

# a. thief's life

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# 1.Design History

## 1.1 Version 1.x

### 1.1.1 Version 1.0

First draft of the document.

### 1.1.2 Version 1.1

Added descriptions and characteristics of playable characters.

### 1.1.3 Version 1.2

Added descriptions and characteristics of non-playable characters.

### 1.1.4 Version 1.3

Improved old game interfaces and added new game interfaces.

### 1.1.5 Version 1.4

Added map of the "Popular Bank of Talsan City".

## 2.Vision Statement

**A Thief's Life** is a *turn-based tactical role-playing game* with isometric view, where the player controls a boss and his band of thieves, and his goal is to accumulate riches through bank and jewelry robberies, trying to live as long as possible.

### 2.1 Game logline

A boss and his band. A city. Infinite robberies.

Create your team, plan the action and rob the largest number of banks and jewelers, but be careful not to be arrested because the life in the Talsan City prisons is long and boring...

### 2.2 Gameplay Synopsis

In **A Thief's Life**, the player's goal is to become the richest and longest mafia boss in Talsan City's history.

However, to become one, you will need to create and manage a team of thieves to use as helper for each mission of the game.

In fact, the player, along with his team, may choose to rob banks or jewelers, thus increasing its wealth. However, during these missions you can also be arrested and taken to prison or worse, dying in battle.

In prison, the player can decide whether to pay a deposit to go out immediately or wait and make up for years of condemnation or attempt an escape.

Obviously, the game ends when the mafia boss dies (in battle or old age), or when decides to withdraw from the crime scene.

Instead, when your team members die, you can select new team members and continue the game.

### 3. Audience, Platform and Marketing

The following are the sources we used to define our target audience and platforms:

- <https://adwords.google.com/da/DisplayPlanner/>:  
Display Planner is a free tool in AdWords that you can use to plan advertising campaigns on the Display Network. To start, you need only a few basic details such as the interests of customers or the landing page. Display Planner then guides you in planning, generating ideas for targeting, impression estimates and historical costs. The ideas for targeting include keywords, interests, topics, placements of websites, mobile apps, demographic, and remarketing data.
- <https://www.superdataresearch.com/blog/global-games-market-2015/>:  
The following website contains the Global Games Market relative to 2015, which provides insights into the current state and prospects in the global gaming market.
- <https://newzoo.com/insights/articles/global-games-market-reaches-99-6-billion-2016-mobile-generating-37/>:  
The following website is especially for the games market analysis, which allowed the choice of platform to use according to occurred on forecasts of this market movement towards 2019 and to better understand the trends on which is pushing the games industry.

#### 3.1 Target Audience

The game is intended for those who like *tactical/strategy game genre*.

In the graph below, we present the percentage of our target, in a matter of **sex**, **age** and **platform** obtained using AdWords. Players are divided with the following parameters to be identified as possible users of our product:

- **Countries:** Italy, Germany, Spain, France, US, UK, China, Japan, Russia, South Africa;
- **Language:** Italian and English;
- **Interest:** "Computer and videogames" and related website as discussed in paragraph "3.4 top performers", as follows:
  - "https://rabbids.ubisoft.com/portal/it-it/games/mario-rabbids-kingdom-battle";
  - " https://xcom.com/";
  - " https://www.devolverdigital.com/games/view/reigns";
  - " http://www.armatactics.com/".
- **Single ideas for targeting:**
  - **Interest:** tactical/strategy games, role-playing games and turn-based games;
  - **Demography:** Sex (Women, man, unknown) and Age (18-24, 25-34, 35-44, 45-54, 55-64, 65+).

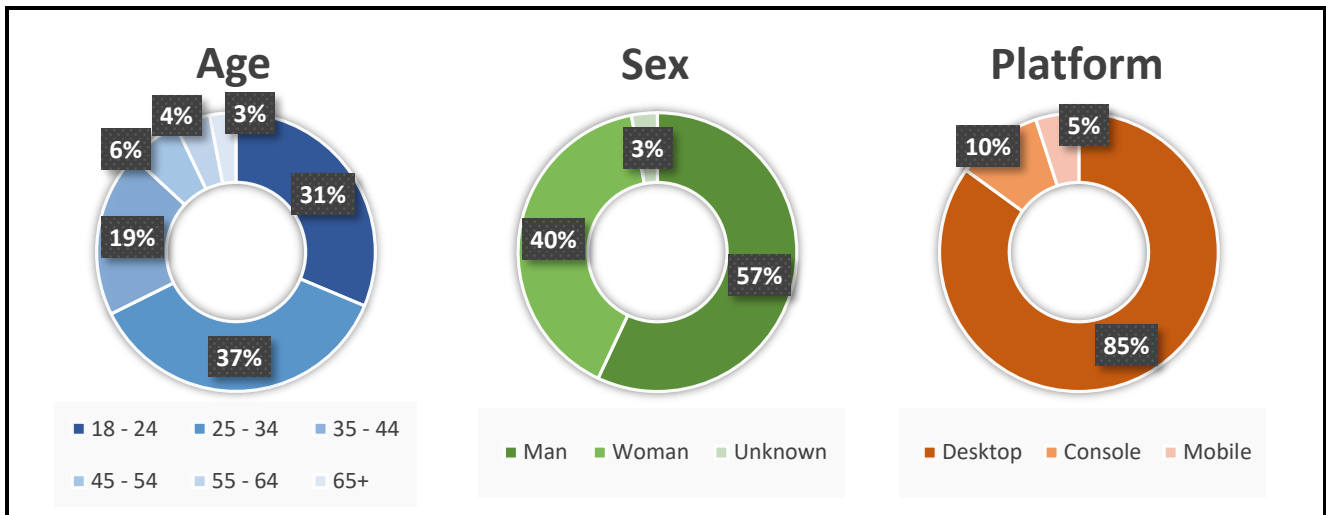


Figure 1. Percentage of the target according to age, sex and platform used.

