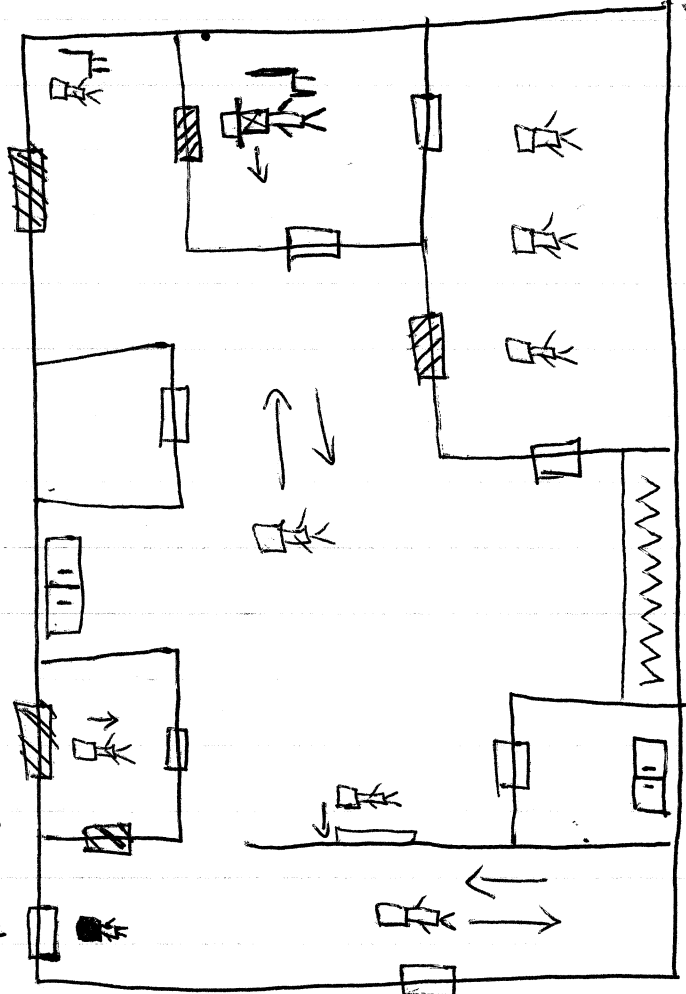
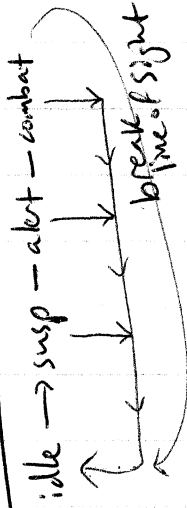


Pixel Hitman Game

Stealth

States



- permission, choose
loadout
- shortcuts around the
map? - like clue?

- different ways
to kill target

- gun
- knife
- poison
- explosion
- environment
- other unique weapons

box or closet

door

window

hitman

enemies

target

stairs

- enemies drop items

- weapons, ammo

- keys

- doors open and close

- score system

- cover system

- disguises allow you in different areas

- knock out or kill enemies

- hide bodies

- hide yourself

- enemies have field of vision

- enemies have scripts

- starts with default room

- if enemy sees you with no disguise, they will escort you out / or / arrest you / or / attack you

- if enemy sees you with disguise, they do nothing, they continue their current script.

- if enemy sees you armed with a weapon, they will arrest you or attack you, unless you have a disguise that can carry a weapon.

- if enemy sees you with no disguise, they will arrest you or attack you, unless you have a disguise that can carry a weapon.

Your States

- normal (walking)
- armed (gun weapon out)
- ~~combat~~ combat (shooting, doing combat action)
- stealth (crouched)
- hidden (in bin)

