Animal Rescue:

My idea is an action stealth game where the player sneaks around a compound to rescue animals. You are outside of a compound owned by poachers, and it is filled with captured animals. The player is an agent of an organization dedicated to stopping poachers from abusing animals for profit. Your objective is to make your way through the facility without getting caught and finding a way to save the animals. Getting through to the objective as there will be guards all around the facility.

1. A.I. finite states

The animals in cages will use the finite states and the states will be asleep, waking up, loud, and quiet. The animals will be a major part of the gameplay. Most animals will be asleep in cages and the player will be able to wake them up and use them. In the asleep state they will not do anything, in order to wake them up the player must approach the cage and do a quick interaction to get them to wake up. After the interaction the animal will be in the waking up state, the player can automatically use the animal to their benefit, and depending on the animal the time it takes to wake up will be different. Once the animal finally wakes up, they will be either loud or quiet. When an animal is quiet it will not be making any noise so it will not attract any guards. The player can choose to have the animal enter loud mode through a short interaction. An animal in loud mode will continuously make noise attracting any guards that can hear it. The animal can be put back in quiet mode in a couple ways. Once a guard approaches it will put the animal back in quiet mode after a few seconds. Or if the player does not want the animal to keep making noise it can be fed to put it back in quiet mode.

1. A.I. Sensors

The guards will of course their senses of sight and sound. It’s simple for sight, if you enter their cone of vision then you are caught and that a game over. For sound it’s a little more interesting since it will be part of the main mechanics. If they hear a distraction, then they will go investigate, which means they will not be on their route, allowing you to slip by.

1. Behavior tree

The guards will be using a behavior tree to dictate what they are doing. Most of the time they will be in patrol mode. The guards have designated routes that they will be walking most of the time. They will be walking forward at a consistent pace and be staring straight ahead. At certain points a guard can, be in a look mode. Look mode just means a guard will look around itself before going back to patrolling. A guard will enter look mode when they come up to a junction, they will proceed to check all around and then proceed back to its patrol. Or look mode can be activated just after investigating a distraction. Guards can be distracted by either the player or animals. Once a suspicious noise is heard, guards that heard it will proceed to it to investigate, they will approach the source of the noise and be in look mode, if they do not see the player they will return to patrol.

1. A.I. flocking

The guards will also be using flocking. The guards work in units patrolling different sectors and depending on the size of the sector the number of guards will vary. They will be around their designated areas going on different routes but sticking relatively to the same area. However, they can also converge together to a distraction point. Be careful when creating a distraction as you may attract more guards than intended.

1. Inventory

Throughout the game the player will have opportunities to pick up items and make use of them. There will be three types of items food, rocks, and keys. Food is for the animals; the player can feed it to them in order to calm them down so they will stop making noise and attracting guards. Rocks are also for available for the player to use, they can be thrown to create a short distraction for guards, it will not be as long as an animal distraction, but it may be all the player needs at the moment. And there will be keys around the facility which the player must acquire in order to unlock doors to proceed.