Evy 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
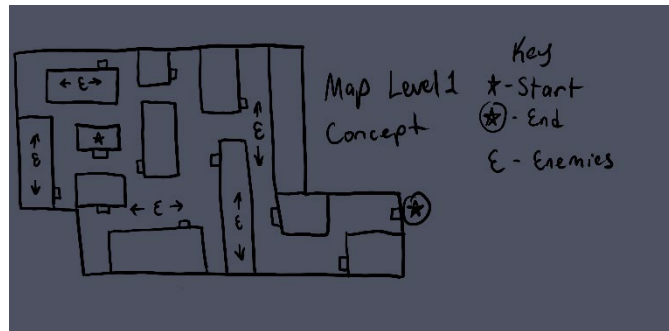
Lose state: Getting Caught

Mechanics:

- Movement – Walk/Run
- Disguise – Camouflage to avoid being detected (limited energy)
    - Flower Pot plant – Hide from Gardener
    - Cap and Vest – Hide from Scientist
    - Lab coat and Goggles – Hide from Security Guards
- Interaction – Being able to interact with objects
    - Collecting disguises
    - Opening doors

UI:

- Disguise types – Display each disguise found for the user to use
- Level location – Which floor the player is in currently

Sample Art:

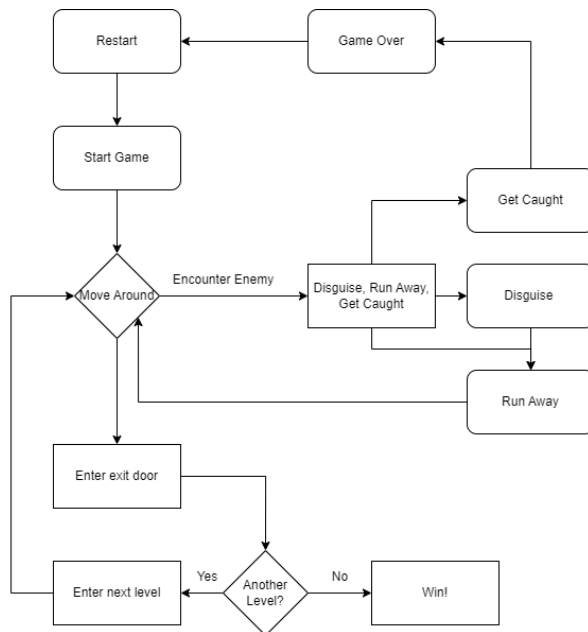UI/Game View

Map Level 1 Concept

Key
★ - Start
✪ - End
E - Enemies

Rob the Blob

Plant Disguise

Security Guard

Scientist

Flowchart:

```
  ┌─────────┐         ┌───────────┐
  │ Restart │ ◄────── │ Game Over │ ◄──────────┐
  └─────────┘         └───────────┘            │
       │                                       │
       ▼                                  ┌───────────┐
  ┌───────────┐                           │ Get Caught│
  │ Start Game│                           └───────────┘
  └───────────┘                                 ▲
       │                                         │
       ▼      Encounter Enemy   ┌──────────────┐ │  ┌──────────┐
  ◇ Move Around ──────────────► │ Disguise, Run│───► │ Disguise │
       │                        │ Away,        │    └──────────┘
       │                        │ Get Caught   │
       │                        └──────────────┘
       │                                           ┌──────────┐
       │                                           │ Run Away │
       ▼                                           └──────────┘
  ┌───────────────┐
  │ Enter exit door│
  └───────────────┘
       │
       ▼
  ┌────────────────┐   Yes    ◇ Another     No   ┌──────┐
  │ Enter next level│ ◄─────    Level?    ─────► │ Win! │
  └────────────────┘                             └──────┘
```
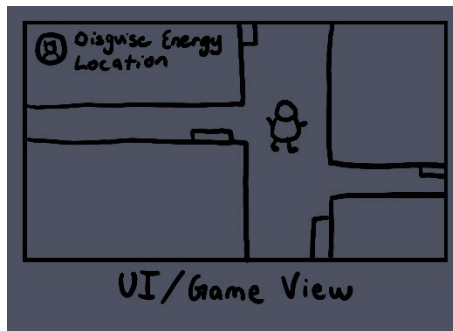

Proof of Concept:

- o Auto-Generated Levels
- o Character Movement