The result obtained shows that our focus is between the age of 18 and 44, with a higher percentage between 24 and 34. Also, the 57% of the total player is male, the 40% female and 3% is of unknown gender. The most used platform for this kind of player is Desktop, with an 85% out of the total.

Desktop platform is therefore the best bet on which we should deploy our game.

We have also esteemed the target audience subdividing it with the **Bartle Test**:

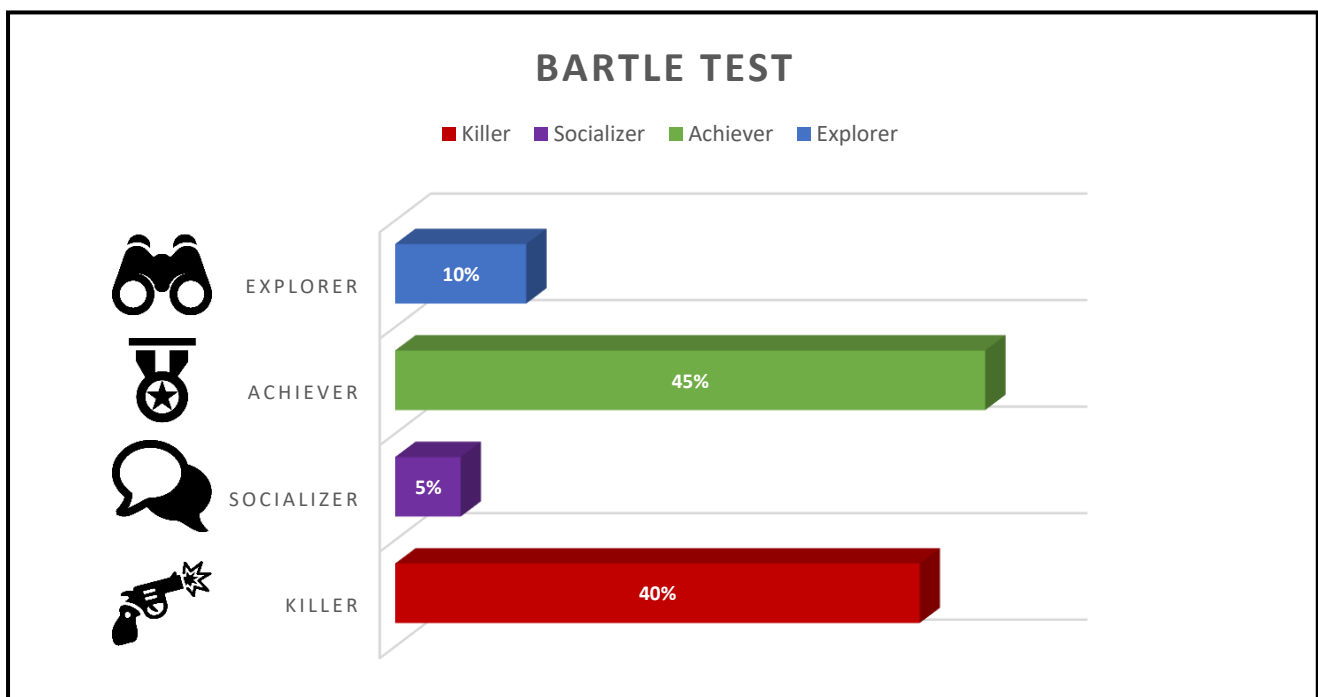


Figure 2. Bartle test

The above graph (Figure 2) shows and evaluation of the type of players to whom the game is targeted to.

The **45%** of the total is taken by players who prefer to gain points, levels, equipment and other concrete measurements of succeeding in a game (**Achiever**). Instead, the **40%** of the total is taken by players that like to be in a competition against others (**Killer**).

With a percentage of **10%** and **5%** we find **Explorers** and **Socializers**, meaning the players which have a stronger will to explore the map during the game or create relationships.

Approximately **PEGI** rating will be **12+** as explicit violence will be present towards realistic characters, with human look.

For known reason, in Japan, where the rating method is **CERO**, the category chosen is **B**. In the United States, where the method is **ESRB**, it will be **T**.

### 3.2 Platform(s)

PC / Console with a keyboard/mouse or gamepad.

### 3.3 System requirements

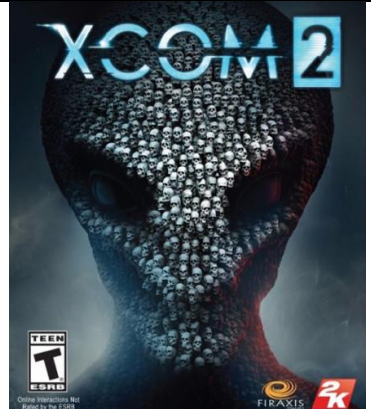
**A Thief's Life** will need:

- **Keyboard and Mouse:** the interface will be optimized for interacting with mouse and keyboard since this is the preferred way between desktop platforms users;
- **Gamepad:** the game will also be optimized to be played with gamepad;
- **Internet Connection:** to share their game stats and to see global rankings.
- **Personal Computer:** to start the game executable.


Given the *low-poly 3D* nature of the game, any low-end computer nowadays should be able to run the game easily, broadening our market.

