TITLE	
	Shadows of Vukk: Stealth & Shootout

ID	
	Stealth single player cowboy shooter

THEME	GENRE
Cowboys/ Space Wild West	Stealth 3rd person shooter

KEY PILLARS

Tension - Keep players on edge with stealth mechanics and adaptive enemy AI, creating a sense of suspense and anticipation.	Strategy - Encourage players to plan their approach carefully, utilizing tactics and tools to outsmart opponents and accomplish objectives.	Empowerment - Make players feel like skilled cowboys as they master gunplay and overcome challenges, empowering them to take on any threat that comes their way

VISUAL STYLE

Embrace a striking visual style inspired by the game POLYHIT, blending low-poly simplicity with vibrant neon hues. This cyber-western world features crisp geometric shapes and dynamic lighting, drawing players into a futuristic yet nostalgic environment. From neon-lit cityscapes to alien landscapes, each location reflects a fusion of old west charm and futuristic technology, enhancing immersion and storytelling.

MUSIC & SOUND STYLE

Immerse players in the rugged frontier of Vukk with a blend of mellow banjo and piano melodies inspired by classic old west movies, adding a touch of ragtime flair for a futuristic twist. The audio design transports players to the depths of space, infusing warmth and depth into the soundscape. From the echoing twang of a distant banjo to the gentle hum of spacecraft engines, every sound enhances immersion and evokes nostalgia for the untamed frontier. Carefully crafted sound effects, like the soft rustle of desert winds and echoing gunshots, blend seamlessly with gameplay, creating an immersive experience where danger and adventure await at every turn.

STORY

In the vast expanse of space, on the rugged planet of Vukk, Matthias Gabbel, the charismatic cowboy leader, reigned over his outlaw gang with a mix of honor and ruthlessness. Mounted on his loyal velociraptor, Slyk, Matthias was a force to be reckoned with in the lawless frontier.

However, when Matthias's trusted right-hand man, disappeared without a trace, a shadow of unease fell over the gang. Matthias, known for his quick wit and sharper shooting, delved into the heart of darkness to uncover the truth. His search led him to discover a new gang of outlaws, ambitious and ruthless, aiming to usurp his power and crush his gang under their boots.

With no choice but to confront this new threat head-on, Matthias embarked on a perilous journey, navigating the treacherous landscapes of Vukk's frontier. Using his cunning and mastery of the shadows, he orchestrated stealthy strikes against the enemy gang, picking them off one by one without them even realizing the danger lurking in the darkness.

As Matthias closed in on his adversaries, he encountered challenges that tested not only his skills as a cowboy but also his sense of honor and loyalty. Betrayals and sacrifices marked his path, but Matthias remained steadfast in his resolve to protect his gang and uphold his code of honor among thieves.

In the end, with Slyk by his side and justice served with a steady hand, Matthias Gabbel emerged victorious, his legend growing even larger in the unforgiving depths of space.

AUDIENCE	PLATFORM
Stealth or shooter fans, PC gamers	Windows, maybe a beta build for webGL

MAIN AIM	
	Lead Matthias Gabbel and his gang through a series of stealthy missions and tactical gunfights to uncover the truth behind their right-hand man's disappearance while thwarting the plans of a rival gang of outlaws threatening their territory.

MAIN MECH TO ACHIEVE AIM	
	Use the environment and stealth system along with quick thinking to avoid getting caught. I'm going to implement features such as distractions, lures, hiding spots, enemy awareness.

ENABLERS

ACTIVE
Stealth Takedowns: Players can perform silent takedowns on unsuspecting enemies, eliminating threats without raising alarms and maintaining their cover during missions.
Tactical Gadgets: Utilize a variety of gadgets such as distraction devices, smoke grenades, and hacking tools to manipulate the environment and gain strategic advantages over enemies.
Weapon Customization: Upgrade and customize firearms with attachments, modifications, and enhancements to tailor them to specific playstyles and overcome various challenges with increased efficiency.

