Drone Stealth:

The overall domain for the Drone Stealth game is maneuvering in a three dimensional digital space while avoiding obstacles to achieve goals..

Major Entities:

- Player
    - The user's avatar.
    - Relevant because it is the entity through which the player experiences with and interacts with the world.
    - It uses tools to maneuver throughout the environment and interact with other entities. Guards will attempt to discover and defeat the player.
- Information
    - Information comes in many forms. A whiteboard with diagrams on it or documents on a computer.
    - The goal of the game is to gather military secrets from the base the player sneaks around.
    - The player uses tools to collect information.
- Tools
    - Tools are the collection of mechanics given to the player to aid them in their goal and overcome obstacles.
    - Tools are important because they allow the Player to manipulate the world and achieve goals.
    - Tools are used by the player to overcome minor and major goals/obstacles.
- Guards
    - Guards patrol the environment and attempt to prevent the player from achieving their goals.
    - Guards are important because they are the primary obstacle of the game and threaten the player.
    - Guards threaten the player and attempt to thwart them in achieving their objectives.
- Locks
    - Locks prevent movement through a space by other entities unless a condition is met.
    - Locks are important because they allow us greater control of how the space unfolds.
    - Locks prevent some or all entities from moving through a space.
- Electrical Energy
    - Energy is required to use tools and continue drone operations.
    - Energy is important because it is a limited resource that limits both the player's time and tool usage.
    - Energy is gained by the player by plugging into a wall socket and is used by tools.