**Team Failgelson Project Proposal**

**Team Members**

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**Overall Concept**

Our game consists of the following elements:

* Top-down, stealth-based action game with 3D models for characters and objects
* Map with 2-stage fog of war (like StarCraft), and "safety zones" that the player can secure
* Player character who lacks a mechanism for killing enemies
* Time-based objectives
* Enemy guards that patrol on static paths
  + Will close on the player and receive certain bonuses (speed, detection ability, etc.) if the player is not stealthy and/or triggers alarms
* Setting
  + Option 1: Yugoslavian civil war with modern elements
  + Option 2: Dystopian robot-future

**30 Seconds of Gameplay**

Tim has just started our stealth game. He sees an over-world with a cursor hovering over the first mission’s location. He starts the first mission by pressing the return key, and sees our protagonist from above in front of a door. Tim moves through the door, navigating with the arrow keys, and the camera follows him inside, showing him the behavior of the entities around him. Tim sees a guard with a machine gun patrolling the area, and moves into a conveniently located pile of rubble. The guard passes and Tim walks slowly through the rest of the room to avoid making noise and alerting the henchman. As he walks into the next room, a guard hears him, and becomes suspicious. Tim throws a rock at the far wall so that the guard will leave. The guard becomes more alert (and faster-moving), but walks away for the moment. To reflect this, Tim sees the alarm-counter at the top-left of his screen appear at a rating of 1.

**User-visible Features**

* As a player, I want to be able to **move my character** around the screen and the environment, so that I can explore the levels of the game and potentially beat it.
* As a player, I can **take cover** in patches of rubble or vegetation, or behind walls of durable objects, in order to avoid guards.
* As a player, I can **examine a guards path** and avoid their sight in order to get to an objective without being seen
* As a player, I want **enemies** to be **hostile** toward me **and aware** of my actions when I am not stealthy, so that there is the possibility of failure in the game and I am presented with a challenge.
* As a developer, I want to implement a **rising system of alarms** *a la* GTA, in order to promote a sense of mounting dread in the player, and encourage stealthy behavior.
* As a player, I can **complete missions** in order to obtain rewards and gear that will assist in completing future missions.
* As a player, I want to have **different zones of influence** on the level, so that I can reap the benefits of map control to open up more choices for myself and negate some of the challenges presented by the game.
* As a player I can see my **Inventory** as part of the HUD in order to keep focused on gameplay while still being able to manage and note my resources.
* Stretch Goals
  + As a player, I want the ability to **change character roles**, so that I can approach levels with multiple different strategies, and increase the replay value of each level.
  + As a player, I can **recruit teammates and go on side quests** for them to increase their effectiveness and win further rewards, as well as change the plotline of the story. As a developer, I want loyalty missions to increase player-investment and tug on heartstrings.
  + As a player, I want to see **various animations** for in-game events, so that the game appears aesthetically pleasing to me.

**Art Assets**

Our assets will, for the most part, be obtained for free from the Unity store. For additional models that cannot be found in the Unity store, as well as the majority of the sound elements, we will look elsewhere on the Internet for free content. In the worst-case scenario, we could create bitmaps, brief audio clips, and possibly some of the modeling elements ourselves, using basic tools (Paint, Audacity, etc.).

* 3D Models
  + Humanoid character model
  + Guards (robots or some shit, TBD)
  + Various soft cover (bushes, rubble, etc.)
  + Structures
  + Objective models
    - Generators
    - Fuel tanks
    - Wounded people
* Terrain models
  + Indoor elements
    - Floor tiles
    - Walls
    - Doors
* Audio elements
  + Background sound
    - Music (We have music majors on tap, and recording equipment.)
    - Wind
    - Dialog
    - Weather elements
  + Model noises
    - Enemy narrative
    - Enemy weapons
    - Generators
    - Rustling of trees / bushes
  + Player noises
    - Opening and closing menus
    - Inventory switches
    - Movement

**Code Repo URL**

https://github.com/mosqutip/EECS395-25