

# Infiltrator D

Presented by Team Drone Stealth

Jiayi Jiang

Victor Shu

Mark DeFavero

Shantanu Jamble

Alabhya Maheshwari

# INFILTRATOR D

**THRILLING! EXCITING!  
ADVENTUROUS!**

- Navigate your drone through secret military installations.
- Extract intel for your own military.
- Avoid getting caught at all costs.



**GAME PLAY ELEMENTS:**

- Maneuver your drone in 3D space avoiding guards and other detection systems.
- Utilize your onboard tools to get past locked doors and other obstacles.
- Multiple levels based on real life locations.

**TAKE ONLY PHOTOS. LEAVE NO STORIES.**

**Unique Points:** Customizable Drones, 3D Maneuverability

**Platform:** PC

**Rating :** EVERYONE 10+

**Contact :** [TeamDroneStealth@gmail.com](mailto:TeamDroneStealth@gmail.com)



# TARGET AUDIENCE

- Stealth game fans
  - Sneak around in a 3D environment
  - Use a variety of tools to navigate past obstacles
- Explorers
  - Explore the level
- Drone enthusiasts
  - Control a drone
  - Modify the functions and performance of the drone
- NSA Agents
  - Collect top secret info

# NICHE IN THE MARKET

- The rareness of drone games
- Maneuverability of the drone
- Non-humanoid stealth game



# GAME TYPE



- Single-player
- Pure stealth game
- Non-linear level design



# KEY FEATURES

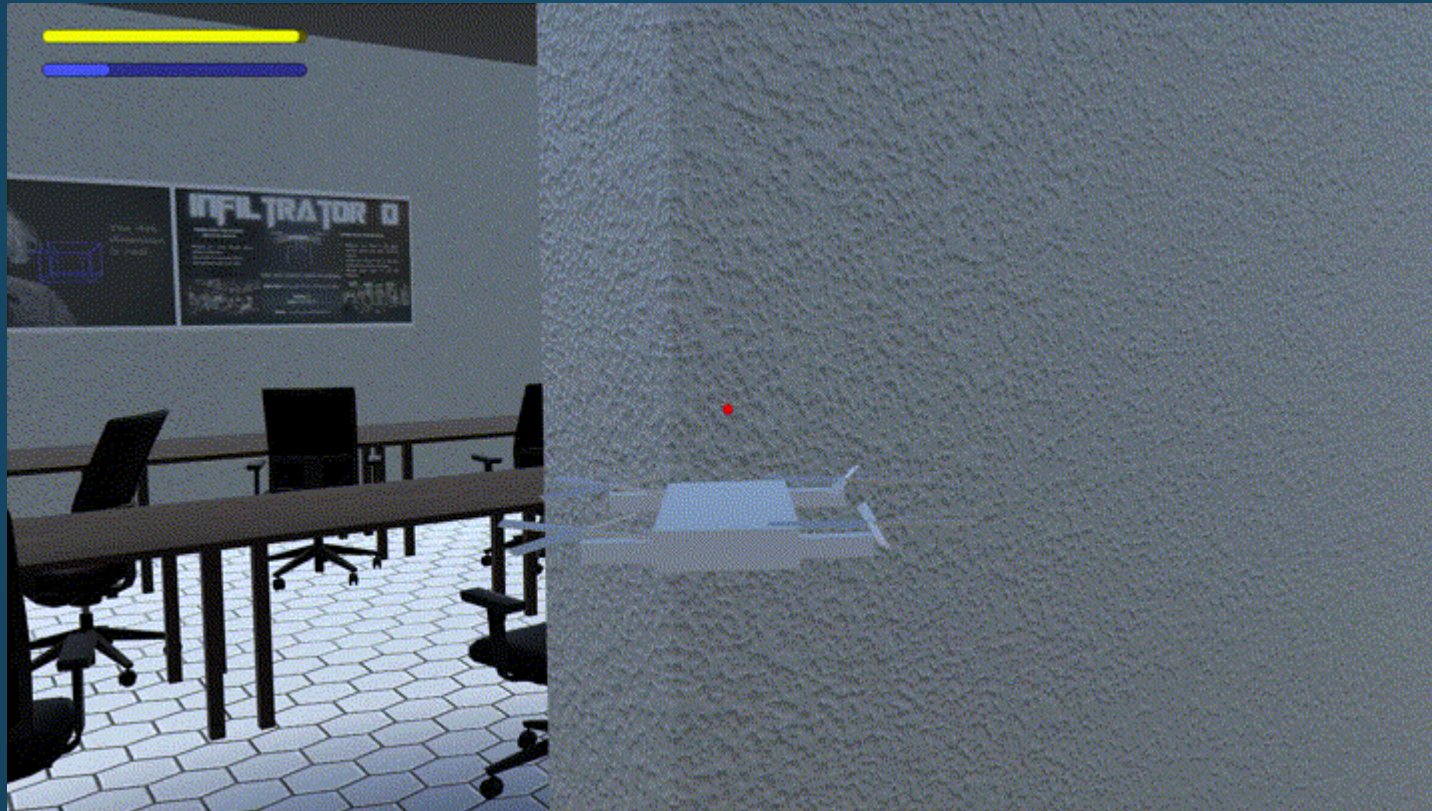
- 360 degree maneuverability
- Drone customization
- Drone tools
- Enemies
- Security system
- Challenging environmental obstacles
- Energy system

# GAMEPLAY EXAMPLES - FAILURE



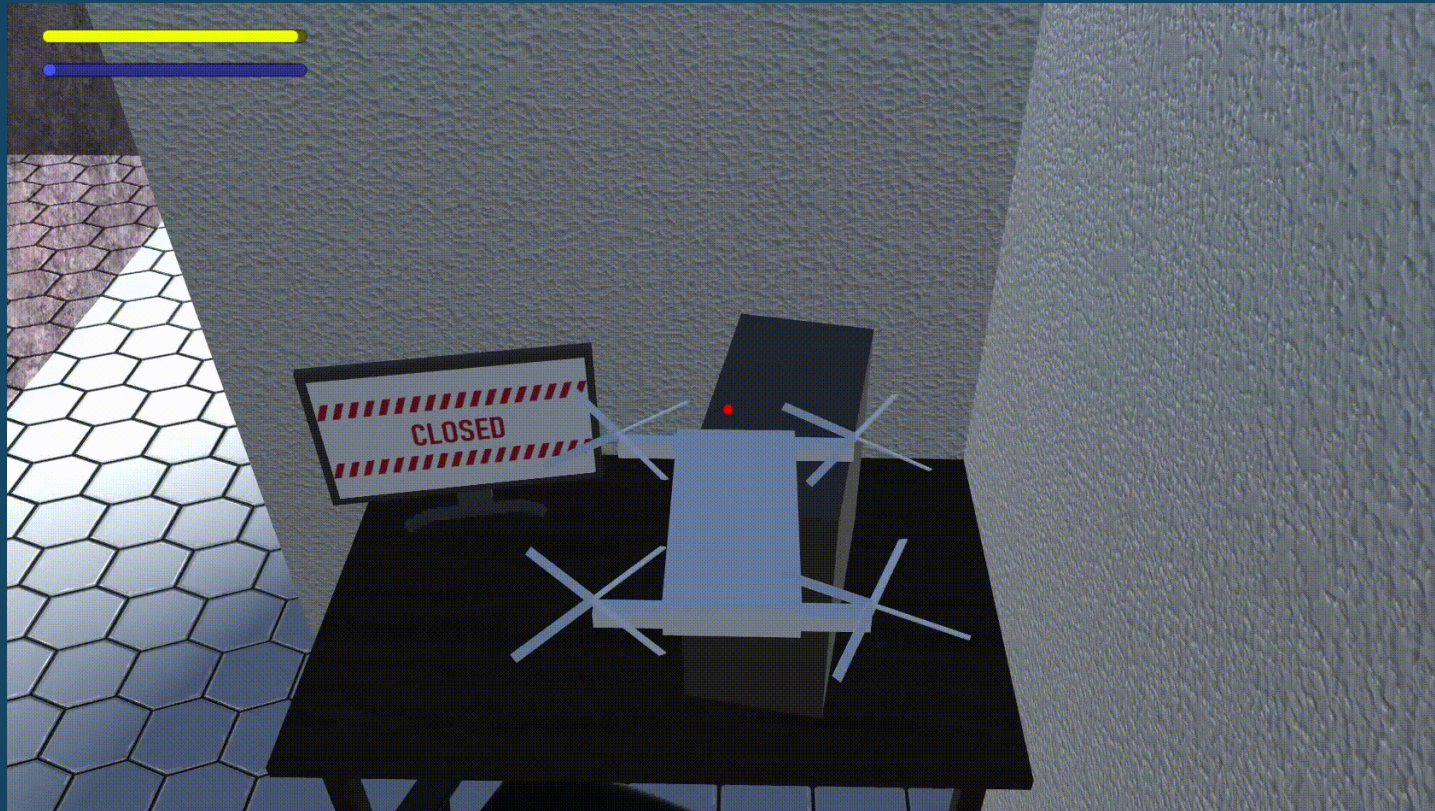


# GAMEPLAY EXAMPLES - CAMOUFLAGE TOOL

