Personal Project Brief

The genre that I am choosing for the project is “stealth”. I am choosing this genre because of its gameplay diversity, which makes it popular. I say this because a stealth game can be found in game genres that are not really defined by it (e.g. Far Cry, Watch Dogs, Payday, etc.).

The mechanic that I think of changing is its defining one, the stealth mechanic. 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 traps 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. 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.

I want the game to bring a fiero type of emotion. If we 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 and not being able to lure too many enemies, making it more difficult to eliminate them. If we succeed the feeling of fiero, the player’s win will be more rewarding and having the replayability factor, which I discussed earlier, will make the game appealing.

A key design problem that I see at first thought is making the game challenging. There is a thin line between a challenging game and an impossible one. We must find the right balance because if we make it too hard, it will look unbeatable and if it is not hard enough, we will lose the player’s feeling of fiero, and it can also feel to easy, which will make the game not as appealing. A method that will help finding the right balance is making a lot of iteration and play testing them. A programming problem that I can think of, with my minimal programming knowledge, is the enemy A.I. The enemy need to be capable of bringing a challenge to the player, which plays out with the design problem. They need to have a diverse number of movement patterns, react to specific events (e.g. when other enemies are eliminated, when they find the player, etc.).

As a closure, when the game is finished I hope that the players will enjoy the challenge that it has and see through their feedback that they reached the feeling of fiero. Also, any feedback to what can be improved about the game.