

Mechanics:

Player:

- Crouch/Sneak
- Throw Items to distract enemies
- Pick up throwing items from stockpiles
- Take Damage when in cold for certain amount of time
- Decrease cold amount when near fire
- Instant death from gang (shot)

Enemy:

- Patrol
- shoot if sees player
- Goes towards noises within hearing distance then return to patrol after a while

Person To Rescue:

- Follow Player
- Attempt to avoid enemies?

Environment

- Random Spawning of Items?

Visual Effects:

Environment:

- Snow Falling
- Footsteps in Snow
 - Appearing and Disappearing
- Flickering Lights
- Fog
- Trash Fire

People:

- Breath

Other:

- Breaking of weapons

Key Events

- Start Game
 - Get a phone call or message that your friend has been captured
- Alleyway Maze
 - Enemy patrolling
- Gang Hideout

- Apartment Building with gang members around (no one paying too much attention - only close proximity and noise will cause the enemies to notice the player)
- Friend upstairs tied up
- End
 - Rescue friend and both successfully make it out of the hideout back home

Objectives/Challenges/Rewards

- Objective: Rescue your friend
- Challenges: Being aware of enemies around you as well as staying warm
 - Figure out how to get past the enemies without the use of force
- Reward: The feeling of accomplishment of beating the game

Type of Progression

- Non-Linear
 - Find your way to the gang hideout through small alleyways, while finding ways around the enemies

Map Version 1