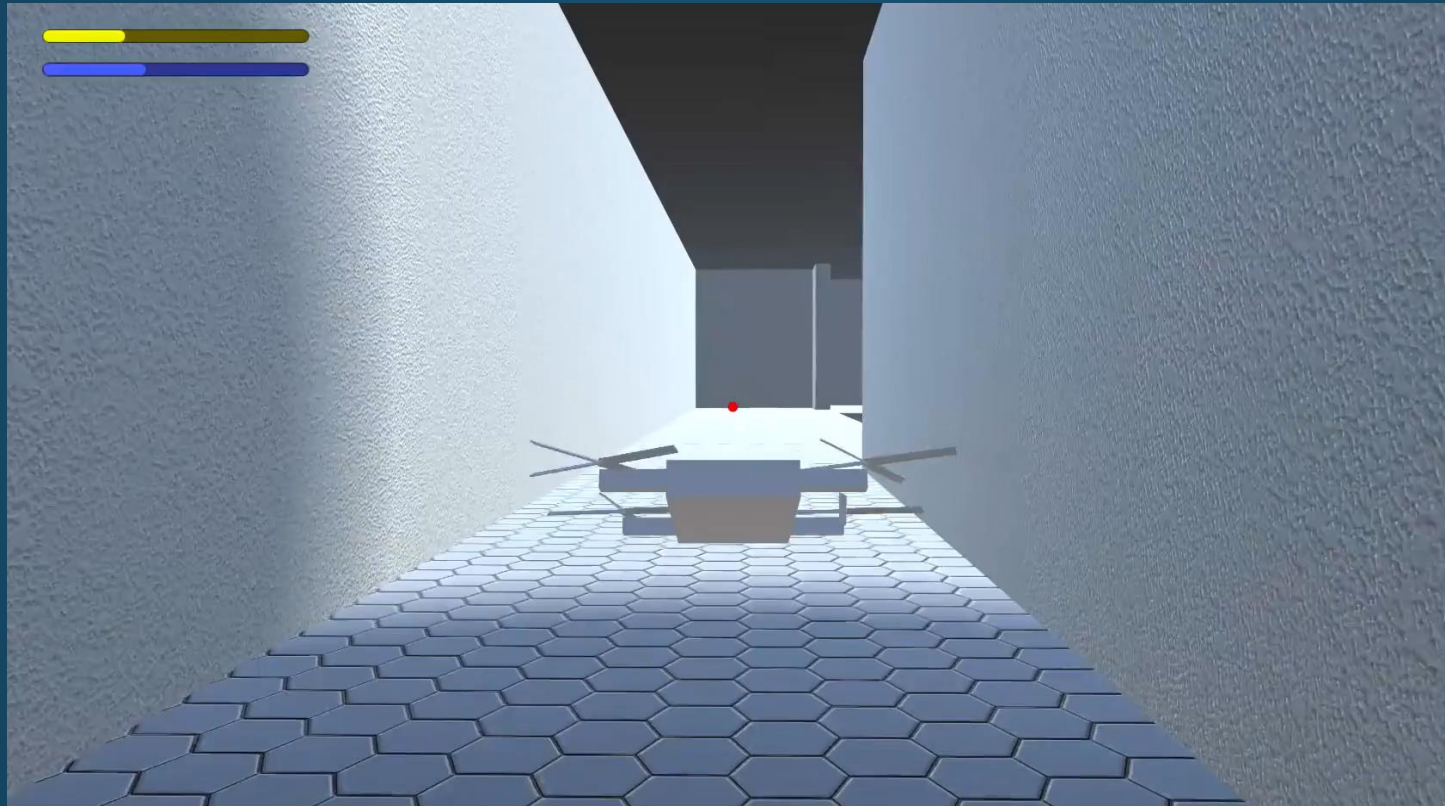




# GAMEPLAY EXAMPLES - HACKING



# GAMEPLAY EXAMPLES - VENTS



