Escape from Sector IX

# Description

A fast paced stealth game where a failed science experiment must escape from the clutches of a murderous corporation bent on killing all evidence of the experiment. The player has to navigate a deadly security system that has been installed into the facility. Each level gets progressively harder as the player continues to move towards the surface.

The game will contain elements similar to:

* Stealth Bastard Deluxe
* Monaco
* Super Meat Boy

# Mechanics

The entire movement mechanic will be locked to a grid, but movement will be fluid and fast paced allowing for it to appear unrestricted.

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The player will have to navigate traps created from the following

* Lasers
  + Will be static or moving depending on the puzzle.
  + Will kill instantly upon contact with the player or an enemy
* Guard Robots
  + Are equipped with lasers and will fire on sight of the player
  + Have perfect accuracy
  + Do not move, they act as static posts only
* Sentry Robots
  + Are equipped with lasers and will fire on sight of the player
  + Have perfect accuracy
  + Move around the area following a fixed path.

The environment contains features that can be used to navigate harder traps

* Moving walls
  + Will hide the player from guards
  + Cannot be stopped or influenced
  + Follow a fixed predictable path
  + Will stop laser beams if they cross paths
* Movable crates
  + Will hide the player from guards
  + Can be pushed by the player
  + Will stop laser beams if they cross paths

Death will be a common occurrence in the game. There will be no interrupt if the player dies. Some crucial puzzle or survival elements may be reset. The player will respawn from the start of the level without any prompt. There will be no penalty for dying.

# Pillars

* Fast paced and fluid gameplay
* Thoughtful puzzles
* Constant danger of dying

# Style

The color scheme will consist of vibrant colors contrasting against a dark overall theme for the facility. The following colors will be the main color palette for the game.



The main screens and menus will have a clean blocky look to them. All elements divided into sections and separated by a common background.

Title Screen: Pause Menu Overlay:

