Computer Science with Games Development

First-Person Stealth Game Prototype

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I proposed the project

Word Count = \_\_\_

**Problem to be solved:**

Stealth games have been very popular in the last decade. Games like Hitman 3(IO Interactive, 2021), Batman Arkham Knight(Rocksteady Studios, 2015), Metal Gear Solid V: The Phantom Pain(Kojima Productions, 2015) and Splinter Cell: Blacklist(Ubisoft Toronto, 2013) are all exceptional examples of good stealth games. However, these are all third-person games. There is a severe lack of first-person stealth games. Dishonoured 2(Arkane Studios, 2016) is the only relatively recent game that meets the first-person stealth criteria.

There have been many attempts by games such as Call of Duty Modern Warfare(Infinity Ward, 2019) and Battlefield 1(DICE, 2016) to include stealth levels within their FPS games, however, these often feel shoehorned in. A few areas in which these games lack compared to their third-person counterpart include a poor stealth AI, an unintuitive UI design for stealth, a lack of stealth-specific mechanics, limited movement/traversal options and a lack of balance between the player and the enemies.

I am going to create a prototype First-Person Shooter stealth game that will incorporate a few of the features that make third-person stealth games great. The specific areas I want to look at are the stealth AI, stealth UI, stealth mechanics, player movement/traversal and balancing the player and enemies.

The prototype will be one level of the game created using Unity and the scripts will be written in C#. To assist me with the technical side of development I will utilise the Unity Learn website(Unity Learn, 2020), Game Coding Complete(Mcshaffry, 2013) and Artificial Intelligence for Games(Millington, 2019).

**References:**

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