MASTER OF THEFT
Game Design Document
—

Alexander Hidalgo Calafat

8th March 2023

INDEX

1. IDEA

"Master of Theft", as its name suggests is a 3D URP first-person where your main mission is to become a first-class thief by stealing as many objects as possible from a museum before the sun rises or you are caught by one of the security guards guarding the museum.

Some objects can only be obtained through puzzles or keys that will open your way through different rooms, and the more valuable they are, the more difficult it will be to obtain them.

2. PROJECT VERSION

2021.3.15f1

3. RESOURCES

To carry out the project, a series of resources will be necessary, including graphics and mechanics to obtain the desired result.

3.1. DESIGN

In general, it will be necessary a 3D scenario to move around and make your way through, different objects to steal, objects to interact with, keys and guards to stop you.

Being a first-person game, only the player's hands will be visible. During the game a UI will give feedback to the player.

3.2. MECHANICS

3.2.1. PLAYER

- **Movement:** WASD or arrows to move around the scenario. Space to jump. Shift to crouch.
- **Mission:** E to pick up objects (keys and objects to steal). F to interact with doors.

3.2.2. GUARD

- **Movement:** Automatic, spread across the scenario, they follow a pre-established route.
- **Mission:** If the player comes within its range of vision, it will chase the player and arrests it. If the player manages to escape he will re-set his route, otherwise GAMEOVER.

3.2.3. OBJECTS TO BE STOLEN

- **Mission:** If the player comes within collision range of the object, the object can be stolen and therefore disappears from the scenario.
- **UI:** In the tutorial, the first item to be stolen will display the following message "Press E to steal" and a counter will be displayed at the top right of the screen adding up the value of the stolen item. Making the player aware of the money stolen during the game.

3.2.4. KEYS

- **Mission:** There will be 5 keys spread around the scenario (red, yellow, green, blue and purple) which will be used to unlock different rooms that have doors of their corresponding colour. If the player approaches the collision range of the object, he will be able to pick it up and it will disappear from the stage, accumulating in his inventory. When the key has been used, it will disappear from the inventory.
- **UI:** In the tutorial, the first key will display the following message "Press F to pick up" and a sprite with the colour of the key will be displayed at the top bottom left of the screen.

3.2.5. CLOCKS

- **Mission:** There will be several clocks spreads around the scenario that will add up time for the player before daylight. If the player comes within collision range of the object, they will be able to pick it up and it will disappear from the scenario.

3.2.6. UI

- **MainMenu Panel:** Before starting the game, the game title will be displayed, and you can start the game directly, view the controls (in another panel), view the options (in another panel, music and sound effects) or quit the game.
- **In-game Panel:** During the game the course of the night will be displayed in the top left corner by means of a counter starting at 0:00 am and ending at 8:00 am. At the top right a counter with the accumulated money. At the bottom left the keys and at the bottom right the pause menu.

- **GameOver Panel:** It will be displayed if you are stopped by a guard or if you do not leave the museum before 8:00 am. You can restart the game or exit the menu.
- **Win Panel:** It will be displayed when you leave before 8:00 am through the front door, showing the amount stolen. You can restart the game or exit the menu.
- **Pause Panel:** It will be displayed when a button at the bottom right of the game screen is clicked to resume or restart the game, exit to the menu or control the game volume or sound effects.

3.2.7. MUSIC AND SOUND EFFECTS

- **Player:** When moving around, footsteps will be heard, when bending down they will decrease in volume. Sounds will also be present when stealing, picking up keys, clocks, entering ventilation systems and opening doors.
- **Guards:** When moving you will hear footsteps, when running and when catching you will hear a grunt or thump towards you.
- **Camera:** It will set the background music.

