Introduction

For this experimental game design, I want to experiment around with different mechanics and how given genre can be combined into something new. At first, I wanted to make an online survive game with a limited resource system that would cause the players to move around and force conflict without it falling in battle royal stereo types. However, with my limited knowledge of coding I decide not to go with this idea.

Instead, I reworked my idea into a single player game. I stuck with a survive game as the base and keep the limited resource system but decided to force the game around stealth mechanics and have any combat in it all.

In simple term I want to create a game were you the player must explore to fine resource to survive while avoiding and monitoring NPC that rom the map event forcing the player to move close an close stealing resource from with the NPC land.

I want to give the feeling that you are not the more powerful person in this situation and must use your perception and intellect to avoid danger.

Research and background ideas

<https://bigthink.com/surprising-science/the-dark-forest-theory-a-terrifying-explanation-of-why-we-havent-heard-from-aliens-yet/>

<https://www.youtube.com/watch?v=xAUJYP8tnRE>

At the start a researched theory such as the tradage of the commons or the dark forest to find my base idealoly behind my game.

I then researched any game that I could find that are similar to mine. What I found was that there really is not any survival game that are also stealth games. Many survival games have stealth mechanics within them but a very lack luster and only as very small component. All the stealth game I could find were much more action and adventure (such as thief the dark project, alien Isolation and dishonored.)

The only game that come closed to what I am trying is metal gear survive but was not very well made as I have said before it is not a type stealth game as you do spend most of your time in combat and is more a zombie game with some survival mechanics.

Why is this project experimental?

I consider this game idea to be experimental because in combine two different game genre and see how player find it.

I also think that having a survive game that one of the core mechanics is not combat and has been replaced with a cohesive stealth mechanics.

The aims of this project

In this project I want to create a chisive game which will require a:

Small map with a forest/jungle theme

Several NPC with a simple finite state machine used for their logic

It will have a patrol, chase and search function within

Player with top down movement controller

Serval limited resources that the player need to survive.

Success criteria

My success criteria is that I create a simple prototype game that I can easily expand upon and player fine fun and engaging.

I will find this out use a player feedback through leaflet.

conclusion

In conclusion I am confident in my idea and hope that the end produce will prove my ideas. I will also allow me to explore more aspects of unity.

You will need to convey to your audience:

* What research did you carry out into your experimental concept and how is it relevant?
* To what degree can your project be considered experimental? This includes how this came to be chosen/researched, along with rationale as to why this is experimental.
* What your aim behind creating this project? What is it intended to show or demonstrate and who is its intended audience?
* This also includes your intended success criteria are for your project. E.g. how will you judge your experimental project a success/valid as a game design.