Testing Ground GDD  
  
Concept:  
You play the role of the test subject,  
Series of rooms you must move through.

Survive as many as you can

Can use force or stealth to pass through

Rules:  
Can pass undetected.  
If detected you must clear area before advancing.  
You are scored by number of areas you pass  
  
Additional:  
You will need to gather resources as you advance, ammo, keys, weapons, or others ( undetermined ).  
Passing through by stealth will mean missing out on some resources  
Choosing to fight or sneak is not only a choice based on what will be easiest for the level, but also based on the resource needs of the player.   
In order for this to work sneaking must also use up resources else you’d be able to do it indefinitely.  
Perhaps some sort of stamina limit on abilities which will need to be replenished. Would prefer soft limits, but could also be based on hard limits set by limited use inventory items such as door keys, ammo, decoys, etc.   
  
Successful sneaking may involve some basic puzzle elements.   
  
Requirements:  
Testing ground scenery.

Props and textures

A rigged Humanoid characters we can modify

Gun and projectile meshes

Various SFX,  
   
Potential Technical Challenges:  
Area generation. Procedural generation, or manual?

Controlling skeletal animations.

AI behavior and awareness, level of complexity not yet experienced.

Large assets in source control.

Testing Ground areas:  
Assembled by series of one way gates, only enough generated at one time to allow player to feel sense of continuity, perhaps only one ahead and one behind that the player can see.  
  
Areas have two states, alerted state, and un-alerted state.

By default levels are un-alerted and AI has no awareness of player presence in area.  
In this default state a player can pass to the next area simply by reaching the gate.  
  
Once the area has changed to an alerted state the AI now switches modes, and the gates are locked until all enemy AI is eliminated.  
  
The change in state will be activated by AI perhaps by sight or sound.  
Leaning toward not making the change instantaneous, giving player a small window to correct for detection, or some other method of buffering.