Infiltration: 2332

DESIGN DOCUMENT

VERSION 0.1

APRIL 25, 2017

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**VERSION HISTORY**

**Version 0.1 – April 25, 2017**

* Basic game idea completed

**GAME OVERVIEW**

**Game logline**

Infiltration: 2332 is a story-driven top-down stealth/puzzle game where the player must traverse through a series of levels containing obstacles and enemies.

**Gameplay synopsis**

The game follows the story of space Uber driver [character name], whose daughter is kidnapped by space pirates on Take Your Daughter To Work Day. [character name] then infiltrates the space pirates’ ship to save his daughter. In the ship, [character name] befriends cyborg spiders, who help him on his mission.

**GAME DETAILS**

**Description**

Infiltration: 2332 is a story-driven top-down stealth/puzzle game where the player must traverse through a series of levels containing obstacles and enemies.

**Game genre?**

Top-down stealth/puzzle

**Is this single-player or multiplayer game?**

Single

**Is this 2D or 3D?**

2D

**Where does the game take place? (world)**

Somewhere on Earth, year 2332

**What do I control? How many characters? Can I use vehicles?** Player controls [character name]. With the push of a button, [character name] becomes idle and the player controls a cyborg spider. No vehicles.

**What is the main focus?** The main focus is to reach the end of each level.

**How long the game lasts? Or how long game matches last?** There are 3 distinct levels. Each level should take between 2-5 minutes depending on the strategies the player uses to solve the puzzles.

**Comparison**

[List 3 similar games and tell how this game is different from those]

**What is unique?**

Infiltration: 2332 incorporates the use of cyborg spiders. Being able to control a secondary entity in a stealth/puzzle game has not been done yet.

**Why create this game?**

Infiltration: 2332 will offer a fresh experience to the top-down stealth/puzzle genre with its unique mechanic which allows the player to control a secondary entity.**AUDIENCE, PLATFORM, AND MARKETING**

**Target Audience** Fans of stealth and/or puzzle games, players looking to get into the genre, and fans of futuristic sci-fi universes.

**Platform**

[Give 3 reasons why people would buy this game.]

**Top Performers**

Dishonored, System Shock 2, Monaco

**Feature comparison**

[Compare your game to competition.]

**FEATURE SET**

**General features**

**Multiplayer features**

**Level Editor**

**Gameplay**

**THE GAME WORLD**

**Overview**

**Key locations** Level start and end locations, marked with some sprite.

**Travel**

The camera is top-down, so the player can move around the levels using WASD/arrow keys.

**Scale**

[Is it a micro world? space? normal?]

**Objects** Walls, doors, keycards, laser grids, trap doors, cameras, alarms

**Weather** None

**Day and night** None

**Time**

**Water**

**Other elements**

**CAMERA**

**Overview**

The camera provides a top-down view of a portion of the level. The player will be centered within the camera, unless the player reaches the level’s boundaries. The camera will follow the player as they move.

**GAME CHARACTERS**

**Overview** [character name], [character name]’s daughter, cyborg spiders

**Character creation** No character creation

**Enemies and monsters**

Patrol guards, bounty hunters

**USER INTERFACE**

**Overview**

**Details**

**OBJECTS**

**Overview**

**Weapons**

**Items**

**Equipment**

**Other**

**MUSIC AND SOUNDS EFFECTS**

**Overview**

**Details**

**Music tracks**

**Sound effects**

**3D sound**

**Other**

**ART**

**What kind of style will be used in the game?**

[cartoon? realistic?]

**Needed building models**

**Scenery models**

**Character models**

**Vehicle models**

**Particle effects**

**Other**

**SINGLE-PLAYER GAME**

**Overview**

**Details**

**Story**

The game follows the story of space Uber driver [character name], whose daughter is kidnapped by space pirates on Take Your Daughter To Work Day. [character name] then infiltrates the space pirates’ ship to save his daughter. In the ship, [character name] befriends cyborg spiders, who help him on his mission.

**Victory conditions** Reach the end of the level to beat the level. Reach the end of the final level to beat the game.

**MULTIPLAYER GAME**

**Overview**

**Max players**

**Servers**

**Customization**

**Is the world persistent or not**

**Saving and loading**

**Scores**

[What kind of scoring system there will be? And will there be online high scores or ranks? How do you get points or ranks?]

**Chatting**

[How do you chat with other players in the game? Is there game lobby? Rooms? In-game chat?]

**Clans**

[Can players create clans or tribes in the game?]

**RESOURCES & LINKS**

**Links to related resources**

Design document based on this template:

[HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX](http://forums.xna.com/FORUMS/T/229.ASPX)

[HTTP://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC](http://indiepath.com/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC)

A few sections of the document are based on the design template in this book:

Fullerton, Tracy. Game Design Workshop, 2nd Edition: Elesvier Inc, 2008.

**EXTRA MISCELLANEOUS STUFF**

**Overview**

**Crazy ideas**

[If you have really crazy ideas - this is the place to put them]