**Dark Dealings**

1. Overview

A top down 2D stealth adventure game set in a dystopian future with a dark gritty pixel art style, the player – a cybernetically enhanced spy - must use non-lethal methods and stealth to navigate levels, avoiding enemies’ cones of vision. The player must steal information in each level to sell to the black market. The player can spend resource points – collected throughout the levels – to use abilities such as moving through walls, going invisible or hacking cameras.

1. Core Gameplay
   1. Core Elements and Mechanics

Stealth- The general aim of the game is to avoid being detected by enemies and cameras through different methods like hiding in dark areas or crates or just generally avoiding the line of sight of enemies.

Multiple possible routes- Having multiple possible routes to finish a level will allow for more replayabilty, and a sense of exploration, it gives the player agency as they get to choose their own strategy to finishing a level. Levels can be replayed with new abilities unlocking new routes and ways to finish the level. Using the environment in the level to move around such as vents or hackable doors.

Abilities- Abilities can be purchased in a black market shop between levels. Abilities gives you new options to play the levels with more ease and open new routes, for example using the "Ultimate ghost mode" that makes the player invisible for a number of seconds to pass through enemies line of sight. There is a certain amount of abilities slots for the player to use.

Time scoring leader board- There will be a time score leader board for players to compete with each other to see who can't complete a level the fastest. You can compare with global players or just your friends.

Hacking- Hacking is a primary skill to the character and a core mechanic for getting around levels. Hacking is used for disabling obstacles and opening doors. Hacking takes time so you have to consider when to use it. Hacking can be upgraded at the shop to make it faster or hack a wider range of things.

* 1. Enemies

Moving enemies- Moving enemies like gua``rds or dogs will patrol different areas of the map and will need to be avoided by the player. They have varying cones of vision to detect the player. If the player is detected by these enemies they might attack and kill you with ranged or melee weapons. There will be different varied types of enemies with different weapons and abilities as the game progresses to ramp up the difficulty.

Fixed Obstacles- Fixed Obstacles like cameras and turrets also have cones of vision to detect the player, some fixed obstacles could be hacked and disabled. Cameras could be used to mark out guards once hacked.

Environmental Obstacles- Environmental obstacles like barbed wire or detection lasers need to be avoided by the player as they can either harm or alert guards about the player. Some of these obstacles could be hacked to disable them.

* 1. Player

General movement- Look around with mouse and strafe with keys/controller. Walking, running and creeping/slow movement.

Health system- Enemies and obstacles can injure the player decreasing your health bars, and you can't replenish your health within levels.

Resource bar for using abilities- The resource bar allows you to use abilities once run out you can no longer use abilities. The resource bar can be replenished by collecting pre placed collectibles in the levels. Abilities have varying costs depending on how useful they are so they must be used with consideration.

Player sounds- They player emits sounds when creeping, walking, running and using abilities, at varying sound levels. Sound is shown visually as radius circles centred on the player, if an enemy is within the circle they will be alerted of your presence.

* 1. User Interface (UI)

Menu- Pressing Escape brings up the menu with, Option and controls, abandon mission which takes you back to the hub, Exit to desktop.

Map- Pop up map if obtained, map shows your location and you can't move while using the map.

Heads Up Display (HUD)- The HUD will display your health bars, resource bar, timer, damage indications, ability icons and hacking countdown.

* 1. Controls

Main controls for the game will be Keyboard and mouse but controller is supported. Changeable key bindings will be available in the options menu.

WASD for movement and strafing and the mouse controls player direction. E for interacting with the environment. Number keys are used for ability slots. ESCAPE to pause the game and bring up the menu and options/settings. Q for hacking electronic obstacles. TAB to toggle bring up the map.

1. Environment

Because it is a top down 2D game we will be using Art tiles to define what is ground, walls or environmental props.   
Wall tiles - will have hitboxes to break cone of vision and glass tiles will also have hitboxes but does not break cone of vision.

Floor tiles - are passable by players and NPCs.

Invisible hitbox tiles - to restrict the player in going to certain places.

1. Structure

The game is divided by a main hub level for shops and level selection and levels to progress the story. Levels are divided into standalone side missions and main story levels for story progression.

Replaying levels have a diminishing return on completion rewards.

Hub World/Main Menu- When starting the game you load into the Hub world, there is different buildings: Shop for upgrades, Repair shop for the options, save game and difficulty and your computer for mission selection.

Level – Levels start in with you in a set location, the first phase you make your way towards the objective however you decide is best, once the objective is collected you then need to exit the level generally from your starting location. You can choose different paths to return if you like.

1. Audio

Type Music- Cyber Punk electronic style with this kind of feeling: https://www.youtube.com/watch?v=pmxYePDPV6M

Music within Game- Hub world has fairly calm and chilled electronic music.

Mission music stays calm when stealthing is successful but when noticed or in danger the music becomes faster and more upbeat.

Sound effects- Sound effects will include footstep sounds, ability sounds, enemy sounds, electronic device sounds...ect

UI sound effects for buttons and HUD alerts.

Ambient sounds- Ambient sounds will help the player to feel more immersed in the world. These sounds include servers beeping and computer fans blowing, sparking electric wires, high voltage machines, distant city sounds...etc

1. Target Audience

Age range- 16-30 Years

Our primary target audience are fans of the stealth genre,

Our second target audience would be people who play indie games and who enjoy the cyber punk and sci-fi genres.

Platform audience will be people who play on Steam and Itch.io.