### 3.4 Top performers

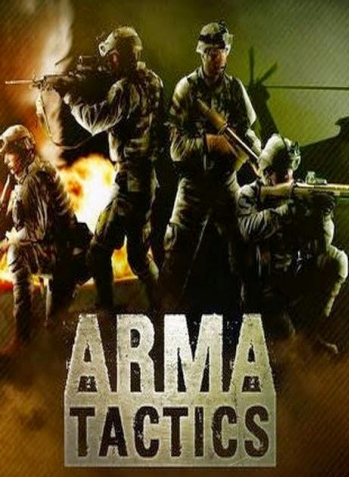
Following a field research were identified the following games, who approach for mechanical and characteristics, to our game:

XCOM 2		
<b>Developer(s)</b>	Firaxis Games, 2K Games	
<b>Publication</b>	4 February 2016	
<b>Platform(s)</b>	Pc (Windows, Linux, MacOs), Playstation 4, Xbox One	
<b>Theme</b>	Science Fiction	
<b>Game Mode</b>	Single player, Multiplayer	
<b>Genre</b>	Turn-based strategy game	
<b>Feature Comparison</b>	A Thief's Life shares the basic gameplay mechanics.	


Mario + Rabbids Kingdom Battle	
Developer(s)	Ubisoft Milan, Ubisoft Paris
Publication	29 August 2017
Platform(s)	Nintendo Switch
Theme	Fantasy World
Game Mode	Single player, Multiplayer
Genre	Turn-based tactical role-playing game
Feature Comparison	A Thief's Life shares some variations in the movement controls and colorful and simple graphics.

The image shows the front cover of the Nintendo Switch game 'Mario + Rabbids Kingdom Battle'. The cover art features Mario in his iconic red cap and blue overalls, holding a large, stylized red and white gun. He is surrounded by various Rabbid characters, including a large white Rabbid in the background and a yellow Rabbid in the foreground. The title 'MARIO + RABBIDS KINGDOM BATTLE' is prominently displayed in a colorful, stylized font. The Nintendo Switch logo is in the top left corner, and the 'OVER 50 E3 AWARDS & NOMINATIONS' badge is in the top right. The bottom left corner features the ESRB rating 'E' for Everyone, and the bottom right corner includes the text 'INCLUDES PIXEL PACK & UNIQUE WEAPONS' and the Ubisoft logo.

ARMA tactics	
Developer	Bohemia Interactive
Publication	May 2013
Platform(s)	Pc (Windows, Linux, MacOS), iOS, Android
Theme	Real World
Game Mode	Single player
Genre	Turn-based close-combat strategy game
Feature Comparison	A Thief's Life shares some attack and cover mechanics.



Reigns	
Developer	Devolver Digital
Publication	11 August 2016
Platform(s)	Pc (Windows, Linux, MacOS), iOS, Android
Theme	Medieval Fiction
Game Mode	Single player
Genre	Strategy game
Feature Comparison	A Thief's Life shares the aging system of the main character.





## 4. Gameplay

### 4.1 Gameplay Description

**A Thief's Life** will offer a gameplay based on the classic mechanics of a *turn-based tactical role-playing games*, where game modes change according to context, that is:

- **management of your team;**
- **attempted robbery;**
- **life in prison.**

In fact, if the **player tries to rob a bank or jewelry**, he can, within his own turn and for every member of his team:

- move a character of n boxes;
- attacking an enemy (with a primary weapon or with a secondary weapon);
- perform an action (e.g. opening a safe or disabling an alarm system).

Obviously, **before a robbery is carried out**, the player will be able to manage his team of thieves, that is, he will be able to choose:

- what character to use for the mission;
- which weapons to associate with each character;
- etc.

Instead, if the **player is inside a prison**, he may decide to:

- discounting the years of sentence;
- pay a deposit and get out of jail;
- trying to escape.

If the player chooses to **escape from the prison**, he may, within his own turn:

- move the mafia boss of n boxes;
- attacking an enemy (in case he has found a weapon);
- perform an action (such as digging a hole, force a lock, pick up an object).

### 4.2 Controls

Since the target platform for **A Thief's Life** is a personal computer, the game is designed to use mouse and keyboard, or gamepad.

There are different controls for the various stages of the game. In the menu stage the controls are the default control for an application, the mouse is used to navigate the interface. While, in the game stage the player will need mouse and keyboard (or gamepad) to play. The controls will be described in the standard actions and special actions.

#### 4.2.1 Starting actions

There are:

- **Start a new game:** the player chooses his character, creates his team consisting of three thieves and begins the game.
- **Resume a game:** the player chooses to load a game started.
- **Global ranking:** the player displays the ranking of the best online results.

#### 4.2.2 Standard actions

These are divided into movements, attacks and actions.

##### Movements:

- **Left mouse clicks:**
  - on a character of its team: to select it;
  - on a tile: to move the selected character in that location.
- **Mouse movement or W-A-S-D**: to move around the game map.
- **Mouse wheel**: to zoom in forward or backward.

##### Attacks:

- **Left mouse clicks:**
  - on a primary or secondary weapon of the selected character: to decide what to use to attack;
  - on an enemy: to attack with the selected weapon of the selected character.

##### Actions:

- **Left mouse clicks**: on an action of the selected character to execute it.

#### 4.2.3 Special actions

There are several special actions, divide by context:

- **Steal money from a safe**: to steal all the money of an open safe you need to stay for one or more rounds in the boxes adjacent to the safe.
- **etc.** (*This will be described in the next release of the documentation*)

#### 4.2.4 Resolving actions - Bank(s)/Jeweler(s)/Prison

For **banks** or **jewelry**:

- you need to recover the most amount of money and get to the escape zone (truck or helicopter).

For the **prison**:

- you must create an escape zone without being detected by guards.

### 4.3 Rules

We can describe the rules of the game based on when they apply:

- **robbery of a bank/jewelry**:
  - you can only complete a robbery until the mafia boss is alive;
  - to steal money or jewelry you need to stay for one or more round in the boxes adjacent to an open safe;
  - to end a robbery, you must reach the escape area with all the team members.
- **team management**:
  - before a bank / jewelry robbery you must have a team consisting of a boss and three thieves, each of whom must still be alive.
- **life in prison**:
  - you can get out of jail by paying a deposit, discounting the years imprisonment or trying to escape;

- to escape successfully you need to find a way out of prison, which you bring to the outside;
- you can bribe a guard to get information on how to escape;
- during a guard's corruption you may have an increase of the years in prison.

