# Pixel Heist

Game Concept Document

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24/ O2/ 2C



# 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.

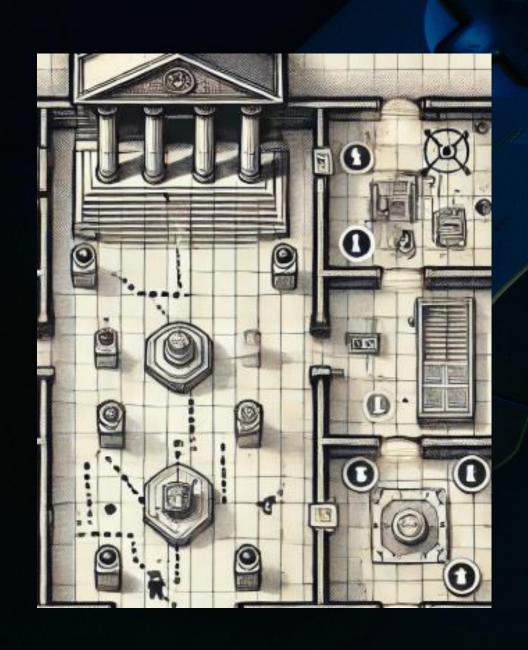




# Core Gameplay

- 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.

### Features:



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



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



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



- 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: Al 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.
- - 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.