

ULTIMATE THIEF

Concept by
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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 and trying not to be seen.
- Top view camera, use the environment at your advantage exit the house with the maximum number of valuables you can collect with all sort of valuables that can be seen in the house or ...they might be hidden.



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 before they take you down.
- You are a thief that pays debt at the end of each days with the money you collected after each stealing sessions.



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.

