

## **Game Design Document - Miguel Gierran (300411917)**

Game Title - Yet to be announced

Project Stealth. Name has yet to be decided. The title will be something based around stealth (thief? Or something maybe) For now I will just call it “stealth”.

General Game Premise

### **Mission Statement**

“Stealth” is a stealth-based game where the player is thrown into a cyberpunk-esque environment. Their main objective is to hide away from enemies primarily by stealth and using the environment to their advantage.

### **Genre**

Stealth, puzzle-based and could possibly tap into a bit of horror/thriller depending on the art direction.

2.5D game, camera 2D view with the environment being 3D (Little Nightmares/Limbo inspiration) Side Scroller.

The camera allows the player to see the whole level layout.

### **Target Audience**

People who have slight experience on stealth-based games such as Assassin's Creed and Katana Zero etc. However it's also beginner friendly, for people who haven't played games as much.

Gameplay

### **Main Gameplay**

The player's main objective is primarily to use stealth to hide away from enemies and use the surrounding environment to their advantage to pass through each stage.

The catch however is that the player can only use stealth. So there's no fighting mechanics involved, meaning no direct interaction with the enemies.

Once the player is caught the whole level restarts. There will be no checkpoints and no matter how much progress they've made in that level if they're caught, the entire level starts from the beginning.

There will also be two light/beam indicators of where the player starts and finishes. These indicators will be on the opposite sides of the area level with the start being to the very left and the finish at the other opposite side. The objective is for the player to travel from one beam to the other.

There will also be a mini tutorial level to show the main mechanics of the game.

## **Level Progression**

Depending on the project time length there will be 3 main levels and for each level the difficulty will drastically increase. More levels can be added if there's more time during the project. For each level a mechanic will be introduced each time. Introducing these mechanics can be in any order.

1st level:

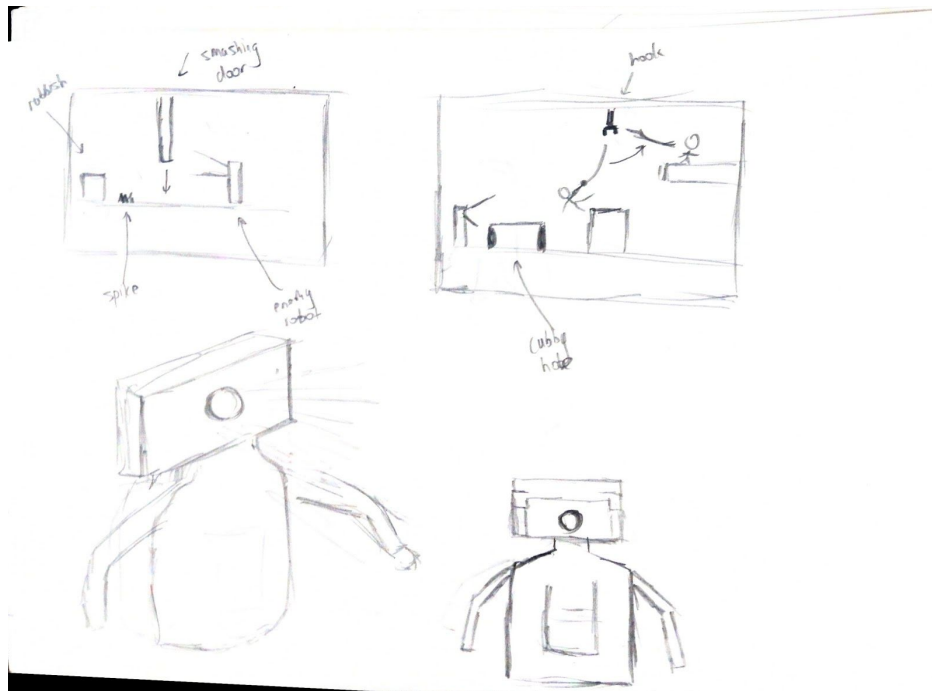
- Will be in an indoor factory

2nd level:

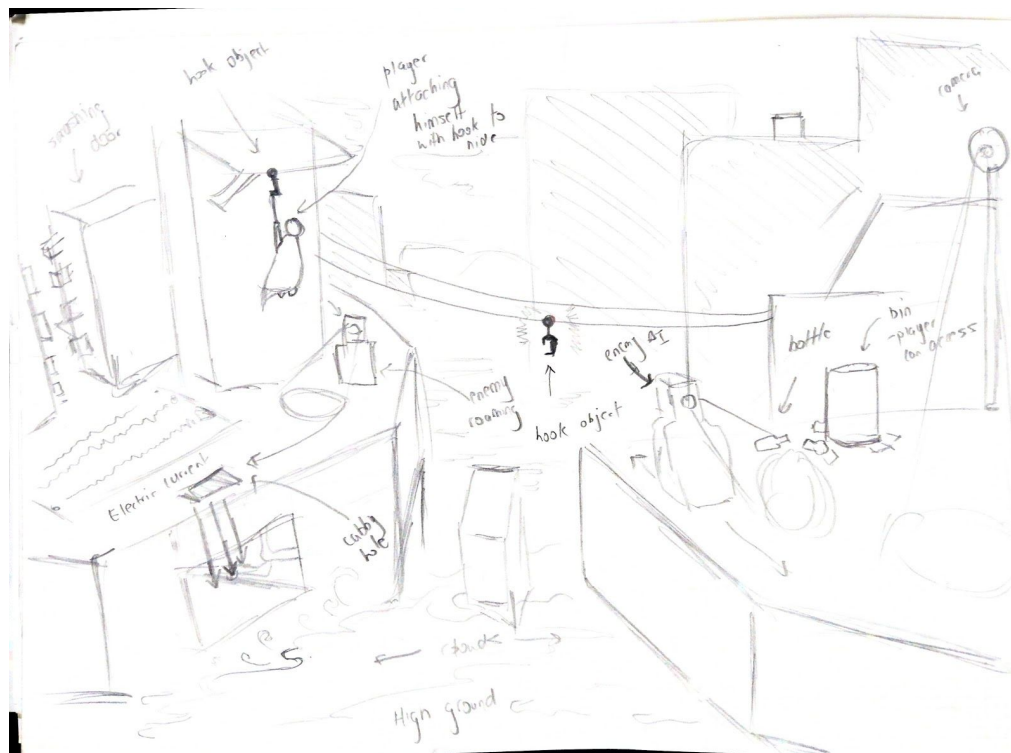
- Will have some outdoor features and a bit of high ground

3rd level

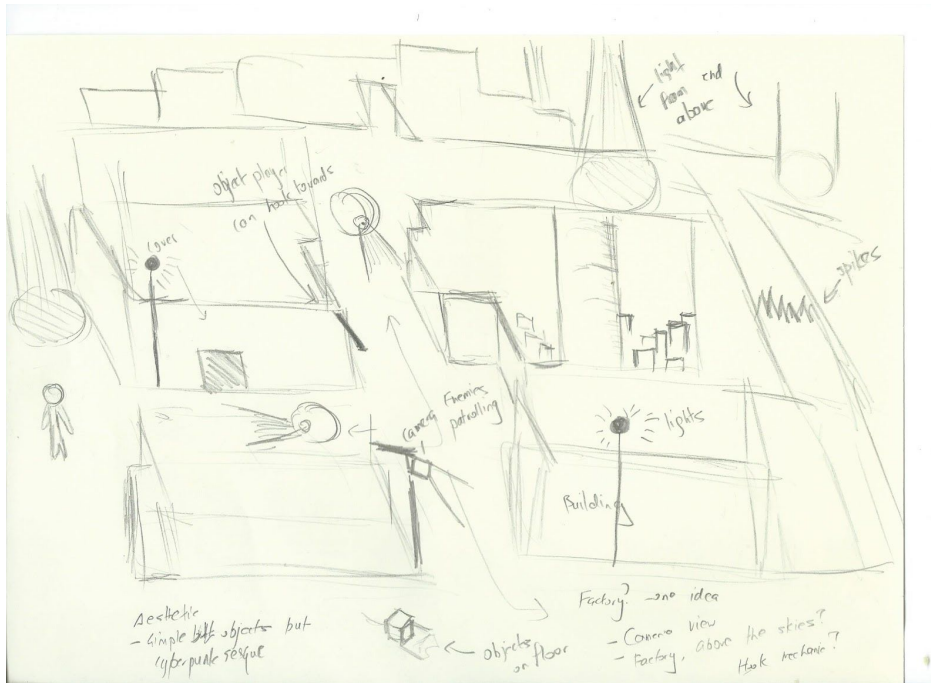
- The skies. High buildings. So there will be a lot of places where if the character misses their jump they will just fall down to their doom.



