

Pixel Heist

Game Concept Document

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Background



- In Pixel Heist!, the four-player cooperative multiplayer stealth.
- Players collaborate to execute the high-stake digital theft. Players must sneak into the cyber vault that has high-level security, penetrate digital defenses, and extract valuable data while avoiding being detected.
- Each player has a specialized role with their own set of skills, making teamwork essential for success.



Core Gameplay

- Players can move from left to right, jump, crouch, and even slide to dodge security..
- Sneaking around and working with others is critical in setting alarms or detection.
- Players have to solve hacking puzzles to get past firewalls and other security mechanisms.
- Ends the mission when the team successfully escapes or gets caught by security forces.

Screenshots



Source: <https://www.indiedb.com>

Core Gameplay Pillars

- **Movement (25%):** The overall smooth and responsive movement capability of the game is essential for the action and evasion aspects of the game, whether for running, walking, or climbing.
- **Combat & Hacking (50%):** Most of the game is involved in attacking some security systems, performing special moves, or hacking firewalls.
- **Enemies (20%):** Various bots, security bots, and complicated firewalls significantly help give players a unique experience of challenges within the heist.
- **Stats & Skills (5%):** Player stats damage, health, and stamina probably add another dimension to the strategy as these grow and balance between player and enemy growth.

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Features:

MOVEMENT

- Left/Right movement
- Sprint
- Crouch & Slide
- Jump

BATTLE

- Disrupting security systems.
- Special abilities to disable AI or create distractions.

Stealth

- Avoiding security bots and cameras
- Hacking mini-games to disable traps and firewalls.
- Timed actions requiring coordination between players

Objective Games

- Extract valuable data from the cyber vault.
- Avoid detection and escape before time runs out

Skills Used:

Classes:

- **Game:** 4 player classes with unique abilities
- **Player:** Character stats for each class (e.g., movement speed, hacking efficiency)
- **Enemy:** AI for security systems, bots, and firewalls with different patterns
- **Boss:** Final security challenge with multi-phase puzzles

Arrays:

- **Skills & Stats:** Arrays to track player skills, AI stats, and skill Progressions.
- **Enemies:** Array for enemy behaviors and spawn points.
- **Points:** Progress tracking, including points for tasks completed, enemies avoided, or data extracted.
- **Kills & Deaths:** Tracking player success or failure in stealth and missions.

Graphics:

- **Pixel art** for the futuristic, digital environment and characters.
- **Animations** for movement, interactions with security, and hacking mini-games.
- **Recoloring** assets to fit different environments, such as vault rooms, corridors, and security chambers.

Game Design Elements

- **Visual Assets (10 -30):** Pixel art for characters, environments, and animations.
- **Audio Assets (5):** Sound effects for actions, alarms, hacking, and gameplay ambiance.
- **Menu + Settings System (5-10):** Simple interface for settings, starting, and pausing the game.
- **HUD Design (5):** Minimalistic design to display health, skills, and security alerts.
- **>>>>> Gameplay Movement (10-20):** Solid core mechanics with smooth movement, AI, and environmental interaction.
- **Graphics (20):** Clear, dynamic visuals to enhance player experience and create an engaging atmosphere.
- **Advanced Features (0-15):** Additional gameplay elements for increased replay ability (varied enemies, player abilities).
- **Video (5)**
- **Project Management (5):** Task delegation, clear communication, and meeting deadlines.