Also, during a **combat phase**, the following rules apply:

- each team member can only make three moves (movement, attack, action);
- it is not possible to occupy a box occupied by an obstacle (e.g. walls, allies, enemies);
- you can hit an enemy during a move that involves moving from the box he occupied;
- it is not possible to hit an enemy not visible (with viewing angle 0);
- it is not possible to resuscitate a dead companion in battle;
- you cannot continue to use a dead mate in battle.

## 4.4 Losing Conditions

In **A Thief's Life** there are no winning conditions, but there losing conditions. In fact, the game ends when:

- the mafia boss dies during a fight;
- the mafia boss dies of old age (aging algorithm);
- the mafia boss withdraws from the crime scene.

## 4.5 Flowchart

*This will be described in the next release of the documentation.*

# 5.Characters

## 5.1 PCs

In **A Thief's Life** the playable characters consist of a boss and several helpers. When you decide to rob a bank is required to choose the boss and three helpers.

### 5.1.1 Boss



<b>Health points</b>	350
<b>Movement</b>	8 tiles
<b>Primary weapon</b>	Submachine gun (40 damages to a target)
<b>Secondary weapon</b>	Explosive grenade (50 damages to area)
<b>Primary action</b>	Double attack (allows you to attack twice)
<b>Secondary action</b>	Shield allies (reduces damage suffered by allies by 30%)

### 5.1.2 Tank



<b>Health points</b>	300
<b>Movement</b>	7 tiles
<b>Primary weapon</b>	Sawed-off shotgun (55 damages to a target)
<b>Secondary weapon</b>	C4 (70 damages to area)
<b>Primary action</b>	Adrenaline rush (increases the damage of the primary weapon by 30%)
<b>Secondary action</b>	Team fury (increases the damage of the ally's primary weapon by 20%)

### 5.1.2 Doctor



<b>Health points</b>	250
<b>Movement</b>	7 tiles
<b>Primary weapon</b>	Pistol (25 damages to a target)
<b>Secondary weapon</b>	Smoke grenade (35 damages to area x 2 rounds)
<b>Primary action</b>	Emergency care (allows you to recover 50% of your life)
<b>Secondary action</b>	Team emergency care (allows to recover 30% of the life of the allies)

### 5.1.4 Sniper



<b>Health points</b>	215
<b>Movement</b>	6 tiles
<b>Primary weapon</b>	Sniper rifle (60 damages)
<b>Secondary weapon</b>	Flash grenade (the affected enemies do not attack any allies for one round)
<b>Primary action</b>	Killer instinct (allows you to kill an enemy with one shot)
<b>Secondary action</b>	Invisibility (makes it invisible for a turn)

## 5.2 NPCs

In **A Thief's life** the non-playable characters are divided into two categories: **policemen** and **employees**.

### 5.2.1 Employee



Health points	25
Movement	4 tiles
Primary weapon	/
Secondary weapon	/
Primary action	/
Secondary action	/

### 5.2.2 Security Male Pistol



Health points	75
Movement	7 tiles
Primary weapon	Pistol (40 damages to a target)
Secondary weapon	/
Primary action	/
Secondary action	/



### 5.2.3 Security Female Pistol



<b>Health points</b>	75
<b>Movement</b>	7 tiles
<b>Primary weapon</b>	Pistol (40 damages to a target)
<b>Secondary weapon</b>	/
<b>Primary action</b>	/
<b>Secondary action</b>	/

### 5.2.4 Security Male Uzi



<b>Health points</b>	165
<b>Movement</b>	6 tiles
<b>Primary weapon</b>	Uzi (60 damages to a target)
<b>Secondary weapon</b>	/
<b>Primary action</b>	/
<b>Secondary action</b>	/

### 5.2.5 Security Female Uzi



<b>Health points</b>	165
<b>Movement</b>	6 tiles
<b>Primary weapon</b>	Uzi (60 damages to a target)
<b>Secondary weapon</b>	/
<b>Primary action</b>	/
<b>Secondary action</b>	/

### 5.2.6 SWAT Gun



<b>Health points</b>	225
<b>Movement</b>	8 tiles
<b>Primary weapon</b>	Sawed-off shotgun (120 damages to a target)
<b>Secondary weapon</b>	/
<b>Primary action</b>	/
<b>Secondary action</b>	/

### 5.2.7 SWAT Grenadier



<b>Health points</b>	225
<b>Movement</b>	8 tiles
<b>Primary weapon</b>	/
<b>Secondary weapon</b>	Smoke grenade (45 damages to area x 2 rounds)
<b>Primary action</b>	/
<b>Secondary action</b>	/

## 6. Story

### 6.1 Synopsis

**A Thief's Life** tells the story of a young mafia boss and his team of thieves that for years has created chaos in a small town called Talsan City.

However, the fate of this boss is in your hands, he can become the richest boss ever, or just a prisoner in Talsan City.

## 7. Game World

**A Thief's Life** is set in Talsan City, a small town invaded by the mafia and thieves.

The game world cannot be explored as in an open-world, but every point of interest is a game mission. Also, each point of interest can be re-explored.