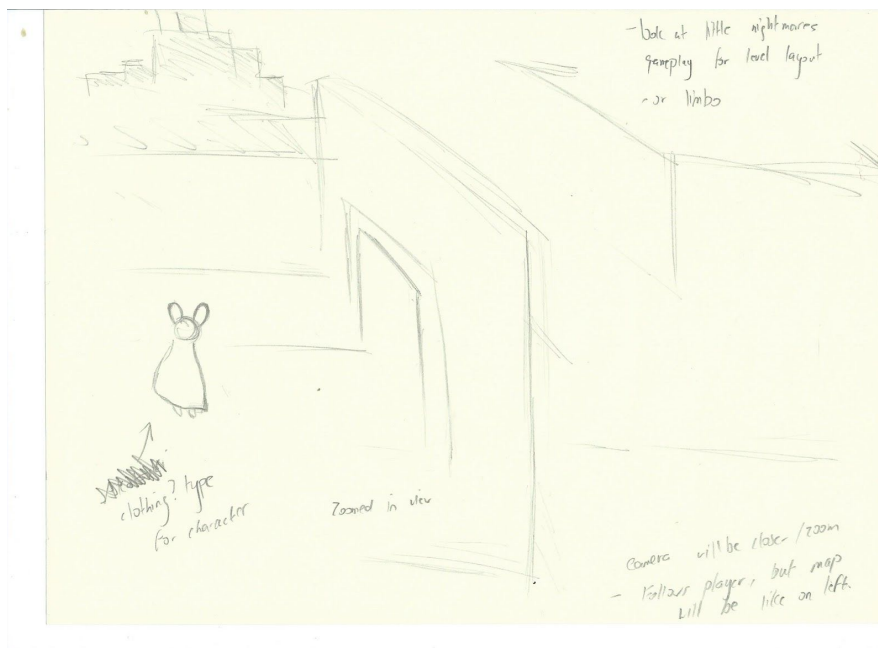
## Robot & simple level concepts



Just a sketch of my idea of how a level would be laid out with some of the elements involved.



3D perspective.



Potential design of the main character.

**What can the player do?**

*Basic movements - Walk, jump*

*Secondary movement - Grappling hook.* The character can propel themselves towards walls and other objects etc. Potentially can also hook things towards themselves.

The player can also interact with the surrounding environment such as objects on the ground and with the lights, doors etc.

The player can hide in various situations throughout the level. Such as hiding inside an object or in an alleyway.

**What should the player do?**

Player's main objective is to escape and pass through the enemies and obstacles. They either hide or use objects in the game that they can use to outwit their opponent.

**How does the game world respond to the player?**

The game world responds through the enemies themselves trying to capture the player.

*Enemy types:*

Guards roaming around the level layout (AI)

- Will just roam and try to find the player. The player will be caught once they're seen within the guard's light view.

Cameras on poles scanning a certain area.

- These will be placed in some sections of the level with light pointing downwards. If light touches the player then they're caught. Cameras will have a certain movement and will differ from the other ones throughout the level.

Light coming from above (similar to a helicopter)

- Same premise as the cameras.

*Obstacles along the way:* eg. spikes on the ground, electrical currents, two doors smashing into each other. These kinds of elements will be added throughout the level and will get harder as the player progresses through.

*Spikes:* Can spike up and down. It will be time-based.

