Game Title: Undecided Stealth Game

● = Player
● = Enemy
● = PICKUP

TUTORIAL

Group Members: Aaron Kanehl
Alex Stanke
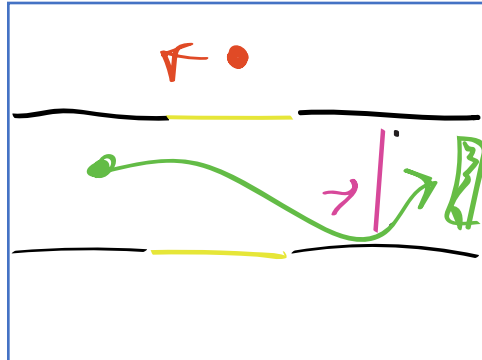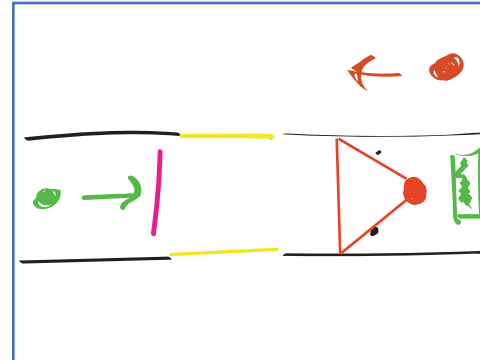Evelyn Lee
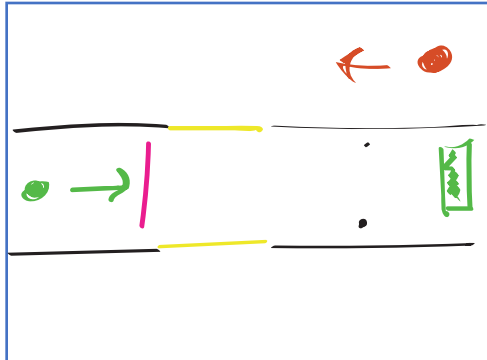
Player spawns into tutorial room, and is encouraged to move east towards the exit. Player can see guard moving up top, but is safe to move on as he is blocked by a wall


Upon bumping into the first wall, It slides across the map, letting the player know that the environment can be modified


Player safely moves through the map only to find there is a new enemy , who will get in his way this time. The enemy's cone of vision is displayed this time.
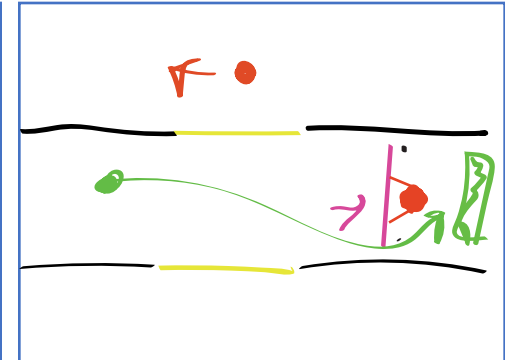

The guards vision is now blocked, and the player can sneak by the same way, but finds another instance of the same level, but again more complex.
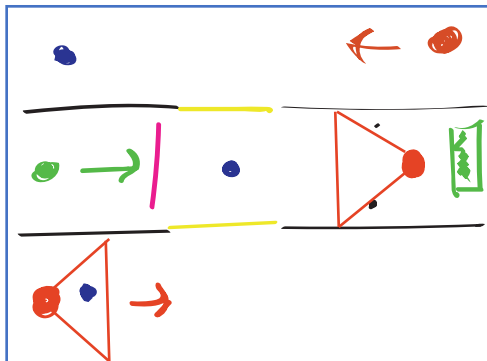

Player spawns into the same room, only to find collectibles, and an added challenge. We are deciding between mandatory collectibles (KEYS) or collectibles as an added challenge.
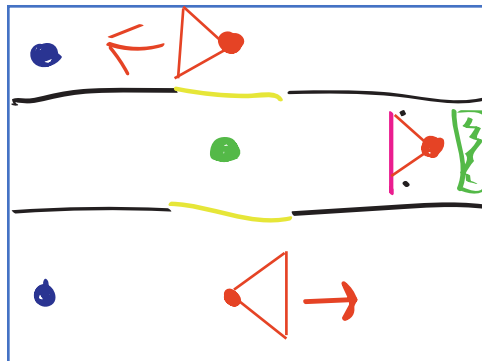
As the northern enemy approaches the collectible, the player collects the first, and is encouraged to approach the southern collectible, as the first either adds to score, or unlocks a lock.
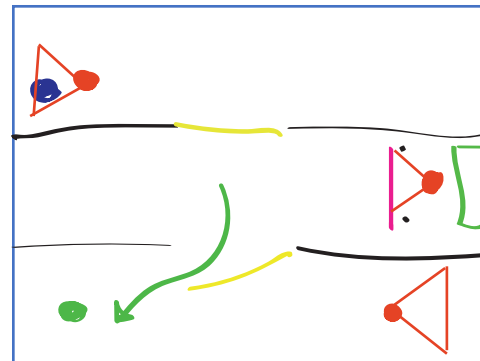
The player pushes the yellow wall, to find that it is also manipulatable, but only slides while the player is pushing, and not only opens up the area, but blocks vision of the guard as well
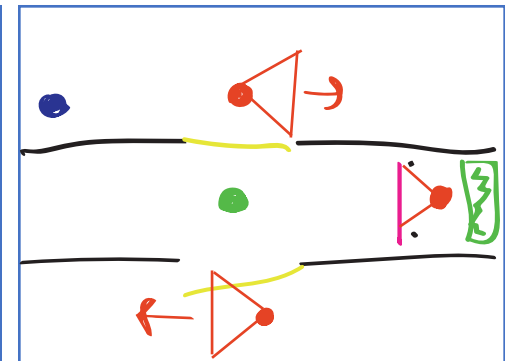
Ideally, the player makes it back into the main hallway as the other guard approaches, and uses the wall as cover, demonstrating that they are an essential part of gameplay success.