Thief

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Thief is a 2-D arcade style game in the vain of Pac-Man that is currently in pre-development. Thief is a game set in medieval times, in a city with a big castle and lots of guards. The player takes charge of the protagonist who throughout the game is only known as thief. Thief is a common pickpocket who plans the biggest heist of his life during the three-day national banking holiday, the plan being to get enough money to be finally escape life in the city, and leave behind a life of crime. Through three levels, the player will decide the thief's fate, will he be able to leave the city and his life of crime? Or will he leave the city for the afterlife? The player's skill will decide. The general concept of the game is that the player controls the main character through a maze where the main objective is to collect all the coins on the board to collect points to raise their score and exit the maze to win. If the player is caught by one of the guards that traverse the map, or if their score goes below zero, which can happen if they are searched by one of the guard stations on the map where the player will have to bribe his way out, they will lose the game. To further make our game more enjoyable and incentivize the player to take risks, we also have treasure chests that will randomly appear in different areas of the maze for a certain period of time, these represent citizens of the city that can be mugged, and if they are mugged, the player will get more points than normal coins which will accumulate for their overall score. Each coin will be 10 points, while the treasure chest will be 30 points. If the player finds themselves at a guard station, they will lose 20 points.

When we start developing Thief, an area we will heavily focus on will be fluid gameplay. To help us achieve our desired fluidity, we will use some form of random maze generation to generate our maze. Our algorithm that generates the maze will be one that checks several different paths and provides the maze with the most efficient and effective path to the exit. We will also be working with pre-set levels for the players, that we will label easy, medium and hard. This will help in providing the players of all different types of skill level with different options to enjoy the game. To provide a more enjoyable and exciting gameplay experience, we have planned to have the guard stations off the main path, regular gold coins on the main and side path, and the very lucrative treasure chests in the dead ends. This helps us dictate the difficulty of the game, where if the player chooses to only go for the regular gold coins, they won't have a very difficult experience with the game compared to a player that pursues the treasure chests. The player that decides to try and obtain the treasure chests that appear randomly throughout the game at the dead ends of the maze are more likely to be caught by the guards traversing the maze or coming across a punishment. To further help with the scaling of the game and to further enhance the player's experience with the game, we will also place a heavy focus on the moving guard enemies, the punishment guard stations and the placement of the rewards. The higher the difficulty that the player chooses, the more guards will appear on the map. We will work with a type of notoriety system, where the more coins and mugging opportunities the player pursues, the more the guards will be alert of the players presence and the more they will actively search for the player, we will implement this so that the player doesn't just choose the easy level and easily accumulate their score by collecting coins as we want to challenge the player. The guards and guard stations will be placed in strategic locations, which will all depend on the difficulty that the player chooses. In some cases, the guards may be very close to certain mugging targets or standard coins, and will be alerted to your presence and soon as you collect the reward.