

**Three Pillars:**

First-person  
Exploration  
Stealth

**Objective:**

The objective of the game is to traverse the random generated city without being detected, alongside the random generation of the buildings and streets you're only given 1 power up at the beginning of the game that is randomly chosen for you.

**MDA:**

-Mechanically speaking the player will have basic traversal options such as walking, sprinting and sneaking alongside 1 random power up chosen for them. They must use what they're given to evade capture and make it to a safe haven randomly placed on the map. They must scale buildings and avoid getting captured

-The Dynamics of the game will place the player in a situation where they feel constrained and pressured to keep moving as if they're hunted. This alongside the unfamiliar terrain with each playthrough will add unease.

-Aesthetically a low poly environment with dark colours accented with Shades of Neon. The player will be pursued by non humanoids for an unknown reason.

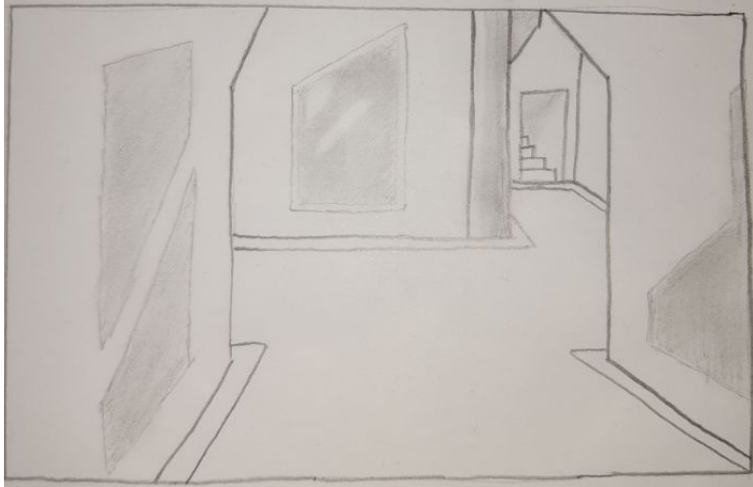
**Concepts:****Power Up Concepts:**

- Grappling Hook-
- Sound Bomb-
- Limited Invisibility-
- Knockout Dart-
- X-Ray vision-
- Limited Teleportation-

**Futuristic City Concepts:**

- Neon and dark for interesting contrast (Pacific Rim Hong Kong Scene)
- Tall and cramped to feel restricted and cornered.
- Maze-like structure to enhance the rat in a corner feeling.

Example First-person Perspective:



**Work to do:**

- Create Building Meshes and Materials fitting with theme
- Create a first person character controller
- Code all Power Ups and random generation of Power Ups
- Make map generation more advanced with full navigation through buildings
- Create AI to pursue and patrol through the city
- Sound effects
- Optimisation

**Misc Ideas:**

Something interesting to engage replayability  
Piecing together a map to your home (memories)?  
Investigating crime by traversing the city?