### 7.1 Bank(s)

#### 7.1.1 Popular Bank of Talsan City



*Other banks will be described in the future because this game component is not present in the current version of the game.*



## 7.2 Jeweler(s)

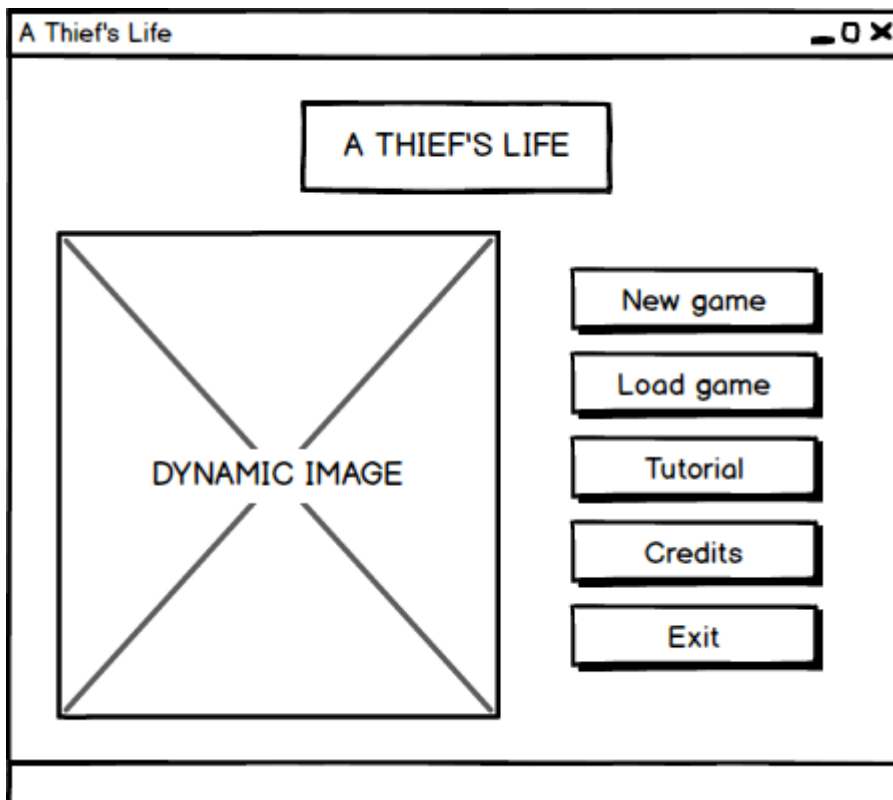
*This paragraph will be described in the future because this game component is not present in the current version of the game.*

## 7.3 Prison

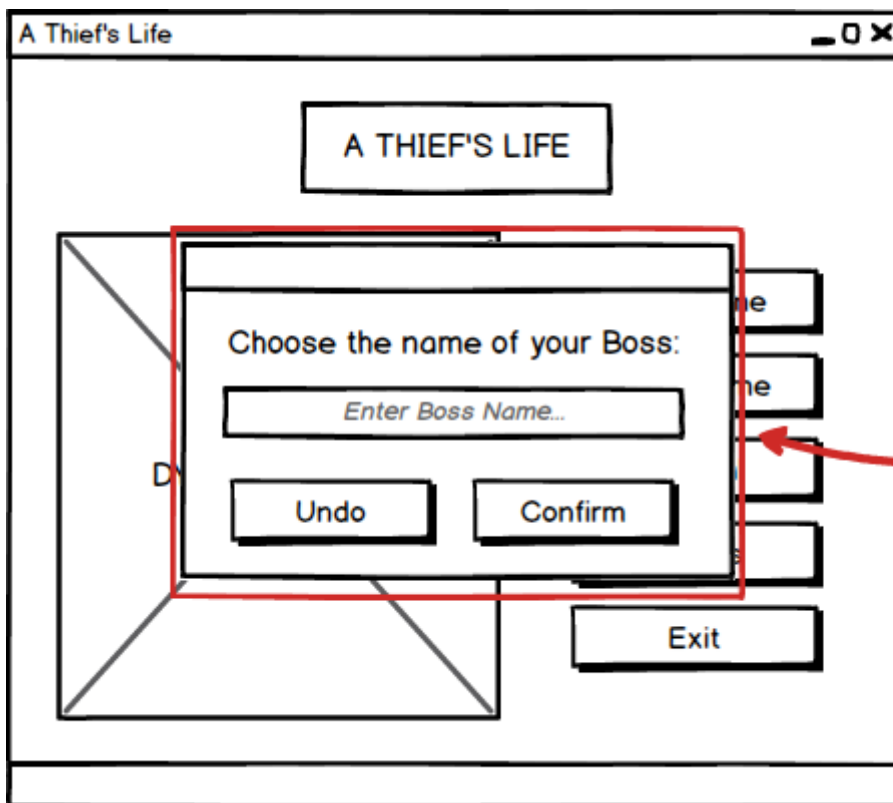
*This paragraph will be described in the future because this game component is not present in the current version of the game.*

# 8. Game Interfaces

Home Menu screen:

