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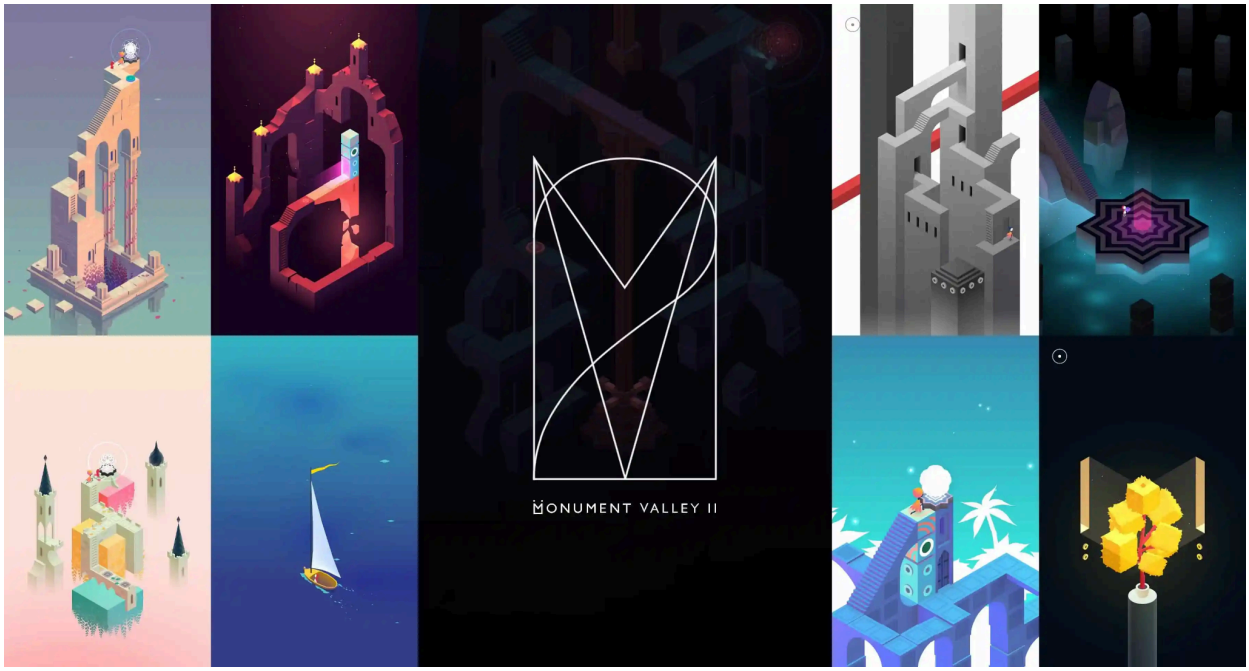
Final Project: Proposal

The Sanctuary | An Isometric Stealth Game

'*The Sanctuary*' is aesthetically and conceptually based off of the mobile game, ***Monument Valley***. I plan to use a fixed isometric perspective that, depending on the time and skill restraints, may involve perspective changes that enable the player to view the level from four predetermined points, each a side of the level. While I plan to implement puzzle-game elements, the priority is stealth mechanics, The Sanctuary will include these elements to tie in both the projectile and enemy requirements for this project.

Monument Valley 2 - Full Game (No Commentary)



Monument Valley 2 gameplay | https://www.youtube.com/watch?v=uU3yZwgBVtM&ab_channel=EncryptedDuck

Gameplay/Implementation

'*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.

Players will be able to walk on predetermined tiles, so long as they are on the correct plane. Aside from basic movement, which will make use of path-finding, players can also throw items to distract enemies.

Good Outcome Deliverables

I plan to get the scene(s) fully set up with primitives and place-holder assets, and to include functional movement (accurate pathfinding, even if I am not yet able to lock it to the center of each tile) and basic throwing capabilities for the playable character. I also plan to have functional place-holder menus, and will focus on making their design elements cohesive and more stylised at later stages of the game development (in better or best deliverables). I also will make sure the WIN/LOSE states are accessible, which means at least one level needs to be playable, enemy ray-tracing/patrol cycles are active, and the endings have placeholder screens. Additionally, I'll implement basic audio like the soundtrack at this stage.

Better Outcome Deliverables

I think I could additionally include short NPC interactions (for vague lore) and refine some existing elements from the Good Outcome Deliverables. I'd also like to implement more nuanced audio systems, including spatialized sound effects, reverb zones, and audio mixing (fades between scenes, and so on). I also plan to implement nuanced settings for the pause menu at this step. I will at the very least include a volume slider, an SFX volume slider, and a mouse sensitivity slider. This is also where I plan to implement the power up, which will likely be either a temporary time-freeze ability or a range extension for the throwing mechanic.

Best Outcome Deliverables

I would ideally like to have a very stylised and cohesive final game. I've already sourced assets that I think will cover the bulk of the level design, but still need character models. In addition, I'd love to include some simple animations (idle states and character walk cycles) and see how I can tie these to short cutscenes (i.e. the player walking up to The Sanctuary or them reaching the relic room). Lastly, if all other deliverables are met with adequate success and I still have time, I'd love to introduce one of the core elements of ***Monument Valley:*** the ability to rotate the level/change perspectives. While it will require some extra coding to define when paths are or are not connected (based on the player perspective), as well as a lot of clever level design, I would really like to get this working if time allows it.

Next Steps

The key elements I will need to look into will be pathfinding, raycasting, and projectiles. Pathfinding is key to the player movement, though I will also need to figure out how I keep their movement restricted to the middle of the tiles. Raycasting will be essential to the enemy behavior, as it will dictate when the player is caught- the lose state. Additionally, I'd like to have the projectiles implemented so the player can only throw them to the center of any floor tile, so I will have to figure out how to get this restriction implemented as well as how to program a visible arc in how the projectile is launched. I believe YouTube will be my best friend regarding the first two issues, but I will likely have to browse forums for additional help with the projectile motion. I will likely also utilize office hours very frequently to get some assistance with this issue.