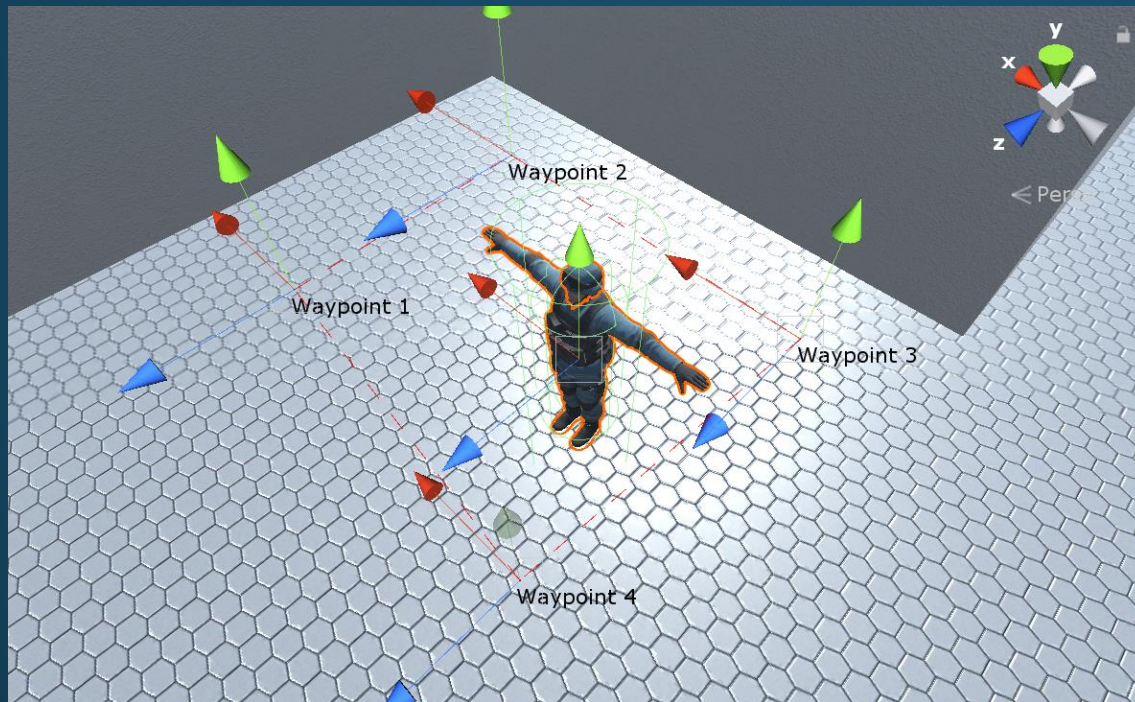


# ARCHITECTURE GOALS

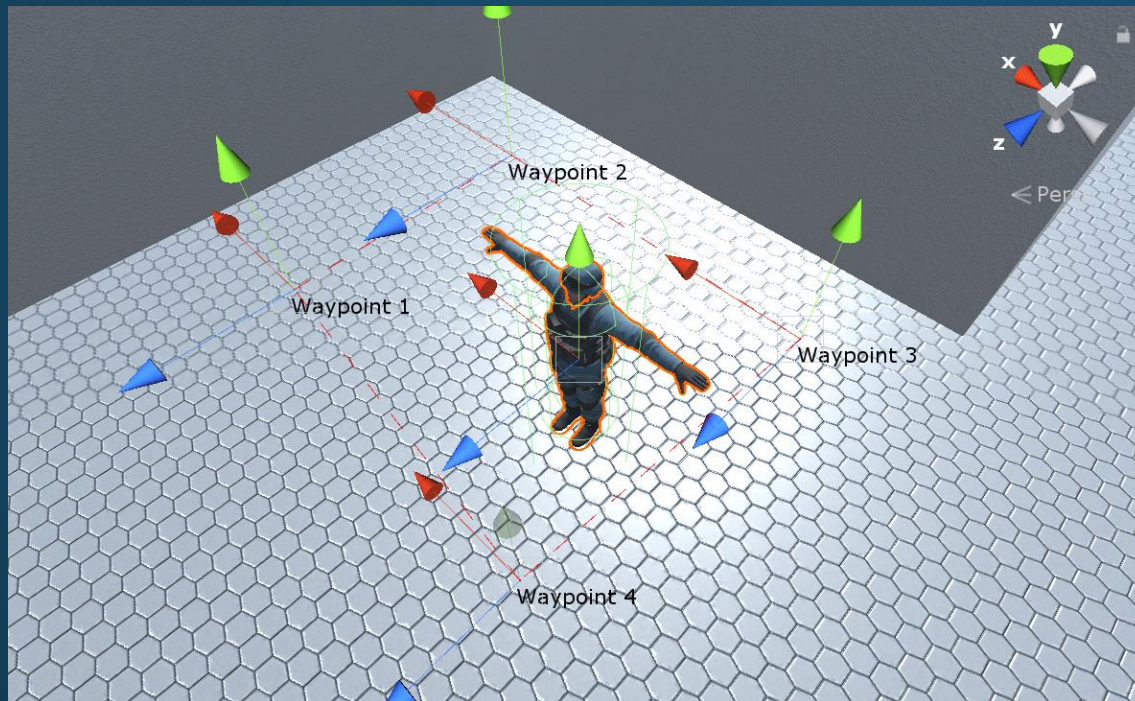
- Unity
  - Component system
  - Quality editor
- Modularity
  - Minimize duplicate functionality
- Data Driven
  - Changes parameters instead of code



