Predator Project Unreal – Game Pitch

Pitch : Project codename ‘Predator’ is a Third-Person Infiltration game where the player embodies a deadly stealth robot prototype that has escaped its containment and now rampages the military facilities that created him. The Predator (the robot) needs to consume biomass in order to survive and power its main functions, hence the player will have to kill in order to stay alive and eventually escape the military compound he is in, as elite soldiers are now tracking you down to kill you.

Main Characteristics :

Camera : TPS (relatively far away from the player)

Controller : Mouse/Keyboard or Console Controller

Character : A Robotic Quadruped (very low stance to the ground)

Public : Core/Hardcore Players of Infiltration Games, TPS Players, Reverse Horror Enjoyers

References Gameplay :

* Splinter Cell Blacklist – Main Reference, Infiltration Gameplay and AI Behaviour
* Metal Gear Solid V – Infiltration Gameplay and AI Behaviour
* Watch\_Dogs – Infiltration Gameplay and Hacking/Interactivity with the Environment
* Carrion – Beast Gameplay and Evolution of Abilities while Eating
* Crysis – Main Character Abilities and AI Behaviour
* The Last of Us Part II – Ambiance and AI Behaviour

References Concept :

* Alien, Predator, The Thing – Main Character
* Horizon Zero Dawn – Character Design from one of the Machines
* The Incredibles – Jungle Secret Military Compound

Main Loop :

Enter a Level -> Progress towards the Exit -> Find a way to open the Exit if not already -> Leave

Progress through each level until the end of the game, where you can finally exit the compound

N.B : Potentially have some side objectives or paths that will give the player new abilities

N.B : Should we have items and a persistent inventory system going through the levels ?

Intentions :

Intelligent AI Agents

Environmental Interactions

Deadly Stealth Controller

Core Mechanics :

**Basic Infiltration Mechanics :**

As in any TPS Infiltration game, the **player can move and run**. The player **cannot crouch** as he is constantly close to the ground (quadruped creature). The player **cannot jump** either.  
N.B : it could be interesting to have the player move on walls and ceiling alike, just like in Abahb

The **player can only kill in close combat** by default, but contrary to other infiltration games, he can do so at any point in the game, when detected and undetected alike. But the takedown will not execute the same way depending on the situation. Hence, a takedown performed on an unaware enemy will be instantaneous and completely silent, whereas a takedown performed on an enemy that saw you just before the execution of the kill will result in a longer kill (animation) since the enemy will fight for his life before dying and will make noise. If the player tries to takedown an enemy while engaged in open combat (detected), the kill will be even longer, and the player will also lose health after the execution (getting shot by the enemy during the animation).  
N.B : Could be a random amount of health too.

The **player can also perform a very quick dash**, that makes him invisible for the duration of the movement, which can help him breach the gap between two covers or hiding spots or get out of detection quickly.

// TODO Hiding Places

Like in many other infiltration games, **the detection is represented by a detection meter** on the screen that grows in size until it reaches a threshold, after which the player gets detected. The detection takes place in two phases, the first where the detection meter grows if the player is in line of sight, but the enemy is still unaware of the player. Then the second phase, where the enemy saw something and will go to investigate, and the detection meter will keep growing if the player is in line of sight, eventually leading to complete detection of the player.

Like in Splinter Cell Blacklist, the **enemies will be aware of quite a lot of information** and may be triggered by discrepancies, such as a door being open that they left closed, an agent they are currently talking to that suddenly stops responding, and many other sorts of hints they will be able to understand and that will trigger their suspicion.

The **enemies will have three main phases of gameplay**. The first phase is the patrol or search phase, where the enemies might be unaware or aware that the predator is in the area, and are following protocol by walking around the map, repeating patterns of movement. The second phase is the investigation phase, it is triggered when a serious discrepancy occurs, such as the enemies finding a dead body, or the player was seen at some point. At this point, enemies will look around in order to find the player, and potentially use some specific equipment in order to track him. Enemies will be quicker to react or detect the player during this phase. The third phase is the attack phase, which is triggered when the player has been completely detected and is now chased and attacked by the enemies. This phase will last until either the player or all the enemies engaged in the phase are dead, or, if the player manages to escape, e.g. remains undetected for a long period of time. This will result in the enemies going into the second phase, which will last longer exceptionally.

The **main difference between the patrol phase and the search phase** is, during the former, the enemies will just follow paths in the level or perform basic tasks, and will be slow to react, whereas for the latter, enemies will follow routes in groups, systematically check every corner, and be quicker to react, since they know you are here. The default first phase is always a patrol phase, unless the enemies where informed otherwise (specific event for the level), or the enemies finished an investigation phase (which is proof that the predator is in the level).

**Energy System :**

The Energy System is the most central unique mechanic of the game. Almost **every action in the game requires or will consume some amount of energy**, and the only way to recharge this bar is through consuming dead bodies. When the energy bar goes to zero, the player will start taking damage on his actual health bar and die very quickly afterwards. Also, the player will have specific abilities available to him depending on how much energy he has. Hence, a low energy bar will restrain the player’s abilities, and thus his chances of survival.

There are two ways **the player can lose energy**, either passively by moving for example, or actively by executing specific actions, abilities, hacking, etc. The rate of passive loss of energy is relative to the speed of the player. Hence sprinting will deplete his bar quicker that walking, and not moving will reduce the rate to a minimal (very small) value.

The **player can consume bodies** on the ground when close to them, which takes a certain amount of time during which the player cannot do anything else and will give him a substantial amount of energy afterwards.  
N.B : It could be interesting to actually consume each body parts one by one, this would be way dirtier and also mean that a body that is not intact will give less energy overall.

The **player can grab a body in his mouth** in order to move around with it and put it somewhere else on the map.  
N.B : This will become extremely important later in production, as eating bodies will create blood traces on the map, which can lead the enemies to track down the player more easily. It will also be noisy to eat the bodies. Hence the player might want to take the bodies somewhere discrete and safe in order to consume them, as well as potentially keep some for later.

**Traces System :**

// TODO

**Advanced AI Systems :**

// TODO

**Player Abilities :**

// TODO

**Environmental Interactions :**

// TODO

**Other Potential Systems :**

Lights and Shadows System (for Detection)

Filter Vision (like in Assassin’s Creed)

Hacking System (Similar to Watch\_Dogs)