PASSIVE
Environmental Cover: Utilize natural and man-made cover elements like foliage, crates, and walls to hide from enemies, evade detection, and plan ambushes to gain the upper hand in engagements.
Intel and Reconnaissance: Discover hidden information, gather intelligence, and perform reconnaissance to uncover enemy patrol routes, security systems, and weak points, allowing for more informed decision-making and successful mission planning.
Interactive Objects: Interact with objects in the environment such as power sources, environmental hazards, and interactive consoles to manipulate the surroundings, create distractions, and gain access to restricted areas, facilitating progress towards mission objectives.

BLOCKERS

ACTIVE
Hostile Enemies: Rival outlaws and their gangs actively patrol the environment, engaging the player in combat and attempting to thwart their progress.
Security Systems: High-tech security measures such as surveillance cameras and automated turrets pose direct threats to the player's stealthy approach, requiring careful navigation to avoid detection.
Boss Fights: Confrontations with powerful enemy leaders and high-value targets present intense combat challenges, testing the player's skills and tactics in head-to-head showdowns.

PASSIVE
Locked Doors: Secure entrances and locked facilities hinder the player's ability to progress through levels, requiring them to find alternative routes or obtain access codes to proceed.
Environmental Hazards: Hazardous terrain features like electrified floors, toxic gases, and collapsing structures impede the player's movement and pose dangers that must be navigated or overcome.
Time Limits: Certain missions may impose time constraints, such as deadlines for completing objectives or escaping from hostile environments, adding urgency and pressure to the player's decision-making process.

CORE LOOP

The core gameplay loop in "Shadows of Vukk" revolves around completing missions with varying objectives to progress the story, utilizing stealth tactics to overcome challenges and reach the endgame. As players progress through the story, they unlock new guns and equipment, further enhancing their abilities to tackle increasingly difficult missions and confrontations with rival outlaws.

WIN CONDITION(S)

Mission Completion: Successfully finish the mission by fulfilling all objectives and overcoming challenges.

Objective Mastery: Complete all objectives within the mission parameters, demonstrating skill and strategic thinking to accomplish every goal.

LOSE CONDITION(S)

Detection: Getting caught by enemy patrols or security systems leads to failure. Players must use stealth tactics to evade detection.

Perilous Combat: Dying in intense gunfights ends the mission. Players must master tactical gunplay to survive.

Mission Failure: Failing to complete objectives within the allotted time results in loss. Players must prioritize objectives and overcome obstacles to succeed.

FEATURES

Stealth Mechanics: Players can utilize cover, shadows, and various environmental elements to remain undetected by enemies. Similar to games like Metal Gear, players must carefully plan their movements and avoid direct confrontation to progress stealthily through levels.

Tactical Gunplay: Engage enemies in intense gunfights with a focus on strategic positioning, aiming accuracy, and weapon choice. Players can employ tactics such as blindfire, cover-based shooting, and precision aiming to outmaneuver opponents.

Third-Person Perspective: Experience the action-packed world of Vukk from a third-person perspective, allowing for better situational awareness and immersion in the dynamic environments.

Wide Variety of Guns: Choose from an extensive arsenal of firearms, ranging from classic revolvers and shotguns to futuristic energy weapons. Each weapon caters to different gameplay styles, whether players prefer stealthy headshots or aggressive close-quarters combat.

Lures and Distractions: Use a variety of tools like whistles and throwables to manipulate enemy behavior and create opportunities for stealthy takedowns. Players can strategically lure enemies away from their posts or distract them to slip past undetected.

Adaptive Enemy AI: Encounter enemies with varying levels of alertness and intelligence, adapting to the environment and player actions. Enemies will react realistically to disturbances, investigate suspicious activities, and communicate with each other to coordinate their response.

Different Types of Story Objectives: Engage in diverse mission objectives that go beyond simple combat encounters. Players may be tasked with rescuing hostages held by enemy gangs, eliminating high-value targets, or collecting bounties on notorious outlaws. Each objective presents unique challenges and requires strategic thinking to accomplish successfully.

With these features, Shadows of Vukk offers a thrilling blend of stealth, tactical gunplay, and immersive storytelling set in a rich sci-fi universe filled with danger and intrigue.

TEAM	PERSONAL DEV GOAL
Sporky Dev Spork: sporksplace.com	As my first tried and true project and first game jam I'm using this project to just test the waters and my game design skills. I want this to be a project I can be proud of putting out there.