Genre Research

The genre that I am choosing for the project is “stealth”. It is mainly defined, obviously, by its stealth mechanic, but its popularity is also brought by its gameplay diversity or the choices that can be made in this type of games. I say this because a stealth mechanic can be used in games that are not really defined by it (e.g. Far Cry, Watch Dogs, Payday, etc.).

The way I am thinking of replacing the mechanic is by luring the enemy instead of going quietly and eliminate them. We can use the lure mechanic in an opposite way we use stealth, which is by being loud. The character does not eliminate the enemies, but instead lures them into a trap or create accidents situation for them. The character could remain out of enemies’ sight, but instead of hiding you can distract the enemy.

Overall, the core gameplay loop can be the player luring the enemy away from them into some type of trap.

Going through reviews of games known for their stealth mechanic, like: Thief, Dishonored, Aragami, I found certain characteristics liked by the players.

First, players like multiple options of eliminating the enemy. We could use the lure mechanic to lead the enemy to traps that could be activated by specific tools, for example a barrel of petrol light by a match. Giving the player more option will make the game replayable.

Another element that I found that plays into the first one is big spaces that the player can use in his advantage. When I say “big spaces” I refer to a map where you have option on how to approach the game, for example ledges to push off enemies, specific trap locations and so on. The main reason why it is liked is because they have more option than they can use which play into the replayability factor.

A final thing that I found commonly is that the player base likes the challenges that stealth games bring. We can make the game challenging by having an instant death element, for example if you are caught by the enemy, or having big packs of them in one place making it more difficult to eliminate them. I like the idea of making the game challenging because we bring the feeling of fiero to the player making winning the game more rewarding.

In the end, creating a stealth game that replaces its defining mechanic with a luring one can bring a lot of replayability through its diversity of tools and playing space and it can bring a feeling of fiero to the player by adding challenge to it.

P.S.: As honorable mentions I also thought of a fighting/ beat em’ up game that uses dialogue to win fights, which can be interesting with the idea of enemy with personal traits. Also, I though of a metroidvania/ platformer where you teleport as movement and solve puzzles to defeat enemies (inspired by Portal).