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. A 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 extending in a 90 degree arc from their current heading. Their view is four tiles in each diagonal direction, in addition to the tiles in the space in between the two diagonal lines. The game ends if the player ends up in this space.*

Board / Map: *Different maps can be used for the game. The normal size will be 80 tiles long and 25 tiles tall. The only features on a map are walls, enemies, and pre-determined patrol paths for the enemies.*

*The board is made of anything with a grid containing about 1 inch by 1 inch spaces. Jumbo graph paper is the best thing to use. Walls are drawn as lines through the middle of tiles, designating those tiles as wall tiles that cannot be crossed or entered by the player or enemies. The enemies’ paths are drawn as lines, with an arrow between each tile along the line representing the direction they will move. An ’S’ on a tile means that the enemy will stay on that tile for one turn. An ’S’ followed by an arrow designates the direction the guard will face after he stays on that tile.*

*The player and the enemies are represented by game pieces chosen by the player. It doesn’t matter what they are, as long as the player piece is different from the enemy pieces, and as long as both the player and the enemy pieces fit within the tiles on the board being used.*

Game Objectives/Goals: *The objective of the game for the player is to get from the entrance of a level to the exit without being seen by guards.*

Game Rules: *Every time the player moves a tile, the enemies move a tile. The enemies move on a fixed path drawn onto the game board. If the player ends up within the enemies' cone of vision, the player loses. The enemies' cone of vision does not extend through walls. Players and enemies can ONLY move up, down, left, or right. The player can skip turns and just let the enemies continue along their paths.*

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

Playtest notes:

Brett Henderson and Evelyn Bravo told me that game rules were very unclear. They didn’t know a lot of specifics about the rules, such as whether the player can move diagonally, the sight lines of guards, and especially notation for guard paths (Do I move the guard? Do I just rotate him? Do I make him stay still?)

I’ve simplified guards’ vision areas, and made the rules a lot more definite, especially regarding motion and guard paths.