**Game Design 2: Stealth Game**

**Stealth Game Design**

You just woke up with a headache, like you just got hit by a truck or something. Feeling disoriented, you try to see through the blurry images, to see where you are. Eventually, you regain your senses and see you are in the building you wanted to break into. You remember managing to sneak in through an open window, only to get jumped by a bunch of guys wearing suits, before they smacked the back of your head, knocking you out. Now that you’ve woken up, you see that you are kept in a separate room with two suited guys guarding your only way out. You manage to trick them into opening the door and knock them out, before preparing yourself for going through every room the entire building, while avoiding the rest of the guys in suits. You are not leaving, until you get what you came here for, and you are determined to get it, whatever it takes.