

[Purr-loin] Game Design Proposal Document

SNHUGames

Overview

The game is centered around the player character, as well as the thefts that they are known for and accomplish throughout their career as a cat-burglar. As the name and career path suggest, the main-character is also a feline, one that is exceptionally deft, quick, and talented in their art of thievery. I selected this scenario as I thought it would be an interesting game format to get some experience with. Many of my favorite console games in my younger years were centered around the concept of using stealth to your advantage, including Splinter Cell, Dishonored, and Metro 2033.

Game Modes

This is a single-player game in which the player must sneak through various levels, stealing from the merchants / businesses, or residents as they move towards the primary level objective. The goal is to avoid alerting a guard dog to your presence either by being caught stealing, or being seen by them out on patrol.

Gameplay

Game Flow:

The player will be given a unique, level based objective depending on their current progress through the game. They must move through the level, avoiding guard-dogs or other NPCs, and staying out of their line of sight as you progress towards the objective. The player should pick up as many valuables from patrons or merchants as they can safely grab on their way to the objective.

Missions/Objectives/Quests:

The game missions will increase in complexity and difficulty as the player progresses. The goal is to complete the mission objective for the level, then to reach the exit within the time frame for the round. This should be done all while accruing the highest score possible. Being seen by an NPC can lead to your character requiring more time to complete the level, or to being caught by a guard and failing the level.

Level:

Museum: This level will be based in a museum, after dark. The museum contains numerous priceless treasures, but there is one in particular that you are after. Find the golden fish scepter, and escape without being caught by the museum's guard-dog patrols. If you alert the dogs, you will fail the mission. There will be a number of ways to navigate through the level, but you must work around the patrols so as to not be caught.

Scoring:

Scoring will be based on the quantity and value of bonus valuables gathered during a level attempt. The player's score will be increased depending on the amount of additional valuables they can secure throughout their attempt at the level. They must do this without being caught. The score will be reset if a player is caught, as well on level completion.

Systems and Mechanics:**Player:**

- The camera is locked to third-person mode.
- The player will navigate through the level with their WASD keys,
- The pickup of items will be done by upon moving close enough to them and then pressing the interact key-bind.
- Moving behind an object in the environment and pressing space will attempt to hide. This makes yourself less visible to passing guard-dogs.

Game:

- The player will win if they have collected the level's primary objective, and then successfully made it to the exit. If the player is caught at any point, they will fail the level. Likewise if the timer runs out, the player will fail the level.
- Guard-dogs will shine their flashlight in the direction they are looking, don't be caught in their flashlight beam unless you want to be seen!

Level**Level Guidelines:**

- The first objective will be the primary one, to collect the main objective valuable for the level.
- The secondary objective will be for the player to exit the level.
- Players should use the available obstacles and environment to their advantage in order to sneak through the level without being seen.
- The player can move freely through the level, but in order to progress, they must continue with the flow as it moves them towards their objective and escape.
- The player must complete the primary and secondary objective within the allotted time-frame for the level, as if they are too slow, their time will run out and they will fail the level.

User Interface:

- The user interface will show the current score of the player, as well as whether or not the player is hidden from sight.

- The interface will also display a reminder of what the player's current objective is
- The last primary piece of the user interface will be the level timer. This is how much time remaining the player has to complete the primary objective, and escape.