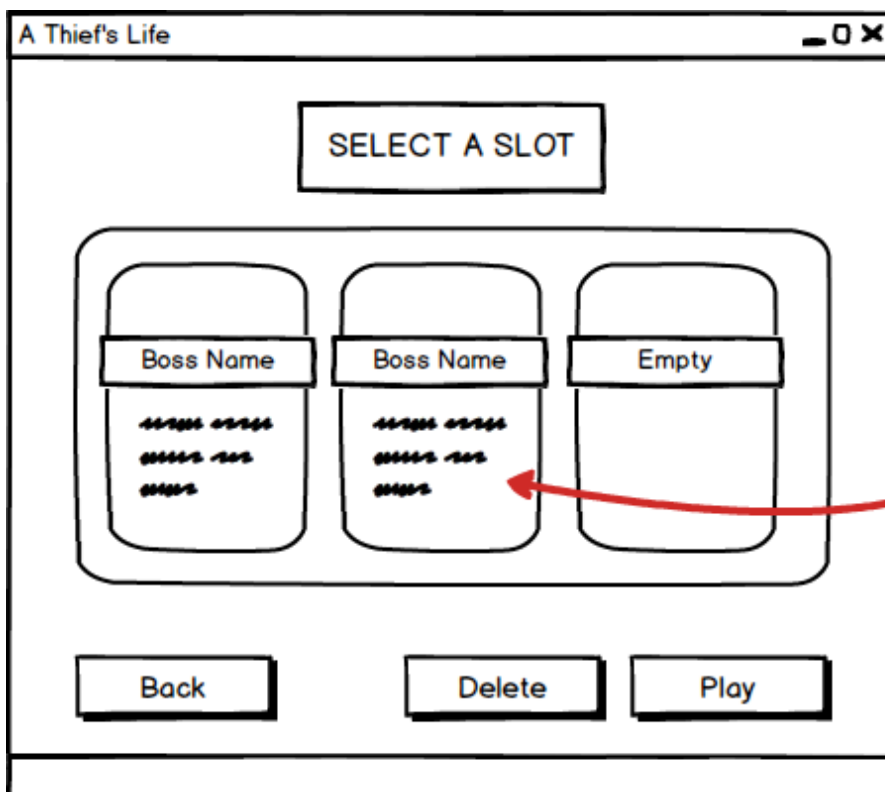


Choose Boss Name popup screen:



A pop-up for choosing the boss's name when you press "New Game".

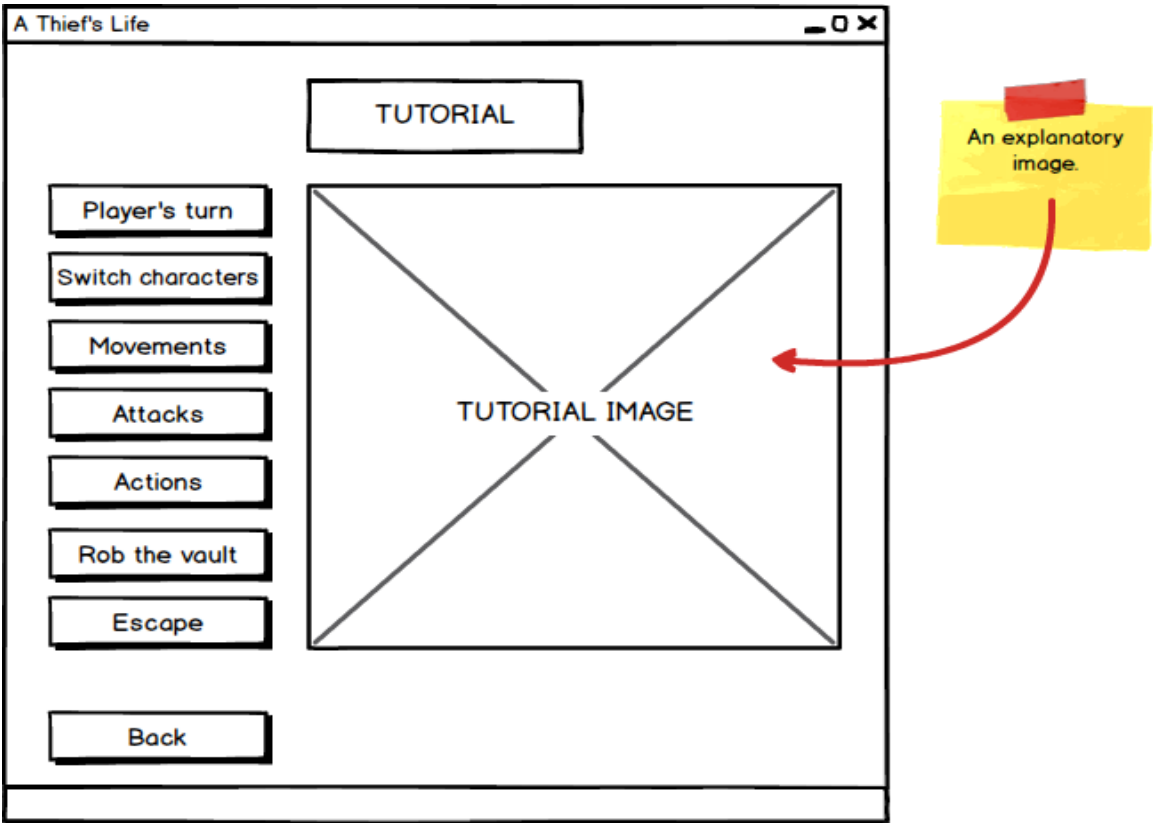
Load Menu screen:



