Mark of the cowboy

TLDR; A nerdy conspiracy theorist that everyone thinks is crazy is “kidnaped” and later wakes up in a “hospital”. After escaping the hospital he sets up a shelter in the outskirts of the town and breaks into different locations to gather evidence to his conspiracy.

The game is in 2D and is inspired by the stealth from “mark of the ninja” and the hacking from “Quadrilateral Cowboy”.

Description of objects

* Wirers
  + You can see somehow see all the wires each device is connected to (camera, remote door etc)
  + You can wiretap the wires and by doing that you get information about the object
  + In the gameworld after you wiretapped the id of the objects will be displayed above each object
  + When wiretapped the writers that have been tapped goes from green to gray
    - Only the objects directly connected to the wire will be trapped.
  + All wires goes into a box somewhere hard to get in each level wiretapping that makes you get all the information on the network
  + Also how about a wireless system where you use a program to sniff packets in order to get into in the network
    - It's less effective but it's where you start in a level
* Lasers
  + Kills you… instantly
* Hiding spots
  + A hiding spot is a an object where the protagonist can hide from sight of other objects (humans, CCTV, etc)
  + **Two way** 
    - If the hidingspot is twoway, it conseales the protagonist from both left and right. This means      as long as the player is hiding, no other object can spot him
    - *examples*
      * Door, ventilation shaft, closet, curtains
  + **One way**
    - A one way hiding spot is a hiding spot that only conceals the player from one direction.  Think of it as hiding b
    - *examples*
      * Soda machine, food dispenser,

Hacking tool

* The hacking tool (short HT) used is a portable computer, kinda like twitch’s thing in R6. When opened a command prompt is opened.
* The tool's purpose in the game is to access different electrical elements in the level and distract enemies and open doors.
* You can separate two commands with a semicolon (;)
  + eksample
    - door --id 5 --state unlocked; cmra -l --rotate 180
* **Argument types**
  + The first word is the command
  + ‘-x’ single dash with a letter directly behind it is a *simple flag*. If present it alters the behaviour of the command in a defined way.
  + ‘--xyx VALUE’ Double dash with a combination of letters directly behind it then a space then another combination is a *value flag*. If present it acts as an argument to the command.
* **Argument Legend**
  + [] means optional
  + <> means obligatory
  + | is used as a divider
  + eks
    - < -a | -b > [ -c ] means either option -a or -b and an optional -c
    - < -a > [ -b | -c ] means you have to have -a and either -b or -c
* **Commands**
  + cmra <ID> [--rotate angle] [--pause time]
    - description
      * This tool lets you modify cameras hooked into the network.  
        Parameter List:

|  |  |  |
| --- | --- | --- |
| ID |  | The ID of the camera |
| --rotate | 0 to 180 | Rotate the camera, 0 is viewing straight down. WARNING DO NOT ROTATE MORE THAN THE CAMERA CAN HANDLE! (note to self, if players rotate more than the camera can handle it breaks and the player have “hacked”/diabled it, also raises alert level) |
| --pause | integer [0 - 60] | Turn the camera on or off (silently turn off the camera for x number of seconds, if paused for more than 60 seconds it raises the alert level) |

* + door <ID> <--state newState>
    - description
      * This tool lets you remotely control doors Parameter List:

|  |  |  |
| --- | --- | --- |
| ID |  | The ID of the door |
| --state | UNLOCK or LOCK | Unlock or lock the door |

* + ping [-a | --ID id]
    - description
      * Pings the different objects on the network and returns the time in ms (NOTE: the time is something line the linear distance from the player’s location to the objects location +- 10% of the distance)

|  |  |  |
| --- | --- | --- |
| -a |  | Pings all the objects on the network. |
| --ID | id | Pings the specified object. |

* + lght <ID> <--pause time>
    - description
      * This tool lets you remotely control light sources.  
        Parameter List:

|  |  |  |
| --- | --- | --- |
| ID |  | The ID of the camera |
| --pause | integer [0 - 60] | Turn off a light for a set amount of time (If there is a guard under the light, he will look up for ~3 sec. If the light turns on when he is looking up, the guard gets blinded for ~5 sec) |

Characters

Maps

* + *eksample*
    - In this example there are one one guard, one CCTV, and one locked door. See below

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* + - * Legend:
        + - AIR
        + ◆ DOOR
        + ◙ SOLID TILE
        + ◅ CCTV
        + ◊ VIEW OF CCTV
        + ◄◎► GUARD LOOKING LEFT AND RIGHT
    - The player must
      * Disable the CCTV
      * Unlock the door
      * Somehow distract the guard
    - To do this the player can do
      * Use HT with the commands
        + cmra --id 5 --rotate 180 (connect to the camera 5 and kill it)
        + door --id 2a43 --state UNLOCKED (connect to door 2a43 and unlock it)

Storyline

**Cutseen:** Our protagonist wakes up in a hospital room, around him the world is dark. He gets out of bed and walks to the door. It’s locked. He looks around and finds a panel. When he touches it, it lights up.

**Game action:** The player is prompted with a terminal interface to the right and the game world to the left. To proceed the player must first find out what number the door is then use the door command. To find out what door number it is the player needs to ping nearby objects.