



# TEAM DRONE STEALTH

IGME 601.01: GAME DEVELOPMENT PROCESSES – FEASIBILITY PITCH - TEAM C

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



# REFINED CONCEPT

- Game Title: Infiltrator D
- Platform: PC
- Genre: Stealth
- Rating: Everyone 10+
- Concept: A drone is infiltrating a military base to get as much top secret intel as it can without being spotted.
- Gameplay: Maneuver stealthily in 3D space and use tools to achieve objectives.
- Characters: Drone, guards
- Major Features (Unique Selling Points): 3D maneuverability and modifiable drones.

## NEED IN THE MARKET

- People like drones
- People like stealth
- People like games
- People like interesting, new gameplay experiences
- People will like drone stealth games that provide new and interesting gameplay experiences

# ARCHITECTURE BACKGROUND

- Unity
  - Component system
  - Quality editor
  - Existing architecture that sufficiently handles physics.
  - Simple UI system

# ARCHITECTURE GOALS

- Data Driven
  - Change parameters not code.
  - Level design should not require changing code.
- Modularity
  - Minimize duplicate functionality.
  - Unity's component system gives us a good foundation for modularity.

# TECHNICAL ARCHITECTURE

- Environment
  - Interactables
  - Detectors that trigger events
- Guards
  - Node based patrolling
  - Detection via sight and sound
- Player
  - Data Driven Controller
  - Tools that interface in with the controller in a standardized manner
- Managers
  - Handles most global concerns.
  - Score, UI, Saving/Loading

## Game Objects

Environment Objects

Player

Guards

Managers

Environment  
Behavior

Environment  
Detector

Behavior1

Detector1

Behavior2

Detector2

Behavior3

Detector3

...

...

Trigger

Energy Component

Player  
Controller

Control

Drone  
Movement  
Component

Tool Component

Sonar

USB Port

Buzzer

...

