Game Idea: Stealth-based game

* Player is invisible. In basic state they would not be seen by enemies
* Player can interact with environment, which can lead to them being spotted by enemies
* Player makes noise: knocking objects over, walking on “loud” surfaces (gravel)
* Items can be picked up/carried/dropped, but remain visible if player interacts with them.
* Some objects can be thrown.
  + Player can stand in shadows and throw an object to distract enemies.
* Light/shadows can affect whether player is “visible” (can be noticed by enemies)
  + If player is holding an object while standing in/under light source, they may be spotted by nearby enemies
* Player does *not* have a shadow, but can bump into things
* Player leaves footprints on certain surfaces (snow, sand, mud, etc)
* Reputation: Player can subdue enemies either lethally or non-lethally.
  + Lethal would be pushing them from high places, fighting them while they’re unconscious (sleeping or knocked out)
  + Non-lethal would be everything else: sneaking past, leaving them alone while they’re sleeping, distracting them
  + Reputation determines what ending the player gets in story mode:
    - Lethal reputation would give you the “bad” ending
    - Non-lethal reputation would give you the “neutral” ending
    - Pure/Pacifist/Nice Guy reputation would give you the “good” ending
  + Reputation would also affect how NPC’s/enemies react to the player.
    - A worse reputation will cause enemies to pursue longer and fight harder
    - A good reputation will cause some enemies to ignore the player completely, or lie for them (Guard 1: “Did you see that floating metal rod?” Guard 2: “Nope, you’re just jumping at shadows again”)
* Scenarios: Random events that would affect player’s reputation if they intervened. The more people involved, the greater the scenario affects reputation.
  + One person harassing another
  + Group harassing a person
  + Lost child (Would *not* have a lethal option, for obvious reasons. Player could either help or scare the child away.)
* Suspicion levels: Doing certain things will cause enemies to be suspicious. Too much suspicion will start a “pursuit”
  + Actively leaving footprints while enemies are watching
  + Player makes too much noise (splashing through puddles unless actively raining, knocking objects over)
  + Throwing too many objects around in a short amount of time (doesn’t matter if you are in shadows)
  + High concentration of enemies in a single area
  + Carrying an object while “visible” (not hiding in shadows or are under a light source), will start a “fight” if player remains visible for too long
  + Bumping or running into an enemy will set a high level of suspicion.
  + Throwing an object at or hitting an enemy directly will instantly start a pursuit, but enemies won’t know exactly where you are. Player can be easily discovered.
* Pursuits are different than fights. Fights are when the enemies know exactly where the player is and begin attacking; pursuits are when the enemies are chasing.
* Fall damage? Maybe can be avoided with the classic haystack? Would it bring attention to the player?

Game Modes:

* Campaign/Story Mode: Main part of the game. Story-based.
  + Player was cursed, and is now invisible.
  + Player is trying to escape the city when they meet someone (the Helper) who knows the player (who is invisible) exists.
    - Helper claims they know how to reverse the player’s curse, but the player has to gather items and/or information to make it work.
    - With that in mind, the player returns to the city.
  + Medieval-ish timeline. Witches are actively being hunted
  + Player is not a witch/sorcerer/whatever they’re called, but is believed to be one because witches can do magical things, and invisibility obviously isn’t natural.
  + Multiple endings: Either way, the Helper informs the player that they were watching the entire time. Will mention a few things the player has done.
    - “Good” ending would give the player the choice to end their curse or not. Player can choose to either become visible or remain invisible. By remaining invisible they could become a vigilante/Robin Hood for the city. (Free roam? Would have to take away/disable lethal options, so probably not.)
    - “Neutral” ending would automatically end the player’s curse. However, since some lethal action was taken at some point, the leaves it up to the player to decide whether or not they turn themselves in.
    - “Bad” ending would automatically end the player’s curse. The Helper would also reveal that they already called the guards, who enter and arrest the player for their crimes.
  + Multiple difficulty modes would change how quickly enemies would get suspicious, how long they would chase the player before “losing” them, etc.
    - Easy/Casual/Just-Here-for-the-Story mode would have shortest times: enemies don’t get suspicious easily, quickly lose interest, and won’t hurt the player too harshly in a fight. Health starts to regenerate after a few seconds of not taking damage.
    - Normal mode would have standard parameters. Health would regenerate outside of fights and after each level.
    - Hardest difficulty would have enemies permanently pursuing the player if spotted, and any suspicion would immediately start a pursuit. (\*Kicks can over\* \*half the city chases you down\*) Fights would take the player down in three hits. Health never regenerates, not even outside of fights. Maybe not even between levels.
* Timed mode: Players compete for the best time in a level to achieve an objective.
  + First is classic timed, which is just the player trying to collect things against a time limit.
  + Next level adds enemies, so the player has to fight/avoid enemies while collecting.
  + Final level would be the player being actively pursued the entire time.
* Diversion mode: The player just has to make it through the (longer) levels without getting spotted. Distractions are necessary to proceed.
* Versus mode: Players try to make the other person get caught.