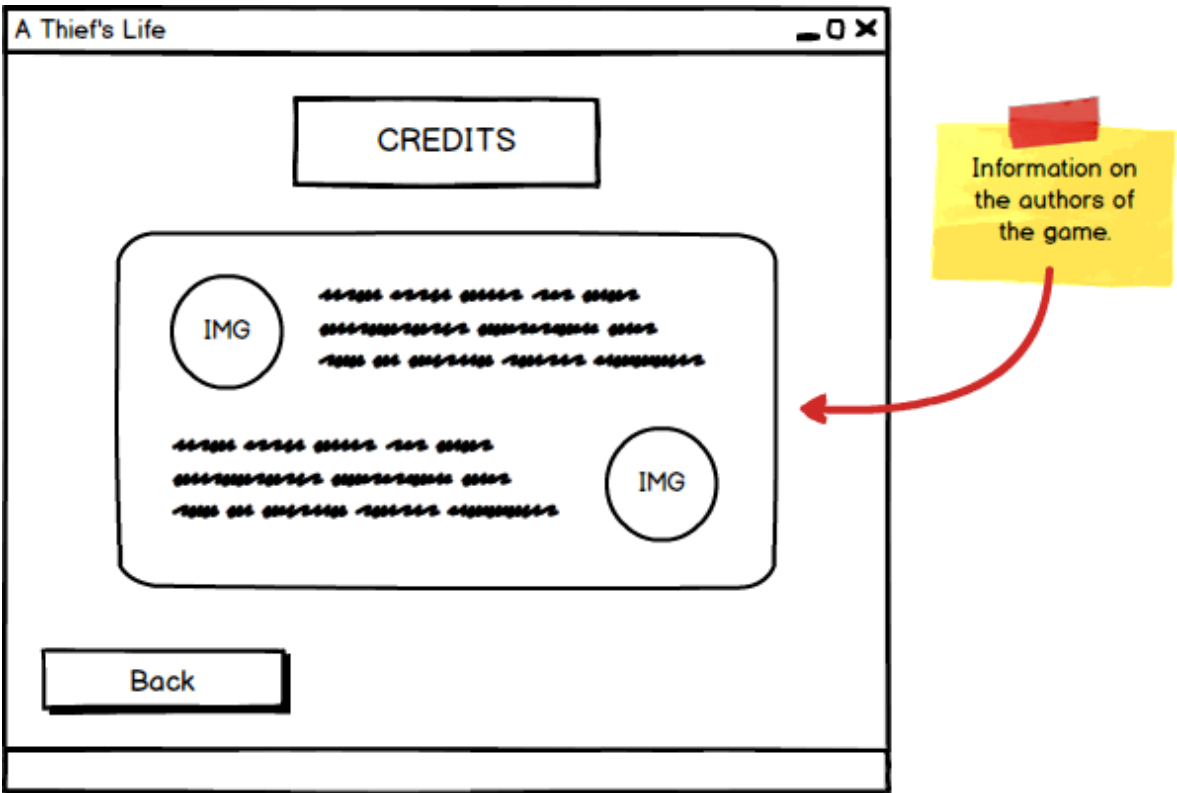
To load a save: select a slot and press "Play".

To cancel a save: select a slot and press "Delete".

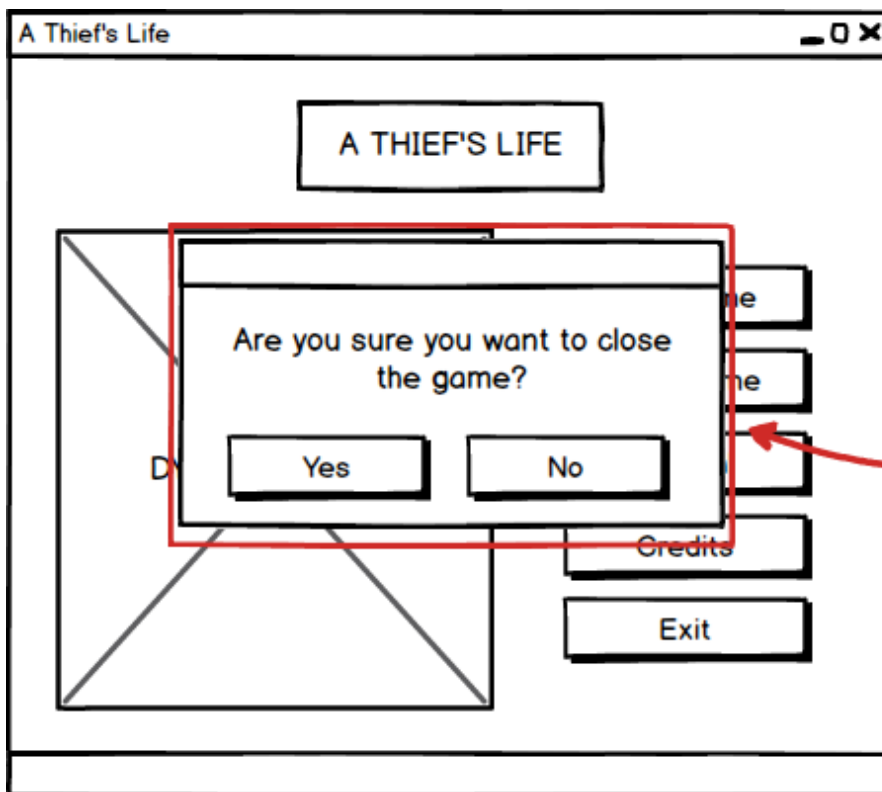
Tutorial Menu screen:



Credits Menu screen:

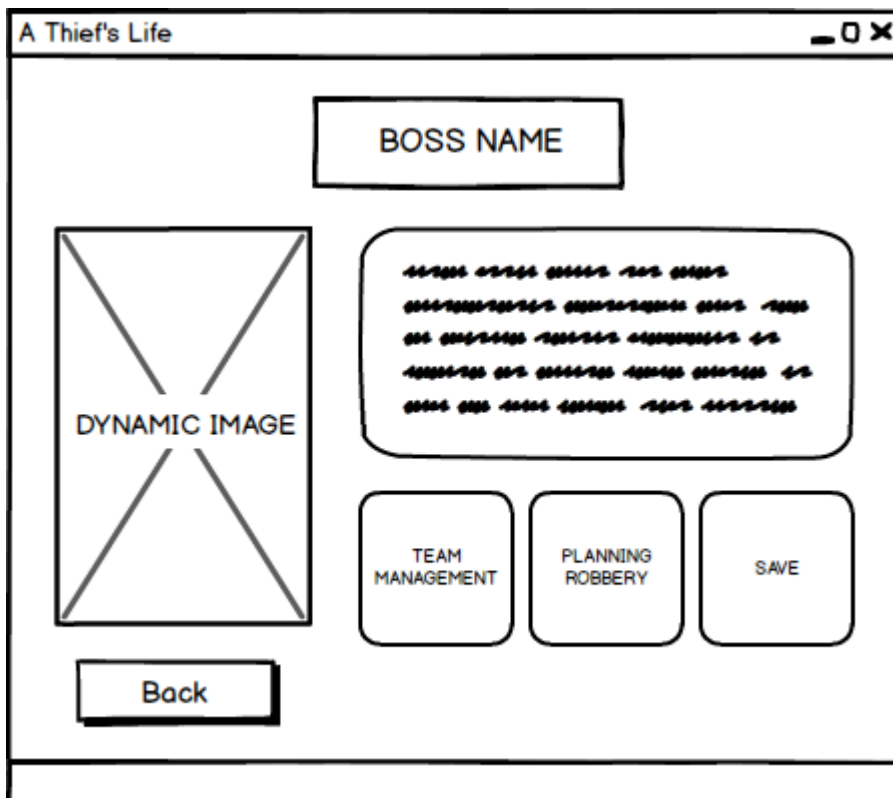


Exit popup screen:

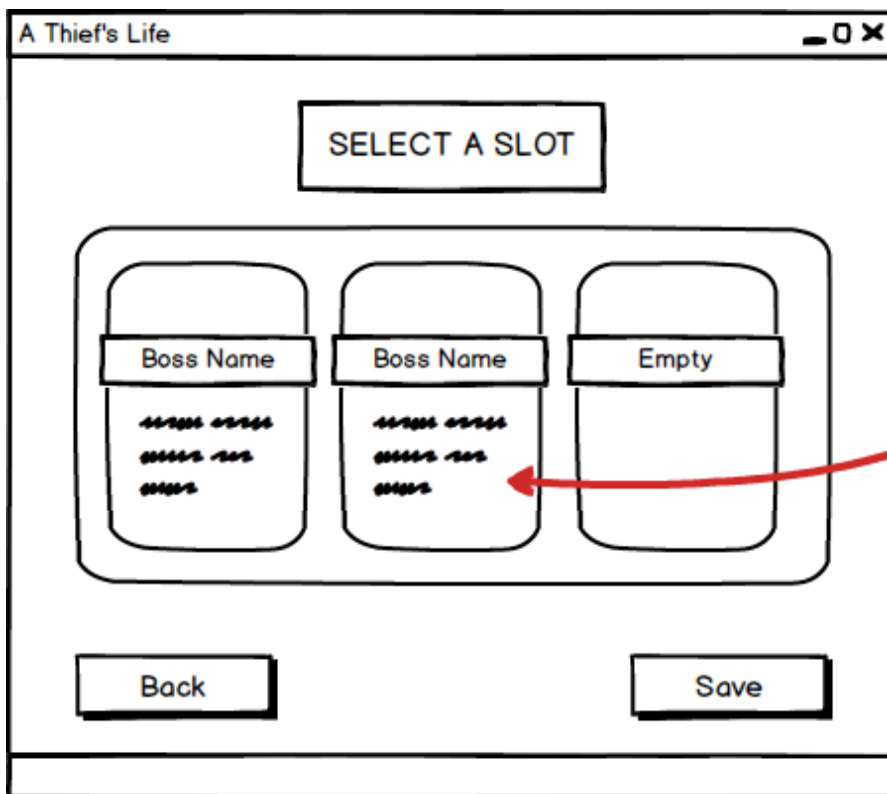


A pop-up to ask the user if he is sure he wants to close the game when he press "Exit".

Carrier Menu screen:

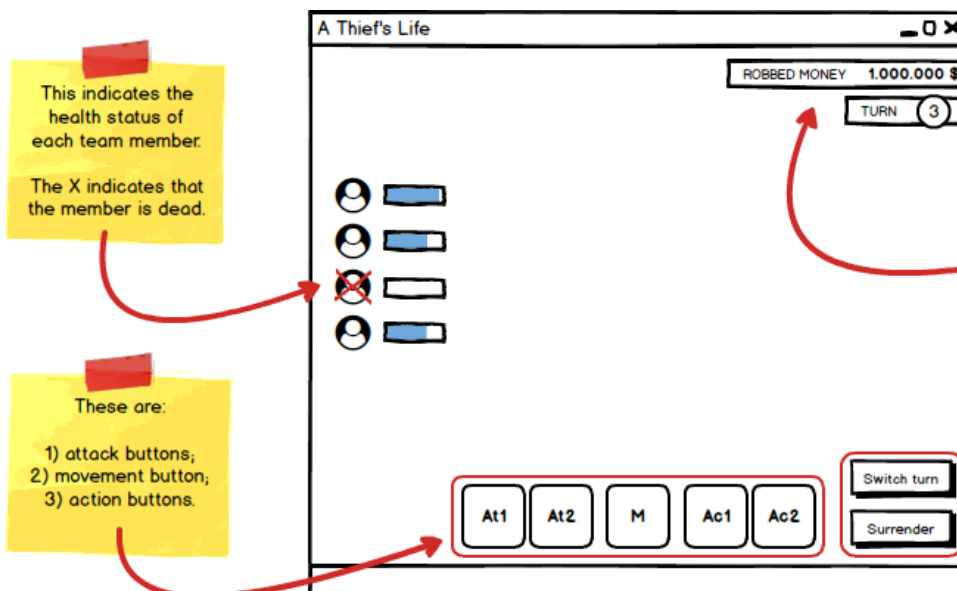


## Save Menu screen:



To save a game:  
select a slot and  
press "Save".

## HUD screen:



This indicates the  
health status of  
each team member.  
  
The X indicates that  
the member is dead.

These are:  
  
1) attack buttons;  
2) movement button;  
3) action buttons.

"Robbed Money" is  
the total sum of  
stolen money.  
  
"Turn" is the  
current turn.

"Switch turn" is used  
to pass the turn to  
the enemies.  
  
"Surrender" serves to  
surrender and be  
arrested.