Stealth Framework for Unity 5

Introduction

The Stealth Framework uses the Unity Engine to bring classic stealth gameplay to the modern world. The framework makes it possible for developers to create modern stealth games built upon the steady foundations of classics like the Thief series.

Description

The primary goal of the Stealth Framework is to allow games to be built on top of it. For the purpose of demonstration, let’s imagine a Thief-like game.

You begin outside a large mansion, tucked away in a corner of the expansive garden. It’s just past midnight. You see some guards stationed outside the main door and some more patrolling around the grounds. You are hidden in the shadows but you need to get moving if you want to get inside. The front entrance is conspicuous and heavily guarded so you decide to check around the perimeter for a better way in. You avoid the patrols by staying in the shadows and moving slowly. Occasionally, a guard passes within meters of your position but you stand still in the darkness and wait for them to pass by none the wiser. When you reach the back of the manor you notice that one of the windows has been left slightly ajar. The room it leads into is vacant but the lights have been left on. You slowly climb inside and duck down behind the windowsill, out of the sight of the window and patrolling guards. You scan the room and see two doors. You move quickly across the carpeted floor to one of them. Outside you can hear a guard having a conversation with a servant. It seems that the lord of the manor is away at his summer villa in the country, leaving only a skeleton crew to tend to his manor; the building you are currently in. It seems that this will be even easier than you thought. However, you decide that this door is too much of a risk, the guard, the servant or both will likely see you if you use it. You move to the other door and listen again. Outside seems clear but you decide to wait a while. Sure enough, the sound of footsteps, loud on hard marble floor, appears just before you decide to open the door. You wait until the sound passes and you can just barely hear it before you open the door. You are now properly inside the manor, free to move about and do as you see fit in order to complete your mission.

Key Features

* Advanced AI: The Stealth Framework will feature smart AI that notices disturbances, calls for help and reacts believably to situations
* Sensory Perception for AI: The AI will feature a sense of sight and hearing and will react organically to stimulation, rather than relying on pre-scripted behaviour
* Emergent Gameplay: The Stealth Framework is designed to favour an emergent style of gameplay
* Immersive Sound Design: Noises bounce and fill rooms, become quieter with distance and get absorbed by materials. Every noise made acts as a real sound in the game world
* Visibility and Invisibility: Building on the principles of the Thief series 15 years ago the Stealth Framework features a delicate balance between light, darkness, sound, movement and sight.

Genre

First Person stealth simulation, strategy, puzzle.

Platform

The Stealth Framework is primarily developed for PCs running windows.