**Stealth Puzzler Game Idea**

Synopsis

My game idea involves a series of levels in which the player controls a character and tries to get to the end of the level by avoiding, tricking and confusing enemies. They can do this by taking well thought out routes across a level, crafting makeshift items from materials found throughout the level and by distracting enemies. The design of the game would heavily focus on level design and AI to promote emergent gameplay, but there would be an ongoing story in the background that the player’s character is part of.

Game Loop

1. Player starts a level far away from exit
2. Player navigates past obstacles and enemies, avoiding perception by enemies
3. Player optionally crafts items to help them get past without detection
4. If detected, restart level.
5. If end of level reached, progress to the next level.

Game Challenges

Enemies will patrol around, looking for the player’s character, and if caught the player will be forced to restart the level. There could also be timed obstacles such as walls that spit out fire on a timer. Levels could possibly be timed, there could also be crumbling floors to stop the player’s character traversing back the way they came.

There is also the challenge of being creative, having a creative ability will help the player greatly in navigating through the levels, but it would require creative thinking.

Game Mechanics

Mechanics-wise, it should be simple; movement by running or sneaking, jumping between platforms, avoiding enemies and crafting items. I think avoiding combat would be a good idea as it seems unnecessary and unfitting for the theme of stealth.

Crafting would allow you to find materials through levels, and build tools used to navigate through the levels easier. A few examples are smoke grenades from flour, a climbing grapple from rope and hook, fireworks to distract enemies from gunpowder and paper.

What does the player do?

The player can swipe in the direction to run using a virtual joystick, and jumping could be done with automatically when running across a gap or by pressing button on the other side of the screen compared to the virtual joystick.