*Electrical Currents:* This could be with water and placed in some areas of the ground which the player has to jump over.

The player overall has to be stealthy by trying to hide away from enemies but also dodge obstacles along the way.

The level / environment itself will also provide the player areas where they can hide such as cubby holes & small alleyways for example within the area.

*Other potential hiding areas:*

- A small alleyway big enough for the character to hide through. They only have 4 seconds max to hide and they're forced to pop out. I believe this will add a lot of elements in the gameplay.
- Inside rubbish bins.
- The player can attach themselves for a few seconds when they hook to an object above.

The level will also have objects such as bottles and other items for them to distract the enemies. Also, make the level layout accessible for the player to hook themselves towards certain objects (secondary mechanic for the character).

These items are scraps from the cyberpunk/dystopian environment and will be indicated whether it can be grabbed or not.

*Puzzle:*

I was thinking of having mini puzzles along the way whether it's trying to open the door, by moving objects around and pressing buttons and the same time trying to hide from different enemies.

*Example Sequence***Outline of progression (Written example of a sequence of gameplay)**

Player is placed in an environment where there are enemies roaming around with flashlights and enemies with aerial lights coming from above (sky / ceiling depending on level). The level itself would be like an obstacle, having to jump in between places or to higher ground. Player's main objective is to pass by the enemies quietly and not be caught so they must be stealthy and hide when necessary. They must finish the level by passing through enemies and use the environment to their advantage whether it's hiding or throwing objects around as a distraction.

An example of this would be when the character has reached a long corridor with an enemy patrolling the perimeter and they find an object beside them, which they use to throw in the opposite direction to distract the enemy giving them a small window to escape.

*Game Mechanics***Primary Mechanics***Walk/Jog*

Standard walking, reasonable pace. Not too fast or slow. Allows the player enough time to hide or go to a different direction.

*Jump*

The player can jump only a certain height. Normal human jump.

- There will be places of higher ground in the game.

*Stealth*

Stealth will be the core mechanic for the game.

The gameplay itself will revolve around this mechanic for the most part.

- Hiding / Getting Cover
- Camouflage? This one is a maybe since the player already is given a lot of hiding elements especially with the hook as well.

## **Secondary Mechanics**

### *Grappling Hook*

This mechanic was one of my original core mechanics that I was going to base my game on but decided to make as a side perk/tool for the player to use when progressing through the game alongside the primary.

- The player will be given hints in the level where they're allowed to hook. The character's hook item can be of a certain colour/pattern and there will be places in the level where it's shaded the same pattern which gives the player access to hook.

### *Hook ability:*

- There will be spots in the level (tall poles) where the player can use the hook as swings / pendulum (refer to Ratchet and Clank hook swing).
- Spots where the player can release the hook to a certain object and propel themselves towards it. Almost looks like a dash (inspired from Tomb Raider).
- Player can hook himself towards an object above and is given the ability to stay at that position for a few seconds before going down. The difference between this and the swinging is that once the player swings, they have the ability to propel themselves closer to the object above.



## **Interactive Mechanics**

Using the environment (eg. misdirection - throwing bottles or other objects to distract the enemy)

- By throwing bottles it doesn't bounce and breaks once thrown. It will make a sound which the enemy will hear and they will start approaching the sound.
- Once the bottle is grabbed, there will be an arrow to indicate its line of projection.

## *Interactive Elements*

Players can grab objects that they find within the level and use that to distract enemies. Doesn't just have to be bottles it can be scraps on the ground.

Hook Interaction. There will be indicators throughout the level they can use to hook themselves towards.

Hook can be used in different ways:

- Can swing like a pendulum to get past enemies or higher ground.
- Use the hook as a means to hide. (By attaching to the hook object).

## *Control Scheme*

### *Keyboard based game*

Basic player controls - W,A,S,D (Walk)

Jump - spacebar

Grabbing objects - G key

Hook attachment - R key

Crouch - depending on the character design.

