

ULTIMATE THIEF

Concept by
Nikola Prusac Manahy



SNEAKY TIME

- You are a thief trying to steal any valuable item in a random house, trying to sneak past any person, animal or technology that can see you.
- Top view camera, use the environment at your advantage exit the house with the maximum number of valuables you can collect.



GAME BACKGROUND

- The game take place in a modern world, you are a thief that need to make money as fast as possible.
- You are in debt after not repaying the mafia and need to pay your debts at the end of each days before they take you down.



FEATURES

- Stealing
- Dashing
- Skill upgrading
- Hiding



STUDENT SKILLS

- **Classes:** Player, Enemies, animals, camera...
- **Arrays:** Items...
- **Graphics:** sprites, animations, colors, textures...
- **Source Control:** Git - Git hub.
- **Software:** Visual Studio 2022, photoshop?
- **We are a team**
- **Documentation:** Comments, concept...



ELEMENTS



- VIDEO (5)
- VISUAL ASSET CREATION (10) - Thief top view, items...
- AUDIO ASSET CREATION (10) - Footsteps, item grab, voice lines...
- MENU SYSTEM (5) - Pause Menu, skill menu
- HUD (5) - item bag, skill HUD, lives

ELEMENTS

- **BASIC GAME PLAY (20)** - walk, run, dash, grab, skill button, rotate...
- **GRAPHICS (20)** - sprites, text, font...
- **ADVANCED GAME PLAY (15)** - AI for animals - people and camera, use of skills (dash, hide)...
- **PROJECT MANAGEMENT(5)**
- **ADAVNCED GRAPHICS (5)** - sprite animation, shinning items (the shinier the better), dynamic colors.

