**Terrance the Thief**

**Introduction**

This document describes a game called “Terrance the Thief”, which is designed to be a simple 2D top-down game. This game will employ sprite-based animation, tiled backgrounds, collision detection, physics, AI, and more 2D game techniques.

**Technology**

Terrance the Thief will be developed for the Windows Platform using the Wolfie2D game engine.

**Backstory**

Ever since Terrance was a kid he always wanted to be one of the greats… one of the greatest thieves. But every thief has to start somewhere.

**Objective**

Terrance will need to rob different locations, whether it be a store all the way to a maximum security bank. To do so, he will have to avoid guards by being silent and staying in the dark.

**Gameplay**

The game will be a top-down game where the player can move up, down, left, and right. The player will need to use stealth and puzzle-solving to complete each heist. The player will be able to hide in certain places such as a locker or vents. The player can also pick up various items to aid in their heist. Some items will be used as a decoy or distraction. The player needs to manage the guard’s line of sight and volume. Being too loud will draw attention to the player, so certain tasks need to be done efficiently and correctly.

**Controls**

This game will be played with a keyboard and mouse. The following can be used:

* W- Move up
* S- Move down
* A- Move left
* D- Move right
* E- Primary interact
* R- Secondary interact

**Graphical User Interface**

GUI will be needed for:

* Splash Screen
  + Splash screen will show the logo of the game and some artwork in the background
* In-game menu
  + New game- start a new game
  + Controls- shows the controls to the game
  + Level Select- shows levels you can play
  + About/Help- about section for the game
* In-game GUI
  + Small inventory to hold 2-3 items at most
  + Status bar that shows how loud you are being
  + Indicator if you are seen

**Artwork**

Piskel and Gimp will be used to create all the artwork for the game.

Terrance- will appear in dark clothing to blend in with his surroundings. The following animations will be required:

* Walking Right
* Walking Left
* Walking Up
* Walking Down
* Deploying an item
* Hiding
* Getting Caught

Guards- will appear as stereotypical guards/police. Blue shirt, black hat, gold badge. Required animations:

* Walking Right
* Walking Left
* Walking Up
* Walking Down
* Distracted
* Alerted

Lockers and Vents- required animations:

* Opening
* Closing
* Hidden Player

Floor and Wall Tiles- The player will move mostly on a 2D plane, without any vertical ascending or descending

**Sound Effects**

This game will need sound effects for the following:

* Walking
* Setting off an alarm
* Kaching sound for picking up money
* Taking damage
* Clearing a level
* Using an item
* Opening a locker
* Opening a vent
* Pressing keypad buttons
* Lock Picking

**Music**

Game music will be done using Logic Pro.