My project idea is a 3D first-person game made in the Unity Engine. It would be a stealth game with influences from other stealth games such as the “Thief” series. The game will consist of individual levels. My plan is to have at minimum 3. Including one tutorial level. The objective of each level is to steal enough gold and special objects to reach a threshold (70-90% of all valuable objects on the map). All while trying to be detected a few times as possible by guards or enemies. To accomplish this, I’ve developed what I think are the 6 main pillars of my project that need to work in order to call it a successful game.

Shadow Detection

Be able to detect how much a player is in shadow. Used to determine if enemies can see the player.

Sound Detection

Be able to detect how much sound a player is making Used to determine if enemies can hear the player.

Enemy Detection

Using shadow and sound detection as well as player proximity to determine if the player is detected.

Enemy Movement and Navigation

Creating and moving enemies around a level. To patrol the level or to chase the player.

Player Movement

Creating fluid and responsive actions to move the player. This entails looking around, walking, running, crouching, jumping, and climbing ladders, ropes and chest high objects.

Player Interaction

Creating believable player interactions with the world. This entails opening doors, picking locks, stealing objects in the world and on enemies, knocking out enemies......

* Opening doors
* Picking locks and safes
* Stealing objects in the world and off of enemies
* Being able to knock out enemies.
* Being able to put out light sources.
* Being able to use switches (light switches or switches that can change something in the level)
* Being able to carry objects

Need a better way of saying all this stuff.

My plan for the database would be to store the player scores of how much loot they got when they complete each level, time it took to complete, the times alerted enemies, times knocked out an enemy. For the internet connection, I would like to host the game on a web sever so that the game can be played in a web browser, as well as hosting and connecting to the database.