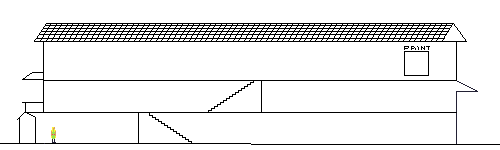
**Stick Man Heist**

**Game Design Document**

1. **Game Overview**
   1. *Game Name:* Stick Man Heist
   2. *Genre/ Type:* Stealth – following the theme ‘Avoid the Light’
   3. *Brief:* Infiltrate a guarded mansion and steal a priceless painting as part of a heist. Navigate through the mansion while avoiding the security lights, cameras and random objects to remain undetected.
2. **Gameplay**
   1. *Objective:* To sneak past all the obstacles to reach the checkpoint (painting) and sneak out with it.
   2. *Game Progression and Play Flow:*
      * 1. The entire game will take place in a single level i.e. The Mansion
        2. The game will feature one checkpoint i.e. The Painting
        3. The first flow will be the challenge for the player to reach the painting and steal it
        4. The second flow will be carrying out the painting to the start point at heightened security
      1. *Challenge:*
         1. Avoiding the patrolling security guards who are using torchlights by hiding behind objects waiting for them to pass and using pattern recognition.
         2. Paying special attention to your surroundings to ensure random objects aren’t triggered.
3. **Mechanics**
   1. *Rules:*
      1. Player cannot be caught up any security guard who are patrolling the mansion
      2. Random objects may trigger an alert causing the security guard to rush to the players sport, player needs to hide when this happens or tr
   2. *Physics:* Only rigid body for random objects which may fall and cause the security guards to run to the spot
   3. *Items:* 
      1. Players can interact with the random objects to prevent them from falling.
      2. The only collectible item is the painting.
   4. *Character Actions:*
      1. Run
      2. Crouch
      3. Sneak
      4. Interact with object (same action for every object)
      5. Hide
   5. *Screen Flow:* Only one screen as the game is taking place on a single level i.e. the mansion. The camera will follow the player.
   6. *Game options:* No options – only one mode of play
   7. *Replaying and saving:*
      1. Getting caught by the security guard will result in ‘Game Over’. Players can restart the game instantly
      2. Only save point is after the Painting is collected after which players have the options to restart from the beginning or from this checkpoint.
4. **Game World:** 
   1. Assets to be centered around stick figures and stick man world.
   2. *Opponents:*
      1. 5 patrolling stick figure guards with flashlights
      2. These guards will patrol fixed distances at a particular location
      3. They will respond to noise and run to that location before returning to their fixed routine
   3. *Other Objects:*
      1. A vase which can be tripped by the player
      2. A security camera which will raise an alarm
      3. A cat which will get frightened and raise an alarm
   4. Levels:
      1. Only one level i.e. the Mansion. Rough art below  
         
5. **User Interface**
   1. There are Three scenes in total:
      1. Lobby
      2. Instructions
      3. Main Game
   2. The UI is very minimalistic in nature
      1. Lights will be in contrasting colour to show it’s dangeroud
      2. If an alarm is triggered, a bright red icon will appear on top right
   3. Control System:
      1. Arrow keys to move
      2. Ctrl to crouch
      3. Moving while crouching will sneak
      4. Moving while upright will run
      5. X to interact with items