



Silent Shadows (A 2D Infiltration Game)

Plateforme Jeu Vidéo - UCBL

Final revision

Made by: Dylan Jeannin - Skander Zoghalmi - Mathis Spataro



Overview

Elevator pitch

Silent shadows is a 2D platformer set in a medieval realm, where the player navigates castles and dungeons as a cunning thief who uses stealth to outsmart the guards and avoid obstacles to reach the hidden treasure.

Setting and genre

Silent shadows is a 2D platformer stealth game requiring strategy in planning and address in execution to infiltrate castles from a medieval era. The ultimate goal of the player character is to assemble a device to restore their family's honor and influence throughout the realm. As belonging to a fallen family, they don't have access nor know how to handle weapons. Therefore, their main means to reach their goal is dexterity and wits.

Target audience

- Platform : PC
- Controller : keyboard + Mouse

Influences

- Mark of the Ninja (video game) – non-lethal mode
 - Detection system
 - Interactions with the scenery and enemies
 - Door types and interactions
 - Gadgets, dart throwing
 - Noise mechanic
- Styx : master of shadows (video game)
 - Detection system
 - Interactions with the scenery and enemies

Backstory

In a realm gripped by a Tyrant ruler, a rogue discovers a family secret that challenges the very foundations of his reality. His father, on his deathbed, reveals that their lineage was once the rightful rulers of the realm and that the kingdom was far greater in the past with advanced technology and vast knowledge. The current king's lineage came from a usurper that stole the kingdom by using an ancient magical device capable of removing people's memories and only the true lineage was not affected by the device. This artifact is now hidden carefully inside a castle and guarded by the current king. To restore order, the rogue needs to steal and activate the device to restore people's memories and bring back the legitimate ruler.

Motivated by a quest for justice and a desire to restore the realm to its former glory, the rogue embarks on a journey to infiltrate the heavily guarded castle of the oppressive ruler. The artifact, hidden in the inner sanctuary, is the key to unveiling the truth and exposing the illegitimate rule that has plunged the realm into darkness. The stolen memories, once restored, hold the potential to spark a rebellion against the tyrant and lead the realm back to its former greatness.

Gameplay

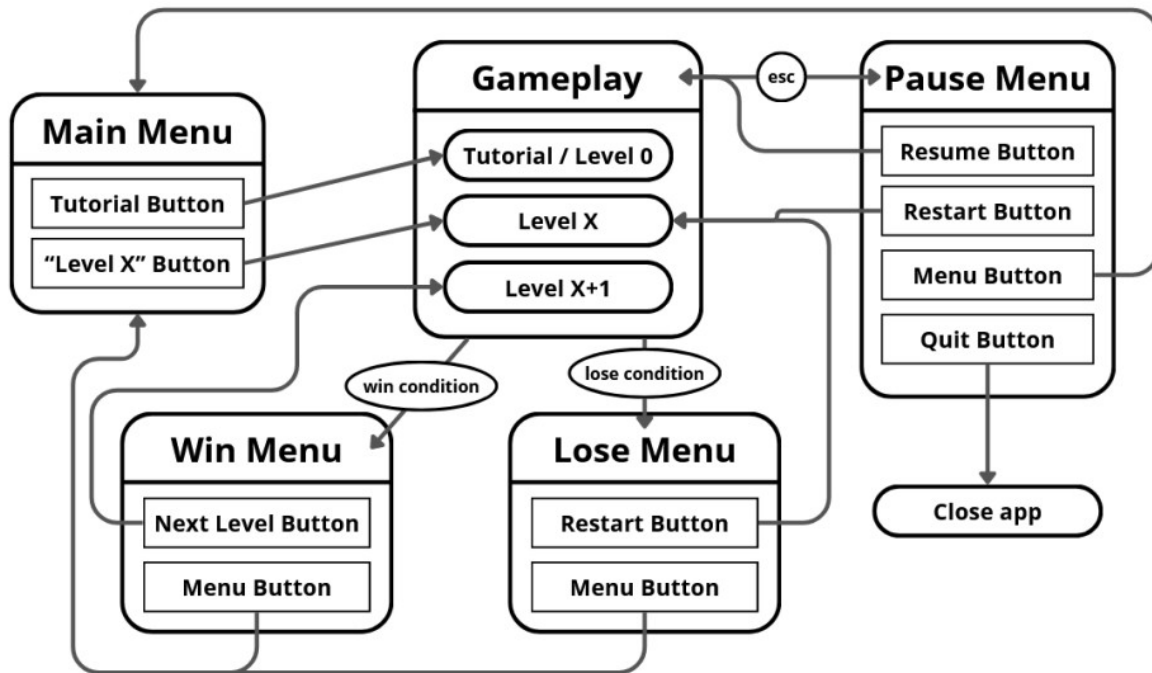
End conditions

Level win condition : Player reached end of level, final chest or final door. Treasures reached at the end of a level might contain loot and fragments of the device sought by the rogue.

