Design Project Name: *Soliton*

Semester Term: *Spring 2014*

Designer/Team Members: *Joshua Trahan*

Roles and Duties: *Joshua Trahan – all roles*

Game Overview:

*Soliton is a basic, top-down stealth game inspired by Metal Gear Solid. The player tries to navigate a simple level while avoiding enemies from a top-down view. The game is tile-based and turn-based, so as the player advances from one tile to another or passes a turn, the enemies will advance one tile in their patrol path, or rotate, depending on their determined behavior.*

*Players have full awareness of the game board, but enemies only have a cone of vision 90 degrees wide from their front, extending four tiles out. They will see three tiles wide on the tile directly in front of them, five tiles wide two tiles in front, then seven, then nine. The game ends if the player is seen.*

Board / Map: *Different maps can be used for the game. They can have a size up to 80 tiles long and 25 tiles tall. The only features on a map are walls, enemies, a starting point, an exit point, and pre-determined patrol paths for the enemies. Lines are drawn to designate the enemies’ patrol paths, with arrows along them to designate the direction they are moving. Arrows separated from the line mean the enemy will look that direction, but not move.*

*The game is best played on jumbo graph paper with lines drawn THROUGH tiles for walls. Anything can be used to represent the player and the enemies, as long as you can easily tell the player piece from enemy pieces, and as long as the pieces fit in your tiles.*

Game Objectives/Goals: *The objective of the game for the player is to get from the entrance of a level to the exit.*

Game Rules: *Every time the player makes a move, the enemies make a movie. The enemies move on a fixed path. If the player ends up within the enemies' cone of vision, the player loses. The enemies' cone of vision does not extend through walls.*

User View: *The users sees a top-down view of the entire level, including the enemies' current locations and headings.*

Additional Game Details: