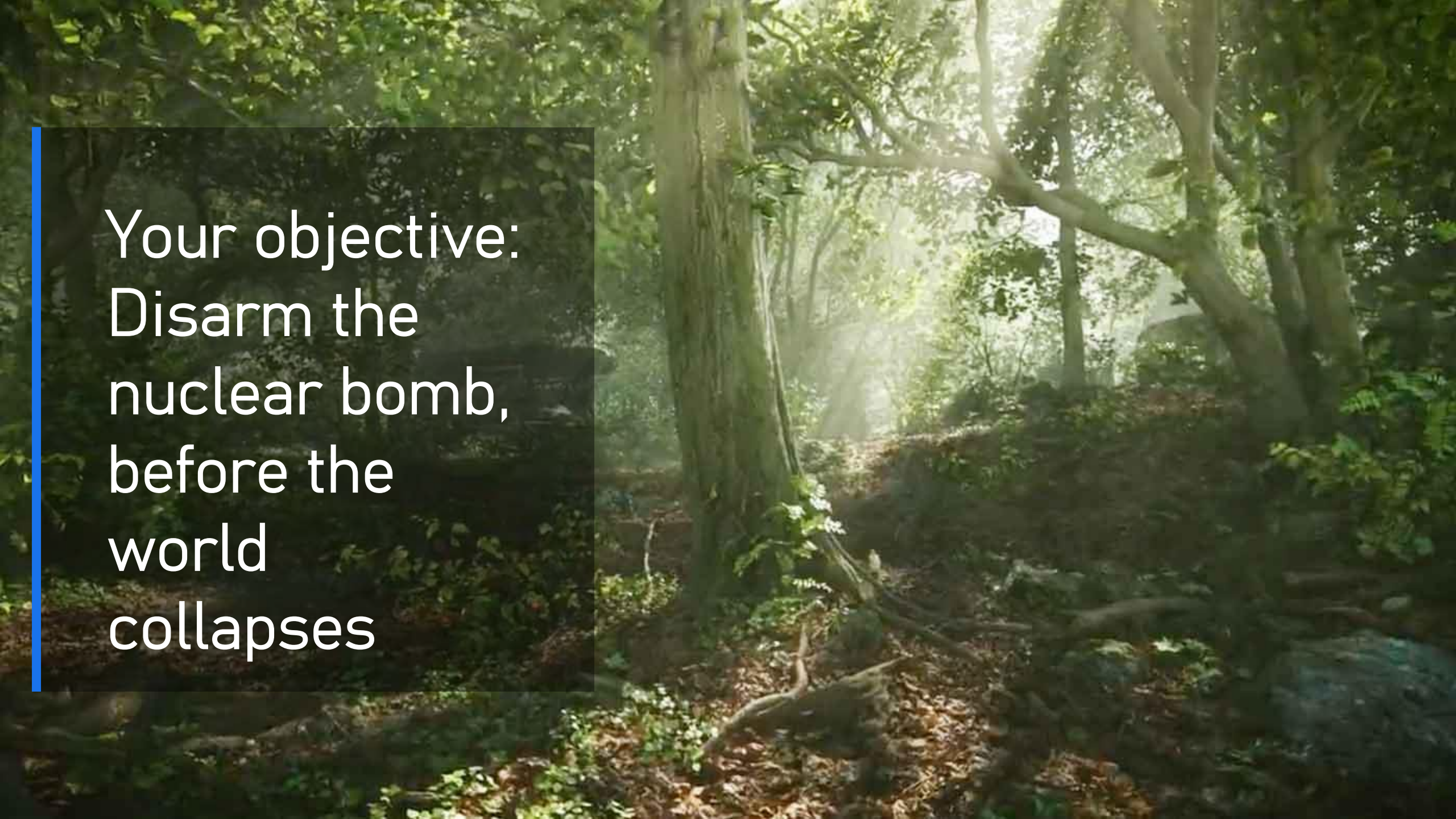




# Jungle Tactics concept document

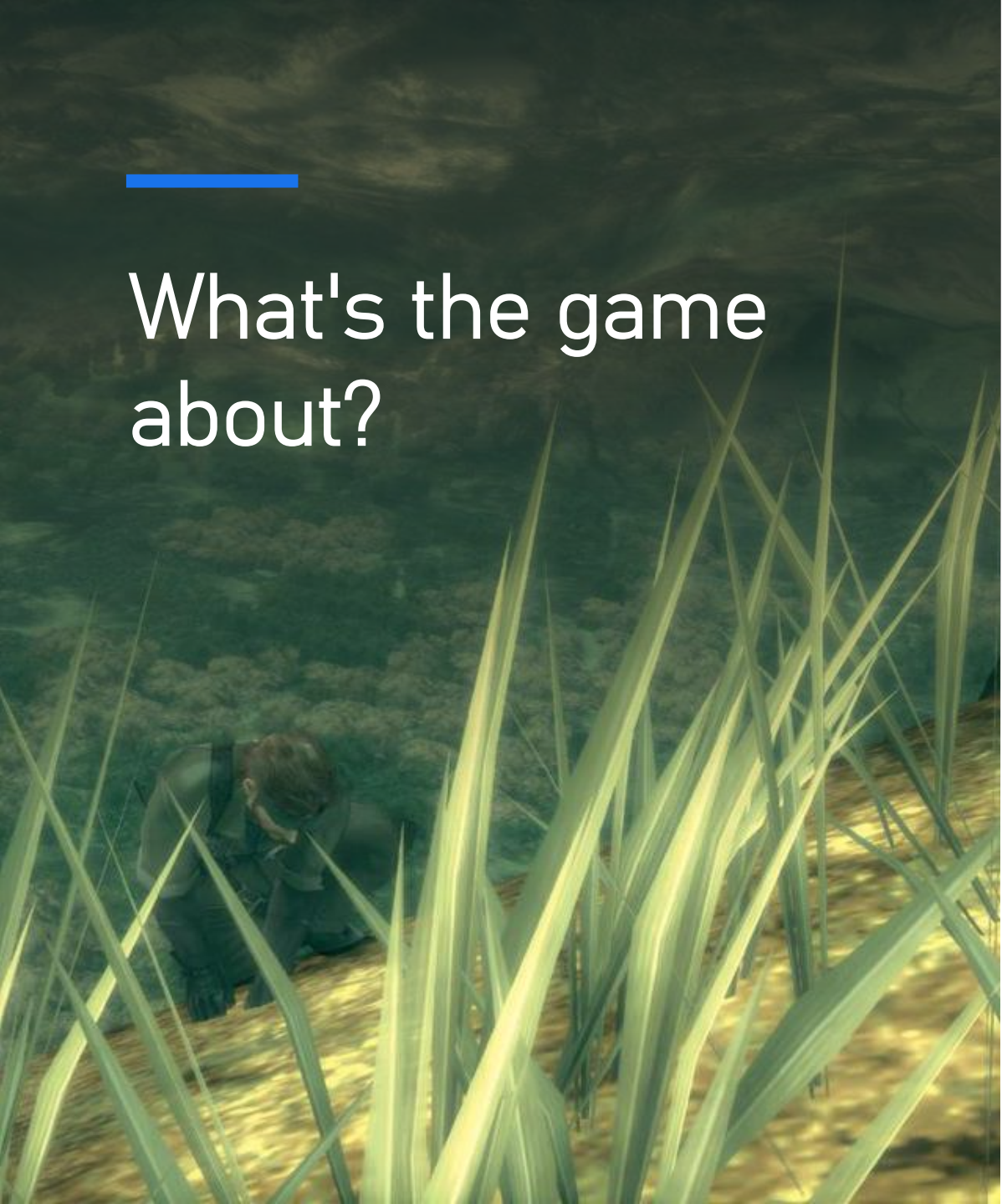
CREATED BY CIARAN  
KINSELLA



A photograph of a forest path. Sunlight filters through the dense canopy of green trees, creating a dappled light effect on the ground. The path is covered with fallen leaves and some small plants. Large tree trunks are visible on either side of the path.

Your objective:  
Disarm the  
nuclear bomb,  
before the  
world  
collapses





# What's the game about?

- You're dropped into enemy territory, surrounded. You must use stealth to try get to the end of the mission, as being caught will see you being overwhelmed.
- Through 1 replayable mission you must use your wits
- The faith of the world depends on your shoulders as you must disable the enemy nuclear bomb. But it won't be easy as you're alone in the jungle, surrounded by everything that wants to kill you.
- It takes inspiration from Metal Gear Solid 3, but the first level, top down and a lot simpler.

