

Evvy Avila

Game Proposal

Title (temporary): Sneak

Genre/Style: Stealth RPG

Concept Description: Captured and trapped inside a facility, the little alien Rob the Blob makes their escape to return home. Travel through the dangerous levels with strong security guards and deadly scientist. Sneak around to avoid being detected.

Win state: Escape the building by exiting the final door

Lose state: Getting Caught

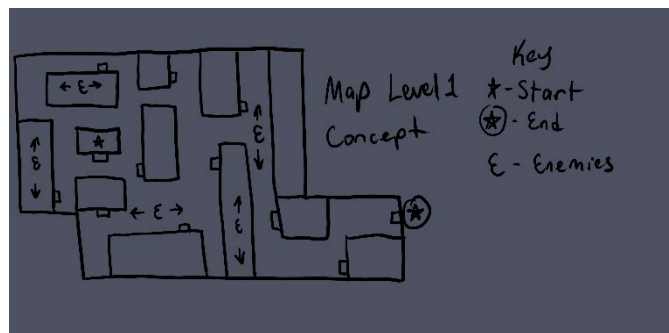
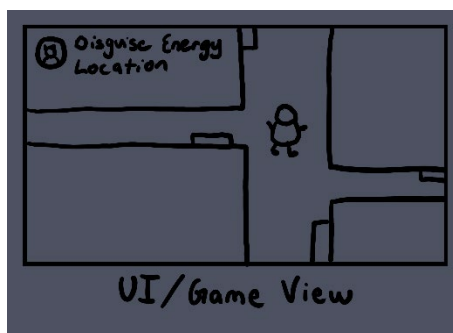
Mechanics:

- Movement – Walk/Run
- Disguise – Camouflage to avoid being detected (limited energy)
- Trail – Leave little marks to avoid getting lost

UI:

- Disguise energy charge time – how long the effect last and its recharge
- Level location – which floor the player is in currently

Sample Art:





Flowchart:

