

The Sanctuary | An Isometric Stealth Game

Concept

'*The Sanctuary*' is a single-player stealth and puzzle game. This is an isometric game, utilizing fixed perspectives and tile-based 3D movement. The player character begins at the base of The Sanctuary, a sacred monument that is home to a divine relic. Their goal is to make their way through the rooms, or levels, as quickly as possible. They must do so while avoiding the guards patrolling the map so that they can acquire the relic.

Core Mechanics

Players will follow tile-based movement, and can navigate to any floor tile that is not actively blocked. Aside from basic movement, players can also throw objects at a certain distance to distract enemies and interrupt their patrolling. If best outcomes are met, there will be more heavy puzzle mechanics that will involve rotating the screen to one of four fixed perspectives.

Control Schemes

Players can use **Mouse** controls for movement. The player will pathfind to any unblocked floor tile that is clicked. The player can hit **shift** to enable the throwing mechanic and then click on any tile within their range where they'd like to throw a distraction. The behavior is only active while holding **Shift**, so releasing this key will return the player to basic movement controls. If best outcomes are met, they will also be able to use **A** and **D** or the **Right** and **Left Arrows** to change their perspective.

Story

The Sanctuary is an ancient, labyrinthian monument. It stores a divine relic protected by spirit warriors. The player character is someone with an unknown identity and motives. Passive spirits who reside in the tower will share lore, but their clues will be intentionally vague and cryptic until the truth is revealed. The player's past, motives, and connection to the relic will slowly be revealed with every level.

Art Style

As previously mentioned, '*The Sanctuary*' is aesthetically based off of the **Monument Valley** games. While there are many implementation commonalities, it also has major gameplay differences. The art style, however, is entirely derivative of **Monument Valley**. The only artistic differences lie in the typeface and player/enemy character models. I plan to make use of a few fonts throughout the game for tutorials and UI elements, including but not limited to: Humanist 521 Light, Kessel 105, and the Museo family fonts.

Story/Art Style Reference

▶ Monument Valley - Full Game (No Commentary)



Monument Valley gameplay | https://www.youtube.com/watch?v=Y2jCoesoqrl&ab_channel=EncryptedDuck

Audio

In-game audio, from sound effects to music, will be sourced from **Monument Valley** and **Monument Valley 2**. The overworld and menu music will be specifically from the **Monument Valley 2** OST, including tracks like “An Emptiness”, “Měn-an-Tol”, “The Orchard”, “A Full Life” and “Mother’s Pledge”. One specific scene may possibly use the track “Elk” from **Happy Game**.

Win and Lose Conditions

The playable character must avoid detection from enemies at all costs. If they are caught, the level ends and they must restart. The ultimate win condition is passing every level and reaching the relic, but if several levels are implemented, the player will still receive rewards in the form of a level clear screen. A scoring metric will be implemented with the use of counters. Levels cleared in the least amount of time yield a better score, which will likely be judged on a rating basis (1-3 stars, each signifying a different range of clear times).