3.2.8. PARTICLE SYSTEMS

It appears when stealing objects, interacting with keys and watches. On the one hand, keys and watches will be highlighted on the stage with particles that illuminate them, unlike the objects to be stolen, which will stand out on their own. When picking up these objects, smoke particles will appear.
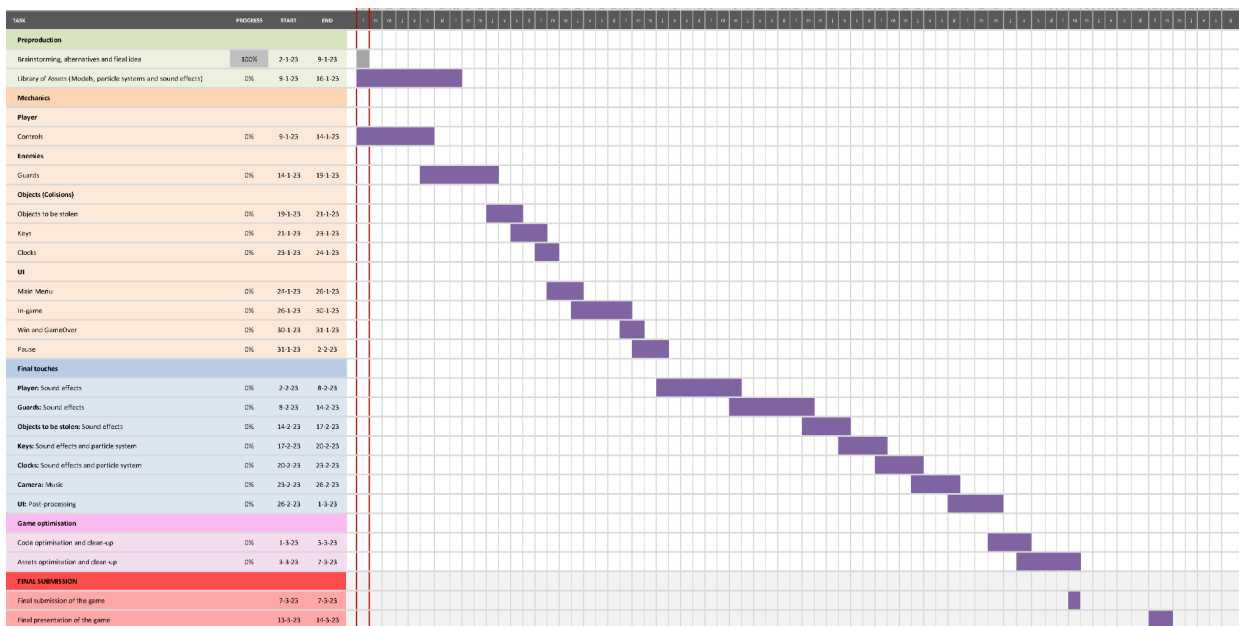
3.2.9. POST-PROCESSING

When you win the game (blue screen), when you lose (reddish screen) and when you are chased by a guard (medium reddish screen).

3.2.10. DATA PERSISTENCE

When controlling the game volume and sound effects and when displaying the stolen money on the win screen, also showing the game with the most stolen money (record).

4. DISTRIBUTION OF TIME: GANTT

TASK	PROGRESS	START	END
Preproduction			
Brainstorming, alternatives and final idea	100%	2-1-23	9-1-23
Library of Assets (Models, particle system and sound effects)	0%	9-1-23	16-1-23
Mechanics			
Player			
Controls	0%	9-1-23	14-1-23
Enemies			
Guards	0%	14-1-23	19-1-23
Objects (Colisions)			
Objects to be stolen	0%	19-1-23	21-1-23
Keys	0%	21-1-23	23-1-23
Clocks	0%	23-1-23	24-1-23
UI			
Main Menu	0%	24-1-23	26-1-23
In-game	0%	26-1-23	30-1-23
Win and GameOver	0%	30-1-23	31-1-23
Pause	0%	31-1-23	2-2-23
Final touches			
Player: Sound effects	0%	2-2-23	8-2-23
Guards: Sound effects	0%	8-2-23	14-2-23
Objects to be stolen: Sound effects	0%	14-2-23	17-2-23
Keys: Sound effects and particle system	0%	17-2-23	20-2-23
Clocks: Sound effects and particle system	0%	20-2-23	23-2-23
Camera: Music	0%	23-2-23	26-2-23
UI: Post-processing	0%	26-2-23	1-3-23
Game optimisation			
Code optimisation and clean-up	0%	1-3-23	5-3-23
Assets optimisation and clean-up	0%	3-3-23	7-3-23
FINAL SUBMISSION			
Final submission of the game		7-3-23	7-3-23
Final presentation of the game		13-3-23	14-3-23

5.CREDITS

All assets except the UI have been downloaded from Sketchfab & FreeSound.

6. COMMENTS

During the making of the game, changes have been made with respect to the original idea of the project.

1. The original idea of the game has been maintained, although it has focused more on escaping from the museum itself in time than on stealing.
2. The constant walking of the player could be annoying, so it has been decided to omit its sounds.
3. By opting for a more realistic game art style, it has been decided to omit the particles provided for the clocks and the objects to be stolen, only using particles on the keys.
4. Regarding the post-processing on the GameOver screen, it has been decided to simulate it with an image, while the post-processing on the Win screen has been omitted, using only the canvas. On the other hand, it has been decided to increase the lighting of the scene with the Bloom effect and to omit the post-processing effect on the chasing state.
5. It has been decided to put only two clocks in the scene, due to the ease of use it would entail.
6. It has been decided to expand the options in the Main Menu, going from only controlling the music and sound to being able to adjust the brightness of the screen, choose the resolution, etc.
7. It has been decided to add a tutorial that can be skipped.

8. The puzzles not defined before are:
   - Red room: You will have to collect all the objects on the shelves to get the green key.
   - Green room: You will have to place the 3 coloured objects on their respective shelves to get the yellow key.
   - Yellow room: You will have to enter a code based on the number of objects of a particular colour in the room to get the blue key.
   - Blue room: You will have to place the coloured objects (inside and outside the room) on their respective shelves to get the purple key.
   - Purple room: You will have to enter another code again, this one is related to the room number of each coloured room.