



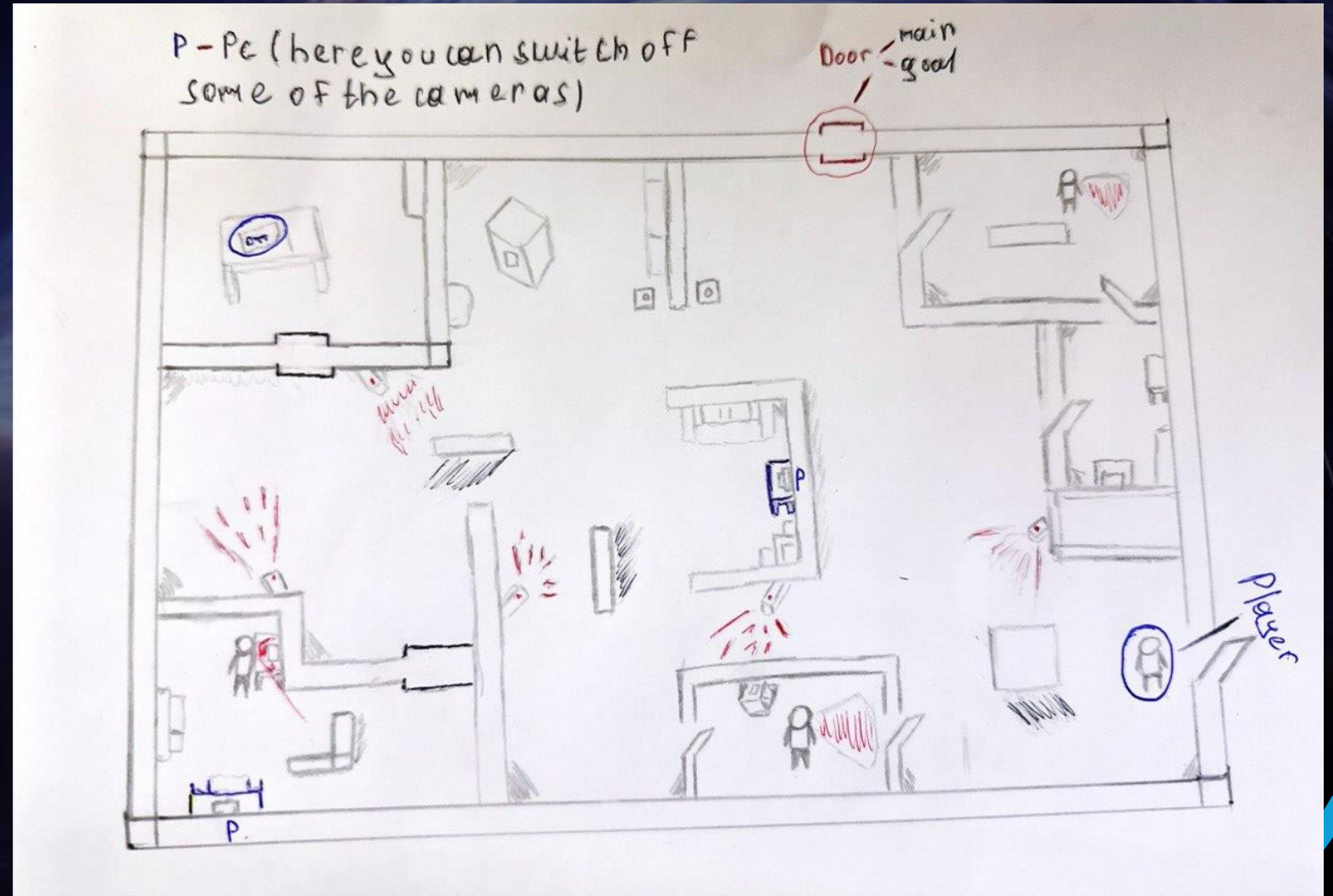
Ghost stealth

Sample by Mark

Background

- Powerful corporations control the world through data and surveillance. An ORGANISATION, the most dangerous of all. You are a lawyer named 'ghost' who must defend your defendant.
- The ORGANISATION has framed this man, and he is innocent, but you must get the evidence at any cost.
- Your task is to break into the protected building and get the key card to get into the database.

Screen shot



Features

- Hack doors/terminals
- Steel access card
- Avoid cameras and patrol
- Plan movement

Pillars

- Stealth movement(avoid cameras and patrols) 60%

Plan movement carefully to avoid detection. Stay out of the cameras and guard's vision.

- Hacks 30%

Hack doors and solve simple puzzles.

You may have to hack the door for a safer path. Or at moments you may have to hack into certain cameras to get through.

- Exploration 10%

Finding key cards and plan the route

Skills Student will use

- Classes

[player, camera, guard's, terminal/doors]

- Arrays

[Guard's, cameras, doors, terminals]

- Graphics

[animations, sprites, backgrounds, locations]

- Source control

[git and git hub]

- Software

[VS2022, photoshop, Microsoft presentations,]

- Teamwork

- Documentation

[concept, Game Design Document, comments]



Fun to Work on

Stealth game will be a very exciting and unusual solution. It will be simple and won't require so complicated, but you have to be careful. I think creating and testing will be a lot of fun

You can use different art styles to create this game.



Elements

- Visual Asset creation [0-25]
 - Draw decoration, Character Sprites, Security Systems(15)
- Audio Asset creation [0-5]
 - Camera sounds, footsteps, alarms, Hacking & Interaction Sounds(5)
- Menu system [0-15]
 - Start menu, Game Over or Mission complete screens.
 - Levels(I'm not sure about this one, I'll either make a big level or there will be sever smaller ones.)(10)
- HUD [0-15]
 - There will be danger zone designations. If you find a key card It will be displayed, say, at the bottom of the screen. (5)

Elements

- Basic Game Play [20]
 - Stealth movement, basic AI
- Graphics[20]
 - Sprites, Text, Font, Sprite rotate, UI
- Advanced game play [0-20]
 - Enemy AI behavior, card access, level unlocks(15)
- Advanced Graphics [0-20]
 - Animated sprites for cameras, guard's, doors and player, dynamic colour for key cards. (15)
- Video [5]
- Project Management [5]