you →

has key

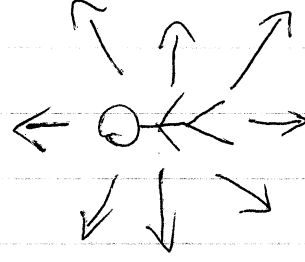
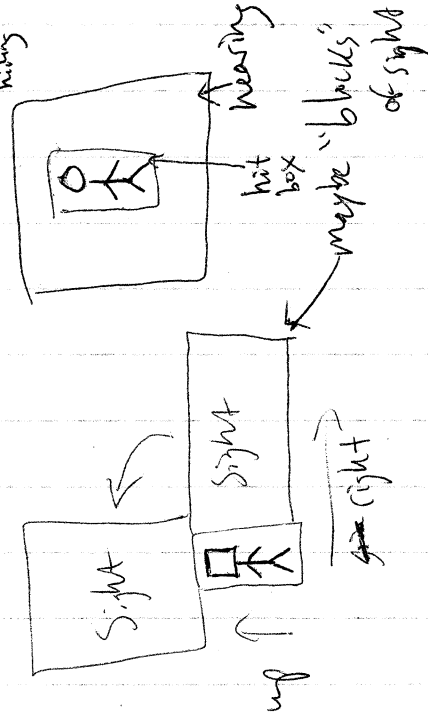
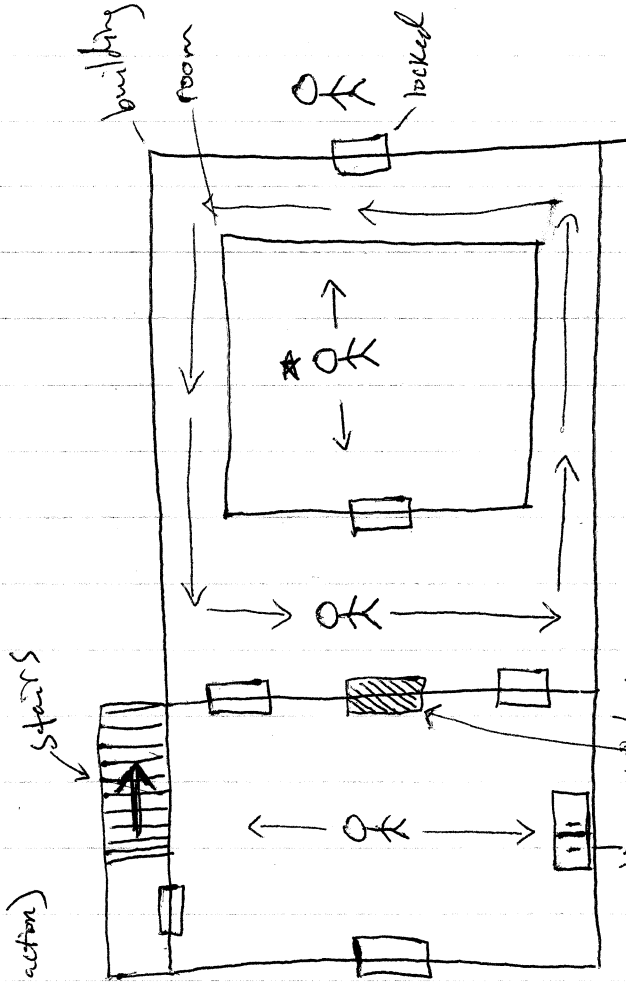
enemy States

- idle (normal, room)
- sus
- alert
- combat

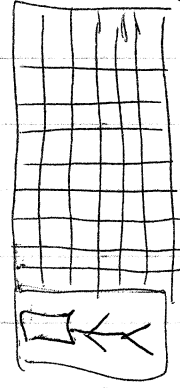
- enemies, room
- move
- stop
- turn
- spect

