# Game Design Document (Abstract)

Title: Exit StrategyGenre: First-Person Action-Adventure (combat, stealth, puzzle)  
Platform: PC  
Target Audience: 16 above, indie/retro gamers, fans of GTA-style mission structure.

## Concept

Exit Strategy is a first-person mini open-world action-adventure game that places the player in a quarantined township and requires a series of missions to be accomplished by NPCs to help the player survive, learn why the township is on lockdown and how to escape. The game loop is as follows: enter hub → approach NPC → transition to mission location → complete mission → return to NPC for reward/progression.

## Player Fantasy & Experience

Players feel empowered and survive under pressure. They begin as a lowly delivery man but learn through missions and quests, crafting equipment, and levelling up skills. Emotional moments consist of suspense (stealth/combat), intrigue (exploration/puzzles), and ethical decision-making (branching endings).

## Game Features

* **Mini Open World Hub**: Main square with NPCs directing players to 4 mission areas.
* **Mission Types**:
  + Combat tutorial (Warehouse).
  + Stealth mission in the forest.
  + Puzzle + combat mission (sabotage) in the Factory.
  + Optional side quest.
  + Final boss
* **Quest Progression Loop**: Each quest completed opens new areas, NPCs, and story.
* **Low Poly Design**: Blocky design (inspired by Minecraft/CS 1.6).

## Project Scope and Feasibility

* **Timeline to completion**: 6-8 months (prototype hub → combat mission → stealth mission → puzzle mission → final escape/prototype → polish)
* **Technical Feasibility**: Entirely built in OpenGL (GLFW/GLAD), easy AI (patrol/chase), FPS mechanics, simple puzzles.
* **Minimum Viable Product**: Hub + 1 mission + basic combat system.