OPAL PROTOCOL (Working Title)

One-page game proposal for a Harvard-Westlake Computer Science class web game project
(2D stealth / horror-comedy).

Concept

Setting: Harvard-Westlake campus after hours, stylized in 2D top-down.
Premise: A student is accidentally locked on campus while faculty prepare a secret "Joyful Pursuit of
Academic Excellence" ceremony on the field. The player navigates campus, avoids being caught, gathers
evidence, and disrupts preparations through puzzles, minigames, and setpiece encounters.
Tone: Atmospheric and tense (light horror) with satire and inside references; no gore and no combat.

Gameplay Structure

- **Chaptered progression** through selected campus areas (class selects the final chapter list).
- Each chapter can mix **Exploration Mode** (atmosphere, discovery) and **Hunt Mode** (active threat).
- **Setpiece puzzle/minigame** per chapter to advance the story; optional side content for extra evidence.
- **Boss fights** (non-violent) at selected chapter ends: short, high-pressure encounters that require
  completing tasks under pursuit.

Core Mechanics

- **Movement:** top-down navigation with collisions and interact prompts (doors, drawers, lockers, hide spots).
- **Stealth:** line-of-sight detection; optional sound/noise layer depending on chapter.
- **Fail state:** if caught, brief stinger/jumpscare + reset to last checkpoint.
- **Evidence + endings:** track Evidence Collected, Setpieces Completed, Times Caught, and a few key
  choice flags.

UI and Controls

HUD (minimal): evidence count, current objective, and pause indicator.
Phone: lightweight, quick-use interactions (evidence photo / required unlock-scan moments). Phone UI
appears briefly or during specific interactions rather than being held open for long periods.
Menus: Start, Instructions, Settings, Credits; Ending screen shows outcome + run stats.

Technical Plan (Web)

- **Stack:** Phaser 3 + JavaScript/TypeScript, built with Vite; HTML/CSS for simple menus if desired.
- **Content pipeline:** Tiled tilemaps + JSON configs (chapters, interactables, enforcers, setpieces).
- **Architecture:** Scene-based (Boot/Preload, Menu, Game, Minigame Overlay, Ending); client-side save via
  localStorage.

How This Will Be Communicated to the Class

- **Kickoff pitch:** present the premise, tone references, and chapter-based structure; vote on ceremony goal
  + chapter list.
- **Early scope lock:** agree on minimum shippable features (movement, stealth, checkpoints, several
  chapters, boss fights, endings).
- **Team split:** Engine, Minigames, Level Design (Tiled), Art/Audio, Writing, QA; define PR rules and
  ownership.
- **Milestones:** core engine working; first complete chapter; content expansion; polish and balancing;
  endings pass.
- **Single source of truth:** one short GDD + chapter checklist + bug board; changes require a clear "why"
  and scope impact note.