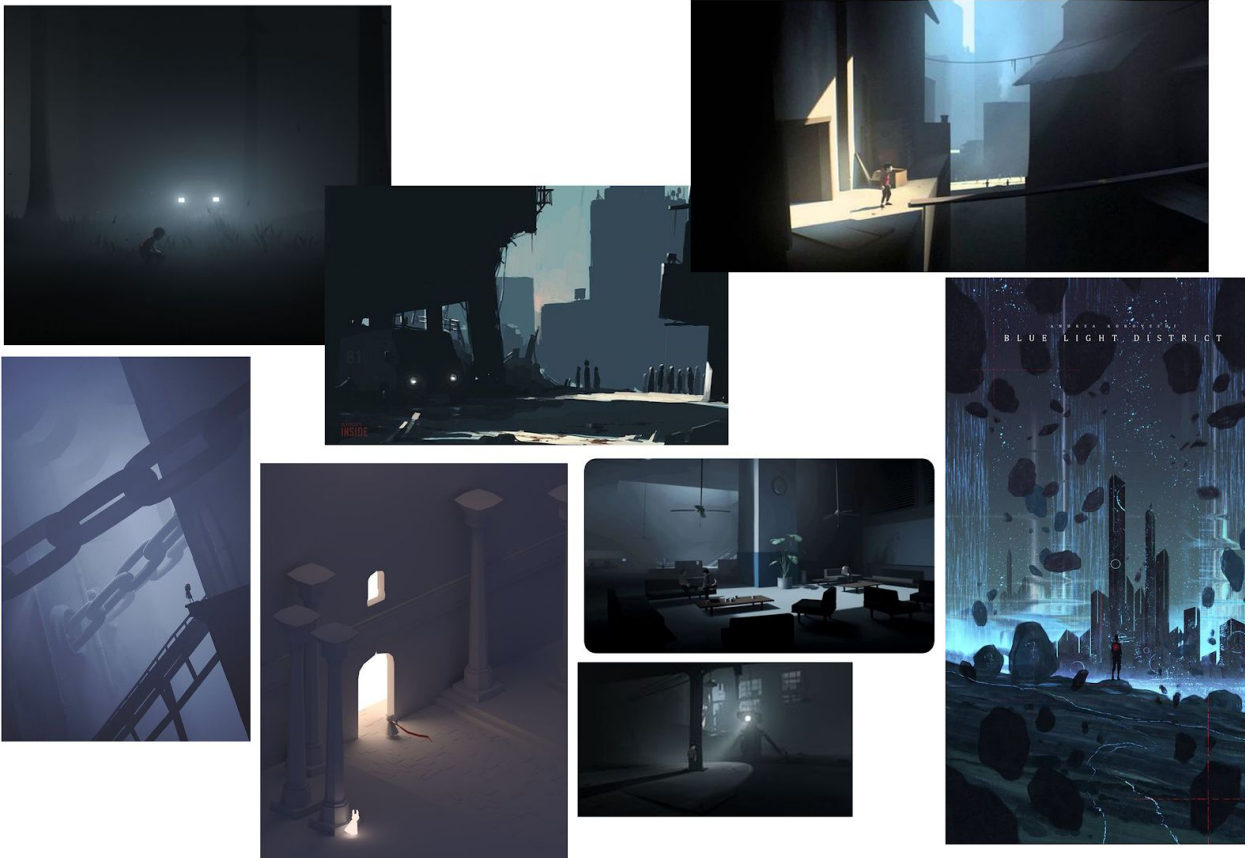
Pause - Esc key

### Art Direction

I was planning to go for a cyberpunk/dystopian aesthetic from inspiration to these games below:

- Limbo (character design, enemies etc)
- Katana Zero (primarily looking into this for gameplay, but there are nice elements that I would consider like the environment).

It will have a cartoony feel with a simple 3D aesthetic in terms of the buildings and the surroundings. It won't be complex in terms of detail but the focus will be the complexity of how they're positioned and placed.



General game aesthetic

Cyberpunk / dystopian (refer to moodboard)

Mood & Atmosphere

- Quiet and eerie
- Dim lighting

A lot of areas will be dark for the most part however not to the point where nothing is seen. Just dark enough where the player can still see the surrounding areas.