1. A stealth game using moveable walls as cover trying to avoid the same guard for the 6th time.

3. A stealth game that uses moveable cover to manipulate the layout of a building in order to sneak past guards and cameras. Each round has progressively more and more guards creating a problem for the player. Tactically rearranging the walls will give the player an advantage or disadvantage the next time the level is played.

5. A stealth sneaking game where you enter a mysterious museum in order to steal a treasure of mass proportions. The environment is yours to manipulate, in order to achieve your goal. Each round gets harder as more guards patrol the same corridors, as they study your movements and gain intel on your playstyle. Hastilly rearrange the walls before you are found, or face restarting the whole level. This game will train you to be a true stealth mastermind, leaving you with more tactical knowledge each run.

**MDA Analysis**

Our games intent is to create that badass feeling of finally overcoming a level, similar to how Dark Souls will destroy your will but restore it all once you finally beat that boss you had been swinging at for life upon life upon life. The game starts simple. A simple corridor or set of rooms that can be manipulated based on the users playstyle. Certain walls can be pushed around in order to make the field better suited for the player, and elements of the environment itself will change in order to make the easiest run. The player can additionally find extra challenging bags of loot in order to keep themselves challenged, if the challenge of getting across the level isnt hard enough.

We are going for the exhaustion prompt, due to the nature of our game overall. We plan to have each level be played several times, each time with changed guards and increasing difficulty. This way the player will feel challenged, but also feel that will to get to the other side, to get to the end of the level and find out what is at the end of the labyrinth. Getting past a level that you believe will never end, but only continue to get harder is like a smaller version of a personal hell, like Dark Souls has proved itself time and time again.

We also wanted to tackle a small portion of the wonder aspect with the movable environment. This is something that we had discussed since before the announcement of the prompt. We wanted to make a game that challenged traditional game mechanics, and twisted the way that a player would play a game. A stealth game is fun, but the traditional way to go is to kill every enemy in your path until you can walk up to your objective and take it. We didn't want this to be the way that our game would be played, so we made our mechanics based around the aesthetics that they would create. These different mechanics will create a different feel within each person. Most people will adapt it as a benefit, as game players are trained to do in every game that they play, but some people will see it as a challenge. Can I beat this game without moving the environment? What if I played through without letting any of the guards spot me?, and more, are some of the ways that players may think to adapt our game in order to make it fit their style, because after all, an Uncharted game is not for everyone.