Game Design Document: Stealth-Based Game

Introduction

This game is a single player stealth-based game in which you have one goal: Don’t get caught.

Game Analysis

The player character is invisible, and must interact with objects and the environment to gather items and information needed to free them of their curse. Set in medieval times, this game is loosely based on the stealth system used in Bethesda’s *Fallout* series, but taken to an entirely new level.

Game Description

In this loosely fantasy-based game, players must use a balance of stealth, diversions, and strategy to ensure they don’t get caught. This game features a storyline affected by the player’s choices and reputation, multiple difficulties and game modes, and time trials so players can challenge their friends.

Game Atmosphere

The game would primarily take place in or nearby a medieval city. Locations would include (but aren’t limited to) a town center, the front gate, and a guard station.

Game Play: Story Synopsis

The player character has a unique problem: they’re cursed to be invisible for the rest of their life. Unfortunately, this happens to be during a time when witches are being hunted—and the player, though not a witch, is believed to be one—and must leave the city. The story begins with the player character successfully escaping the city, only to meet someone who knows how to free the player from their curse. The person reveals that they will need the player’s help to break the curse—only the cursed person can retrieve the items and information needed to break the curse.

But there’s a problem: Most of the objects and information needed is closely guarded, putting the player in grave danger of being discovered. Desperate, the player agrees to retrieve the items to break the curse—at what price, only they will know.

Key Features: