

Untitled Hitman - GAME DESIGN DOCUMENT (GDD) — V0.1

Title: *TBD (Codename: "Clean Cut")*

Genre: Open-World Stealth Assassination

Core Fantasy: Study. Prepare. Isolate. Kill. Vanish. Leave nothing behind.

1. HIGH-LEVEL SUMMARY

1.1 Game Overview

A grounded open-world assassination game focused on:

- stalking targets
- studying daily routines
- preparing controlled kill rooms
- manipulating environments
- executing clean, low-evidence kills
- disposing of bodies
- avoiding suspicion entirely through precision

The game blends elements of **Hitman**, **Dexter**, and **Watch Dogs**, delivering a methodical, strategic experience centered on player freedom and meticulous planning.

2. CORE PILLARS

2.1 Methodical Assassination

Every kill is a puzzle: learn where, when, and how to eliminate a target without leaving evidence.

2.2 Player Freedom

Multiple solutions to every scenario. Kill anywhere, anytime, if you can get away with it.

2.3 Kill Room Preparation

A signature system where players transform ordinary rooms into controlled murder environments using purchased tools and materials.

2.4 Clean-Up & Disposal

A full post-kill gameplay loop requiring careful cleanup, evidence removal, and body disposal.

2.5 Grounded Realism

All mechanics remain believable: no superhuman abilities, no unrealistic gadgets.

2.6 Social Stealth & Disguises

Players infiltrate using convincing disguises, timing, behavior mimicry, and observation of routines.

2.7 Tech Interaction

Hacking cameras, accessing door systems, acquiring digital intel, and controlling environments through realistic devices and tools.

2.8 Localized Suspicion System

Suspicion rises only when the player leaves evidence or is sloppy — never from clean kills.

3. SETTING & WORLD

3.1 Structure

A medium-scale open world divided into **six districts**, each with a distinct culture, architecture, security level, and opportunities for assassination:

1. Downtown Core
2. Chinatown
3. Arts District
4. Silicon Tech Corridor
5. Industrial Zone
6. Residential Suburbs

3.2 Enterable Locations

- Apartments & homes
- Offices & workplaces
- Rooftops
- Alleys, garages
- Warehouses
- Hotels & motels
- Bars, shops, public spaces

3.3 District Progression

Districts unlock through:

- story progression
- purchasing forged documents/access
- earning connections
- completing side missions

4. STORY & STRUCTURE

4.1 Narrative Overview

A character-driven revenge story.

Five major targets form the backbone of the narrative.

Side contracts feed into:

- intel gathering
- resource acquisition
- gear progression
- exposure to rival assassins
- uncovering the conspiracy behind the protagonist's motive

4.2 Mission Types

- Main assassinations (5)
- Side contracts
- Freelance jobs via dark web board
- Sabotage missions
- Retrieval/extraction jobs
- Rival hitman encounters

4.3 Contract Sources

- Anonymous encrypted messages
- NPC word-of-mouth

- Player's handler
 - Dark web contract board accessed via safehouse computer
-

5. GAMEPLAY SYSTEMS

5.1 Target Routine Simulation

Targets and NPCs follow realistic daily behaviors:

- work schedules
- travel patterns
- breaks and downtime
- relationships & encounters
- predictable habits
- vulnerabilities and blind spots

Studying this is essential to planning the perfect kill.

5.2 Kill Room Preparation System (Core Feature)

Overview

Players can convert almost any suitable location into a kill room.

Preparation Steps

1. Break in (preferably when target is away)
2. Block windows, lights, and doors
3. Lay plastic tarp, wrap furniture, seal surfaces
4. Install sound dampening materials
5. Disable cameras, Wi-Fi devices, smart home features
6. Set traps or lure devices
7. Prepare lighting and positioning
8. Review checklist before execution

Progression

Not skill-based — **fully item-based**:

- better tarp
- better sound gear
- better lighting
- advanced cleaning tools
- UV lights
- door sealing devices
- fob replicators
- blueprint decryption tools

The more you purchase, the better and cleaner your setups become.

5.3 Execution

Kill Types

- Dexter-style clean kill
- Lured kill
- Poison
- Accident
- Environmental manipulation
- Quiet melee takedown

Core Requirement:

If done correctly, no one ever knows the kill happened.

5.4 Cleanup & Evidence Removal

Cleanup Tasks

- remove blood splatter
- wipe down surfaces
- UV-check for residue
- remove trace fibers/hair
- remove footprints
- restore room to original layout
- bag, seal, and transport tools
- dismantle traps
- remove all plastic sheeting

Cleanup Gear

- forensic wipes
- enzyme cleaners
- UV light
- particle scanner
- industrial tarps
- absorbent mats

Better gear = faster, cleaner, lower risk.

5.5 Body Disposal System

Player-Driven Disposal Options

A) Dismemberment:

- bone saw
- heavy-duty wrap
- industrial bags
- divide and scatter parts

B) Full Body Disposal:

- incineration
- industrial waste shoots
- water disposal

- construction sites
- dumpsters with proper timing
- refrigerated truck loads

C) Cleanup Crew (High Cost):

- player pays a professional crew
 - they remove all evidence
 - arrives after player leaves
 - useful emergency fallback
-

5.6 Social Stealth & Disguises

Features

- disguises must be believable
 - certain NPCs can break disguises
 - behavior mimicry required
 - timing and route discipline
 - performing small tasks to avoid detection
 - purchasing or stealing outfits
-

5.7 Tech & Hacking

Equipment-Based (Not Skill-Based)

- hacking laptop
- fob replicator
- door override devices
- camera spoofer
- power breaker
- blueprint decryption kit

These allow:

- access to camera networks
 - unlocking doors
 - shutting down smart home devices
 - triggering lures
-

5.8 Localized Suspicion System

Suspicion rises only when:

- evidence is left
- noise is made
- player is seen
- cleanup is sloppy
- kill room prep is discovered

When suspicion is active in that area only:

- guards are harder to trick
- guards respond faster
- guards notice deviations from routine
- more guards patrol the same routes

Suspicion **decays naturally** over time.

No suspicion from clean kills.

No suspicion from kill count.

No system exploits required.

6. COMBAT

Philosophy

Combat is discouraged but possible.

Loud weapons are risky.

Melee and silent takedowns are preferred.

Rules

- lethal melee is core
 - guns exist but almost always blow the cover
 - no “run and gun” gameplay
 - if combat happens, situations escalate quickly
-

7. PLAYER PROGRESSION

Progression is Money-Based

Purchase:

- better kill room gear
- better cleanup tools
- better disposal tools
- advanced tech gear
- disguises
- safehouse upgrades

No leveling, no XP, no skills.

This keeps the fantasy grounded.

8. SAFEHOUSE

Features

- disguise wardrobe
- blueprint storage
- evidence/information wall
- dark web contract board
- storage for kill room materials
- storage for disposal gear
- black market vendor connections

Safehouse expands as you invest money.

9. ECONOMY

Income

- main contracts
- freelance side jobs
- intel-finding jobs
- sabotages

Costs

- kill room prep materials
- cleanup supplies
- body disposal tools
- disguises and outfits
- black market gear
- cleanup crew (emergency only)
- safehouse upgrades

Money management becomes part of the strategy.

10. RIVALS & WORLD REACTIVITY

Rival Hitmen

- compete for jobs
- may interfere with main quests
- can kill targets before you
- create pressure and unpredictability

World Reactivity

- evidence impacts districts, not whole city
- NPCs and guards adapt locally
- targets alter behavior if suspicious
- story evolves with each major kill