Sandbox” map is completed.
 - Walking, running are working (unpolished is fine)
 - End level store page exists, design doesn't have to be finalized, doesn't need to be working.
 - W411_H4X is working (unpolished is fine).
 - At least 1 hacking minigame is working (unpolished is fine).
 - AI Drones should have some functionality (unpolished is fine).
 - Some in-house assets should be implemented.

- First Playable:
 - White/graybox of Vertical Slice level is completed.
 - Walking, crouching are working smoothly (should be semi-polished only fine tuning left)
 - Hiding should be implemented (unpolished is fine).
 - End level store page should be fully functioning.
 - W411_H4X is fully integrated (unpolished is still fine).
 - At least 2 hacking minigames are working (unpolished is fine).
 - AI Drones should have most of their functionality (unpolished is fine).
 - In game UI should be implemented but not finalized.
 - All non-in-house assets must be removed.
 - Most art assets should be completed, but not implemented or polished.

- Advanced Playable:
 - “ALL” the game mechanics should be working
 - Vertical slice level geometry and most texturing should be finished
 - AI Drone geometry and texturing should be mostly finished
 - UI is completed
 - End level store page should be finished design-wise.
 - All hacking mini games should have finalized design.
 - When document says “hacking” it is referred to a mini game
 - Audio is properly incorporated, but not finished, placeholders are OK.

- Vertical Slice:
 - Vertical Slice is ready for completion.

Overall Risks and Mitigation Plans

- Unbalanced role distribution
 - Developed game design to compensate for lack of expertise and man-power

- Lack of animation skill may prevent all necessary animations from being completed
 - Utilized a camera perspective and enemy design that minimizes or completely eliminates required animations

- Technical Risks and Mitigation Plans
 - Lack of experience implementing AI
 - Programming side of team must overcome learning curve to create and implement AI in engine
 - Mitigation: Gather reference material; study/understand documentation
 - Lack of experience working with Unreal Engine
 - Mitigation: Utilization of documentation, tutorials, and reference to gain proficiency with Unreal Engine
 - Lack of experience using Perforce
 - Mitigation: Seeking assistance from more experienced users of the program to help successfully make use of the program for version control.