items

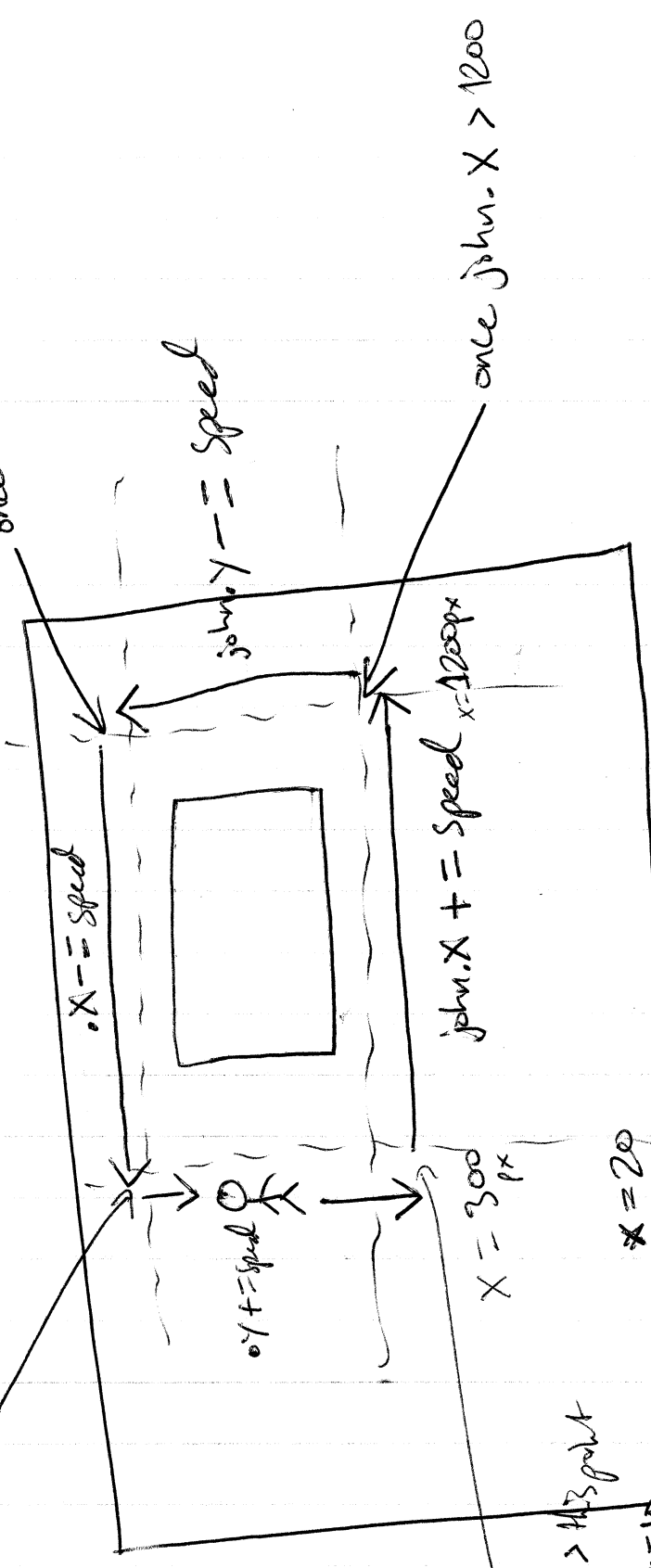
- silenced pistol
- pistol
- fiber/piano wire
- knife
- poison
- bomb
- coin
- health
- landy, penetrating gun
- lockpick - key



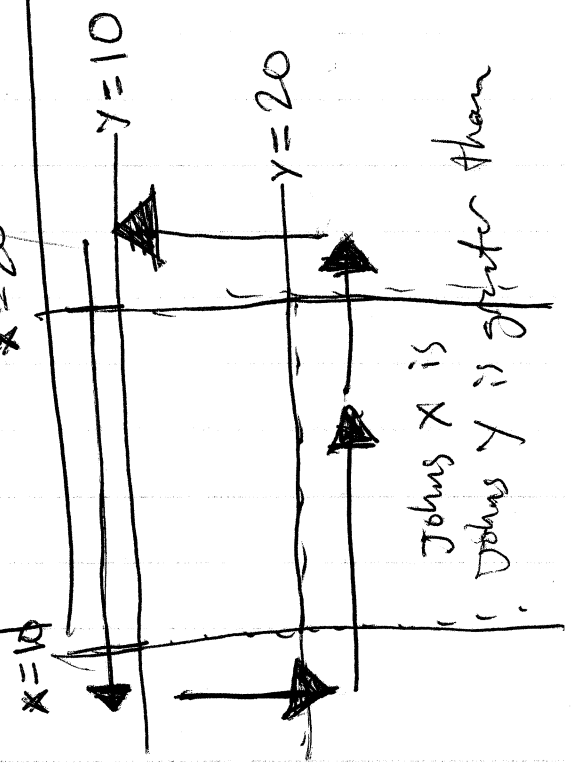
if certain hit vells there or stopped.



once $john.x < 450$ point ~~point~~ x y $<$ this point



once $john.y > 450$ point



Main room Ghost