# ARCHITECTURE ADDRESSMENT



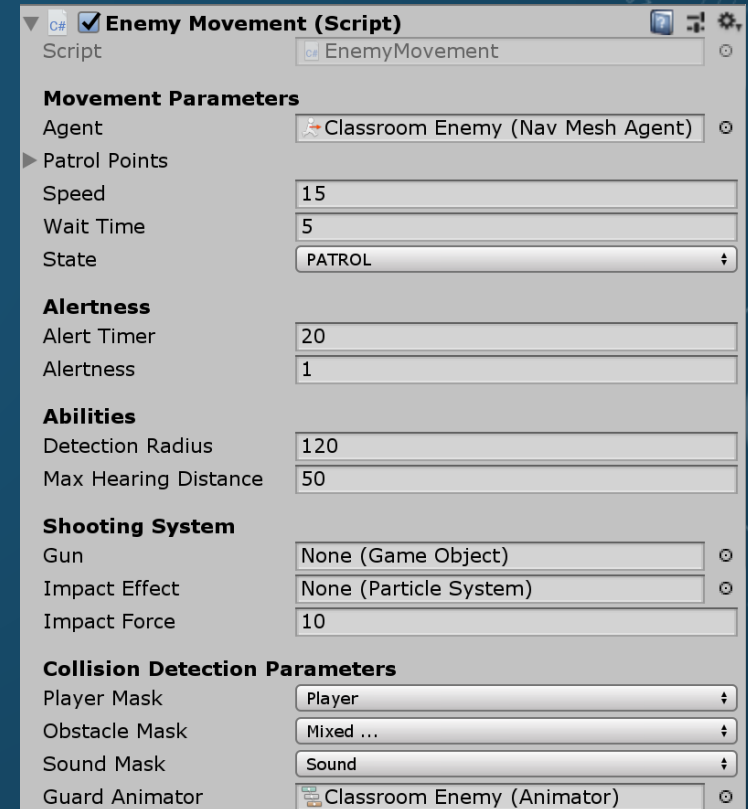
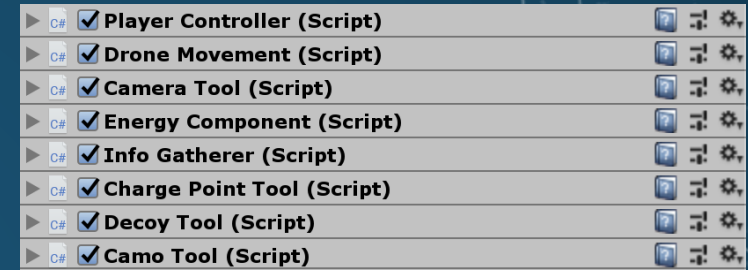
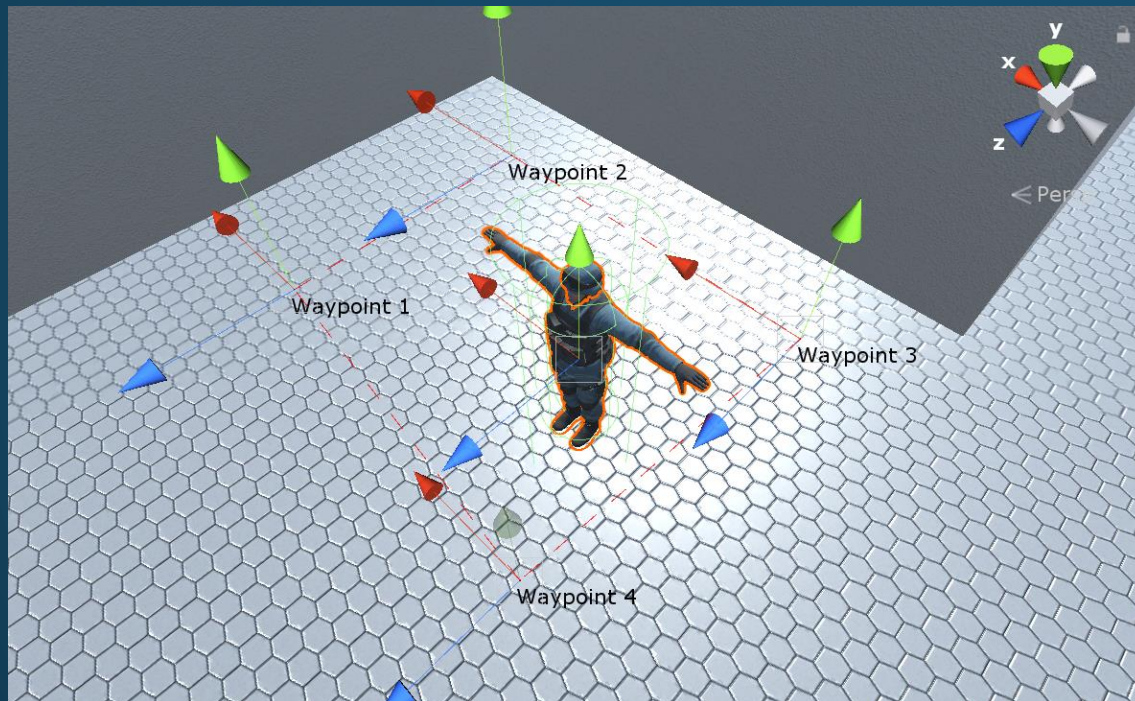
# ARCHITECTURE ADDRESSMENT