Level lose condition : Player got hit by guard, fell off the platform or got trapped leading to respawn at the beginning of the current level

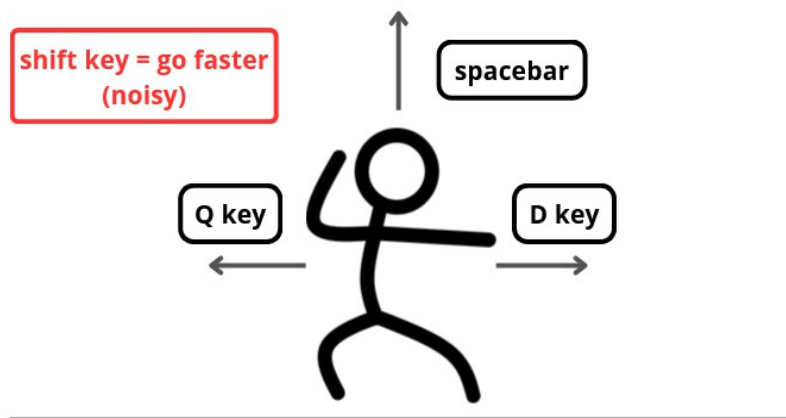
Game end condition : player finished all levels

Menu navigation



Core mechanics (priority, 1st week of development)

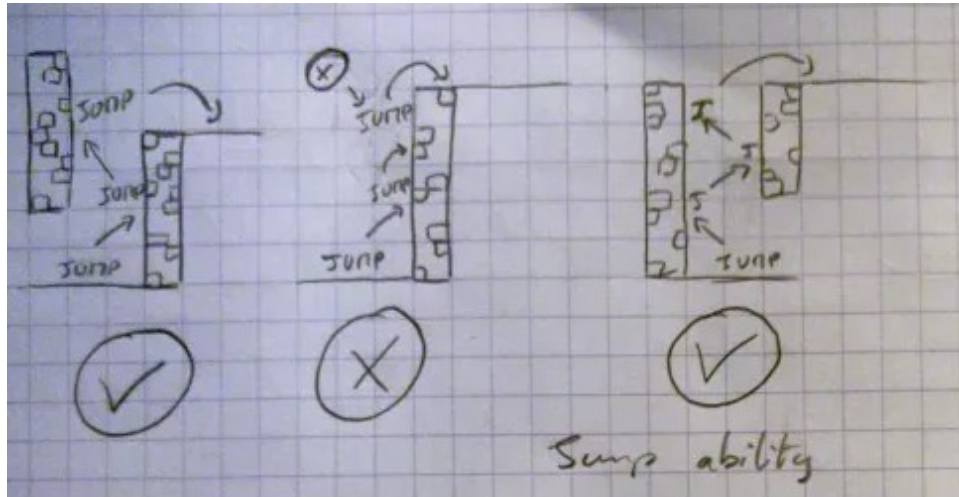
- Player character movements
 - Jumping height and length related to moving speed



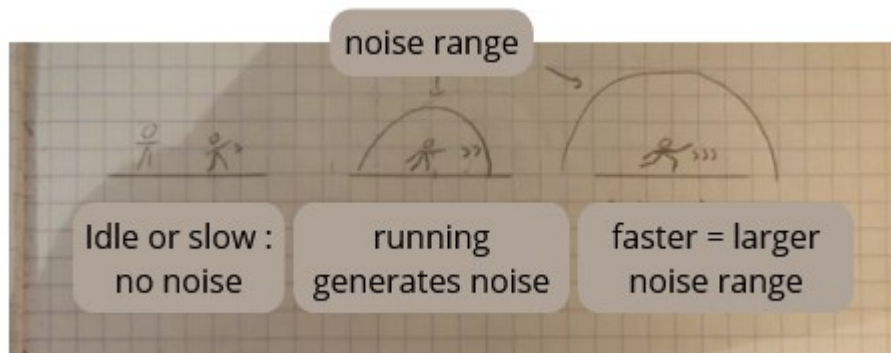
Z : Interact with decor (hide, activate switch...)