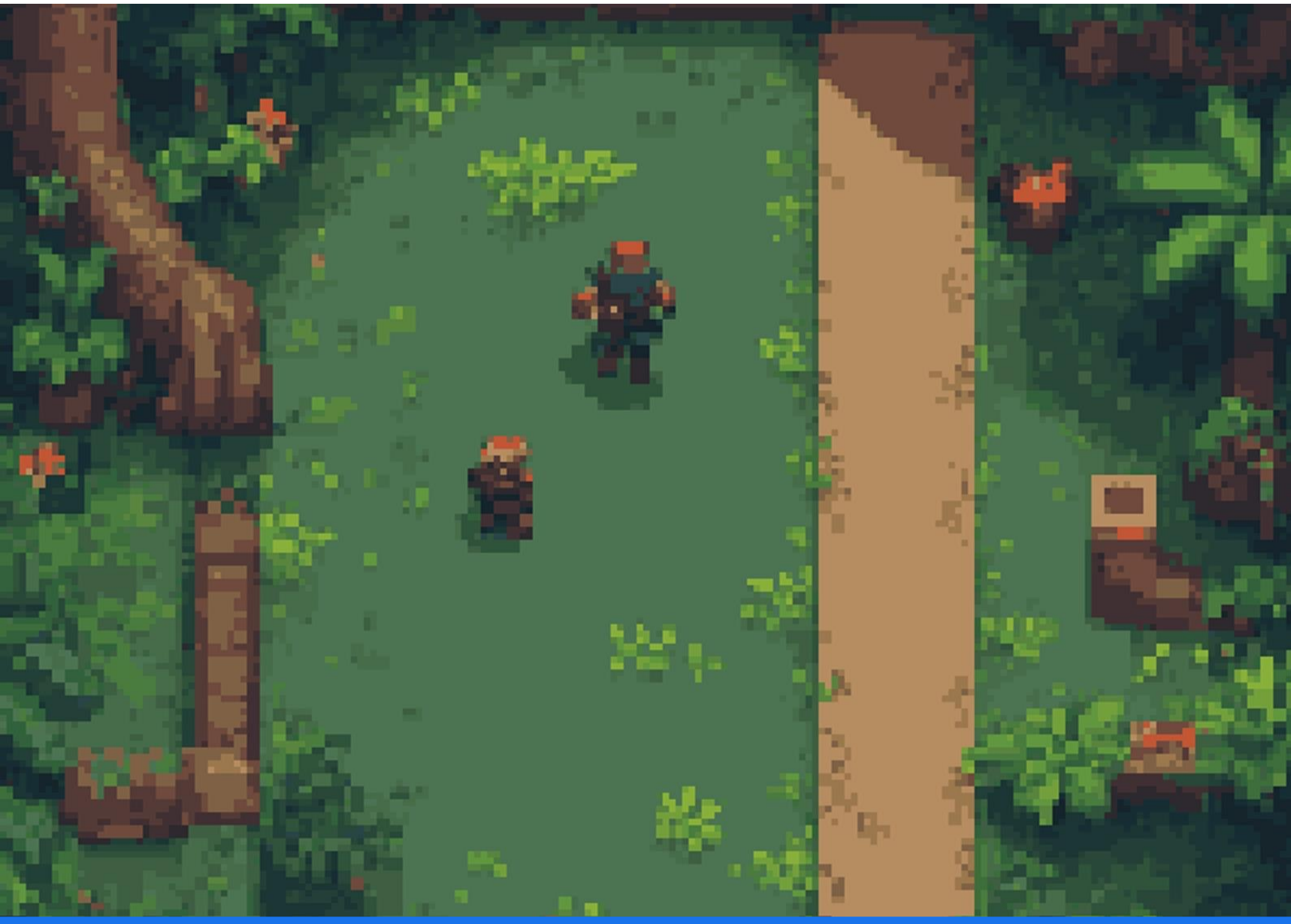
# Features

- Sneaking
- Shooting
- Buy equipment
- Hiding downed enemies
- Top-down gameplay with a cone of vision
- Replayable mission, that can be completed different with newly bought equipment

The background of the slide is a dark, atmospheric image from the game Metal Gear Solid 3: Snake Eater. It shows a silhouette of a soldier (Snake) standing in a field of tall grass, looking towards a large, gnarled tree. The sky is a deep, dark blue. The title 'METAL GEAR SOLID 3' is written in a large, bold, white font, with 'SNAKE EATER' in a smaller font below it. Above the title, the words 'TACTICAL ESPIONAGE ACTION' are written in a small, white font.

TACTICAL ESPIONAGE ACTION  
**METAL GEAR SOLID 3**  
SNAKE EATER





## Concept art for how the game will look

- Generated using Midjourney Ai.
- Obviously the game wont be as detailed but it's a good reference.



# Pillars

- 40% - Enemy ai walking path, their cone of vision and interaction to the player. E.g. spotting and shooting.
- 30% - players interaction with the world. Sneaking, running, shooting, moving downed enemies.
- 20% - the shop, and buying equipment to use through the mission.
- 10% - assets and art for the world.





# Skills students will use

- Classes (player, enemys, bullets, scenes, items)
- Arrays (bullets, items, multiple enemies)
- Graphics (sprites, asesprite usage, animations using pixel art)
- Source control (git along with github)
- Software (visual studio, git, asesprite, SFML)
- Documentation (design document, comments, reflection)



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# This is a great project because

- It teaches students a lot about SFML and c++ using many different programming skills that they will learn along the way.
- The project isn't too daunting for 4 people, as its only one level. The complexity comes with the mechanics which arnt that difficult to program once students understand it.
- The game offers lots of replay value even when testing, as people can play through it differently with different equipment or ideas
- The game is fun as it offers the right mix of challenge and excitement for students who want to make an interesting game.





# Elements

- Basic gameplay [20] = moving our player, sneaking, walking, running, shooting/attacking Players interaction with environment, moving downed enemies.
- Graphics [20] = player sprite, enemy sprite, map.
- Advanced Gameplay [10] = enemy Ai that can react to environment, patrols, cone of vision and hearing
- Advanced graphics [10] = animations for everything along the way
- Video [5]
- Project management [5]



# Elements cont.

- Menu [10] = shop, buying items, inventory
- HUD [ 10 ] = seeing inventory, seeing if enemies see you, health bar.
- Audio [10] = sounds for guns, sounds for footsteps, sounds for enemies.  
Fast song to increase the pace that plays when your seen.