▶ C#	<input checked="" type="checkbox"/> Player Controller (Script)			
▶ C#	<input checked="" type="checkbox"/> Drone Movement (Script)			
▶ C#	<input checked="" type="checkbox"/> Camera Tool (Script)			
▶ C#	<input checked="" type="checkbox"/> Energy Component (Script)			
▶ C#	<input checked="" type="checkbox"/> Info Gatherer (Script)			
▶ C#	<input checked="" type="checkbox"/> Charge Point Tool (Script)			
▶ C#	<input checked="" type="checkbox"/> Decoy Tool (Script)			
▶ C#	<input checked="" type="checkbox"/> Camo Tool (Script)			



# ARCHITECTURE ADDRESSMENT





# TECHNICAL ISSUES

- Third Person Camera
- More AI Animations & States
- Refined Tools

# PROTOTYPE STATUS

- One playable level
- A drone that can navigate a 3D environment
- Tools that the drone can use to interact with the environment
- Patrolling units

# PRODUCTION PLAN

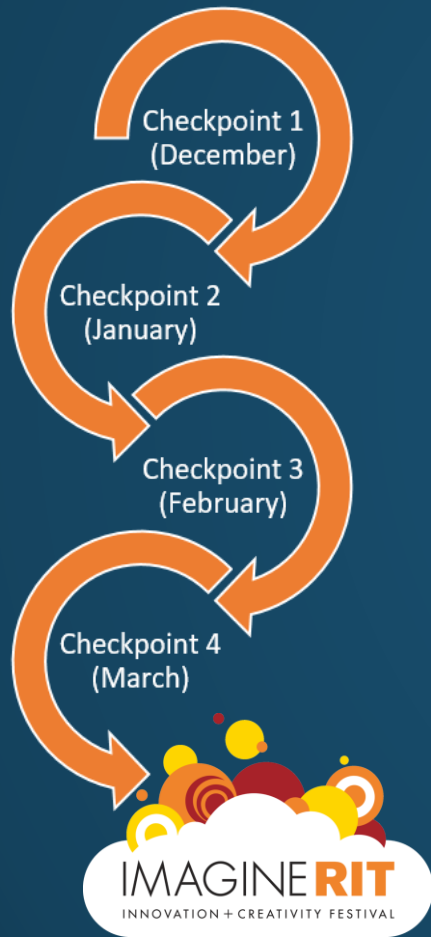
- Current goal is to iterate on our prototype and present at Imagine RIT
  - Adding new features
  - Refining current features
- Shift in Development Cycle
  - Longer sprints
  - More release oriented decision making



# FEATURE GOALS

- Refactoring some aspects of our current code base
  - AI
  - Tool system
- Defining a more involved narrative
- Game Objectives and level completion
- Aesthetic improvements
- More Content
  - Tools, levels, etc.

# PRODUCTION SCHEDULE



## Checkpoint 1

- Enhancements: Gameplay, UI/Menu, Drone assets
- Narrative

## Checkpoint 2

- Enhancements: AI, Environment assets, Code refactoring
- Level Design – Mission 1

## Checkpoint 3

- Audio
- Enhancements: UI/HUD, Gameplay

## Checkpoint 4

- Integrate narrative with gameplay
- Level Design – Mission 2
- Menu/Splash screen art
- Marketing assets

## First Public Demo

- Imagine RIT

# OPEN ISSUES

- Capstone?
- Publication on Steam?
- Magic Spell Studios?
- GDC?
- Taking on more people?
  - Artists?
  - Programmers?



# FEEDBACK AND QUESTIONS