E / F : Throw projectiles (Shuriken / Stones)

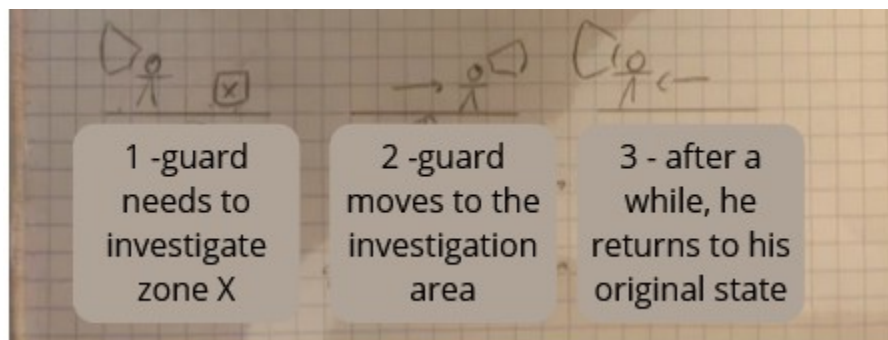
- Jump ability
 - PC can wall jump but cannot do it on the same wall twice in a row



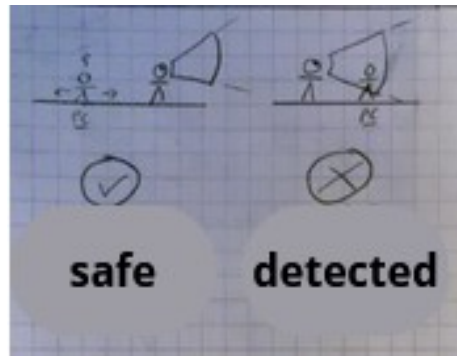
- Noise mechanic
 - PC makes noise in relation to their movement speed, higher movement speed = bigger noise propagation distance.



- Guards movement
 - Guards have a predefined patrol zone. They move from one end to the other until they detect the player or find something to investigate



- Guards hearing
 - If a guard is inside the noise propagation distance of an action, they will investigate the noise source location
- Guards vision
 - Guards have a field of vision, if the PC enters it and is not hidden it will raise their suspicion level up to a detection state resulting in chasing. If a guard reaches the player the game is lost.

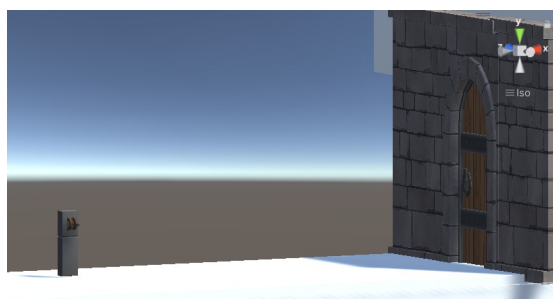


Secondary mechanics (ideally 2nd week of development)

- Hiding in objects



- Switch-activated doors
 - PC might be required to go through doors, some of which might be closed and require the player to look for a key or activate a lever.



- Decoy
 - PC throws a decoy to change the guards movement pattern (ie : dropping a stone. The guard will go investigate the source of the sound)
- Traps
 - Fire traps, needs water to extinguish it and be able to pass through

Tertiary mechanics (least important, 3rd week of development)

- Inventory and gadget selection
 - The player can collect keys (to open doors), stones and shurikens (projectiles to throw), bucket of water (to turn off fire traps for example)
- Key-requiring doors
- Slingshot & hittable decor & indirect death of guards (ie : destroying a rope to have an object fall on an ennemy)

Bonus features ideas (if time allows)

- Traps that get activated if the player approaches them (ie : spikes/falling stones). The player could also kill the ennemies by baiting them into traps
- Smokescreen to confuse the guards, while in the smokescreen the player is invisible, though guards might be alerted and roam around the smokescreen after its explosion to investigate the cause.

Level Design

- **Tutorial :**
 - Introduction to the game where the player gets familiar with the core mechanics including character movements, jump ability, guards interactions, Doors and Projectiles
- **Levels :**
 - Focused on guards interactions including all the mechanics discussed earlier
 - At each stage, the player will also discover new ways to alter the guards behavior (gadgets) and new obstacles (traps, new door types ...)
- **Difficulty :**
 - As the game progresses the levels might require higher wits or reflexes from the player by introducing more intricate situations.