Movement

Score / Victory / Loss

Alertness

UI / HUD

Sight Detector

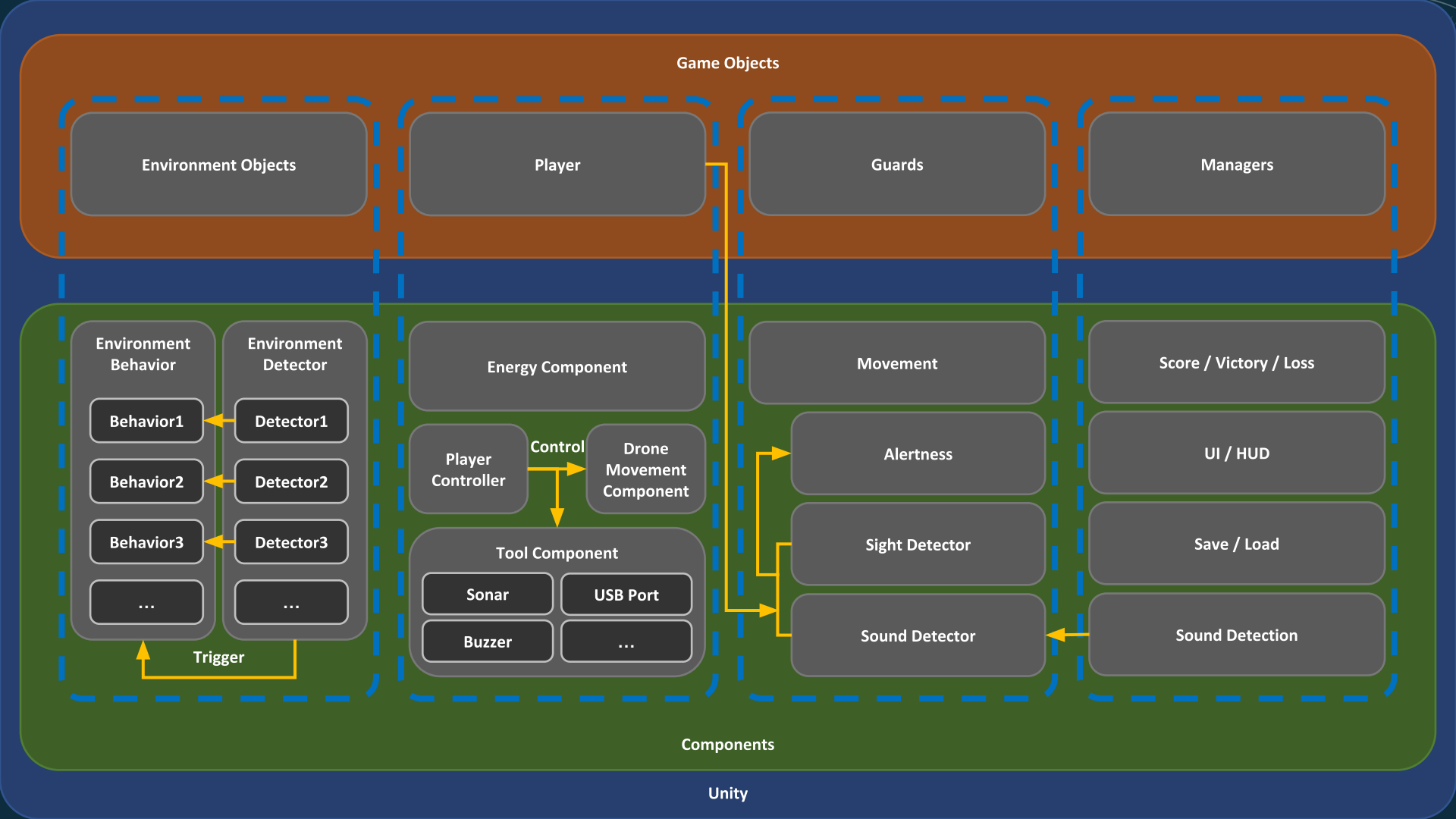
Save / Load

Sound Detector

Sound Detection

## Components

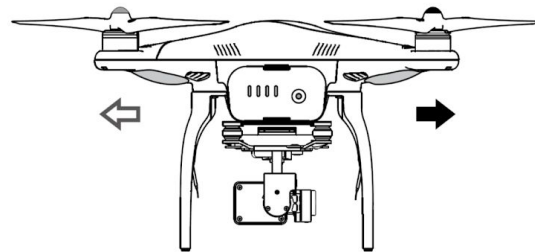
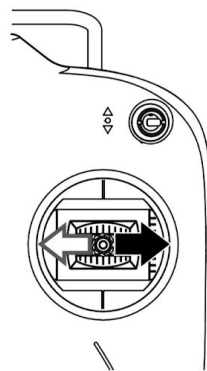
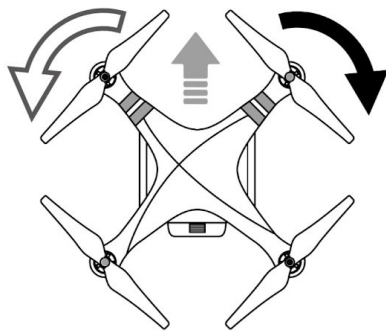
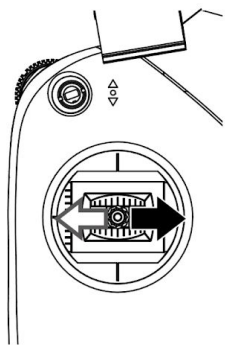
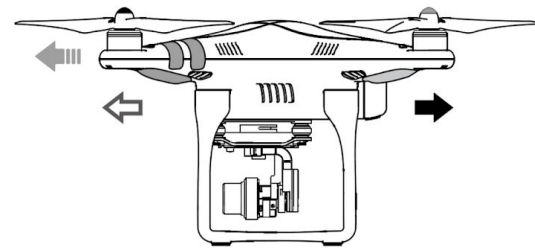
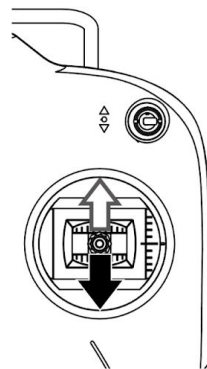
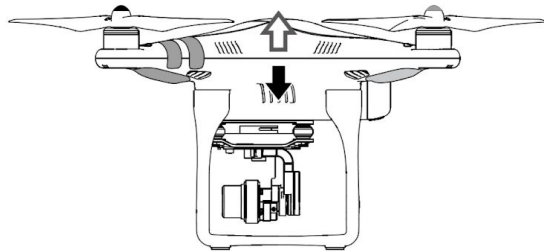
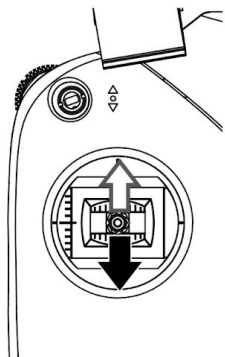
Unity





# RISK & OPEN ISSUES

- Vertical complexity
- Sound detection system
- What happens after being detected
- Conventions of drone control: realism vs gameplay



# FEEDBACK AND QUESTIONS

