Stealth Time design document

Background

Time has been fractured. The player must use their newfound ability of prop possession in order to sneak through various facilities in order to reactivate safety measures and fix time. The player must sneak and kill their way through facilities while solving puzzles using their two main forms of human and prop.

Verbs

* Run
* Jump
* Possess / un-possess props
* Throw props
* Shoot (Would be limited / possibly make loud?)
* Interact

Prop form

* Player can posses any prop and use it to sneak around and avoid enemies
* Cannot attack in this form
* Cannot jump in this form
* Cannot sprint in this form
* When attacked in in this form player take XX% less damage than in human form
* When X amount of damage is take prop will break
* Can only be spotted while moving or if shot

Player form

* Player can move like a normal fps (hopefully with source like movement)
* Throw props? (would break on impact but cause a distraction)
* Player can jump in this form
* Player can shoot in this form
* Player can sprint in this form
* Very easy to be spotted by patrolling guards in this form

Levels

Each level will have a set of puzzles required to be finished before the player can reach the level objective. These puzzles range from shooting targets, button pads, silently taking out guards, to going through small spaces with props. There will be patrolling guards as well so the player either will take them out or sneak past them.

Weapons

The player will be armed with a gun fractured in time. A standard issue firearm the previous guards of this place used now imbued with a strange power. It still functions as a normal gun however when the player uses the Alt fire key while looking a prop the player will be able to possess prop and be able to move it around. The gun will have a decently long cooldown in order to encourage the player to not just kill every guard.

Enemies

The guards will have various forms like walking and flying guards. Each guard leaves a trail when they walk that will last for a few seconds. The guards will be in a patrol state until they see the player in their fov (in person form or if they are moving as a prop). Upon seeing the player, the guard will attempt to shoot them. If the player breaks line of sight the guard will move to the players last known location to try and find them. Once the guard reaches the players location (If player was spotted in prop form the guard will shoot the first object, they see that is the same object the player was when spotted). Guards will die in 2-4 hits (might have instakill headshots). When killed the guards will leave a ragdoll that can be dragged around by the player. If a guard spots a ragdoll, then the guard will move towards it and look around for the player, if all is in order the guard will mark the body as seen and not go to it again (or the body could be absorbed by the guard giving each remaining guard more health). If a dead body is spotted, then the guards will be on higher alert (signified by the guards being more unstable) meaning they will spot the player faster. After a short time, they will go out of the alert state and have normal detection times. Guards should telegraph intentions and current state.

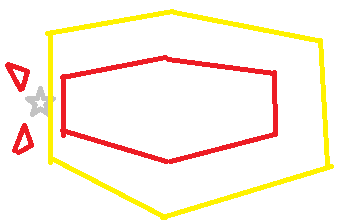
Guard States:

* Patrol (Move in a predefined path and search for player)
* Chase (If player is spotted then leaves line of sight, then go to last known location)
* Investigate (check dead body or known props)
  + Look (look at an interesting object or sound)
* Attack (go towards the player and attack)
* Idle (stand still looking at an area)

Guard Variables

* SpottedTime (time to be spotted by guards, goes down when guard spots dead body, resets after short time)
* Awareness (keeps track of how visible the player is at 100% enter attack state)

Guard Senses

* Multiple view cones (one for center vision, peripheral, and slightly behind)
* Hearing (can hear loud noises if there is clear line of sight from source, also maybe enter investigate or look state when hearing noises?)

Yellow = Peripheral Vision

Red = Direct Vision

Story

The player starts out in an armored transport, suddenly a loud noise is heard and the truck crashes. Player wakes up with the truck open. After sneaking through a small section with some guards the player finds the fractured gun. After cresting a ridge, the player sees the full extent of the time fracturing. A tower in the distance shattering but frozen in time, a large black hole is visible near the center where the fracture is. The tower visibly shifts between two states of falling apart as if time can’t choose where the tower is. With each facility passed the player learns more about the company and what they were trying to do. Eventually the player reaches the tower and after a difficult stealth section climbing to the black hole. The player attempts to shut it down. While the player does successfully shut it down, the gun is sucked into the collapsing black hole. The tower, no longer frozen in time, begins to collapse. The player narrowly escaping the tower finds a working vehicle and drives off into the distance on a desert road.

Main Gameplay Loop

Use the two forms in order to avoid detection and solve puzzles. The game will be three main segments First facility, second facility, and the tower. Each facility should take 20 – 30 minutes to complete. Only fail condition is death. When the player dies, they will respawn close to their death point at an invisible checkpoint with all guards killed respawning. Their will be a short section in between each facility to give the player a low intensity / different gameplay style area.

Art Style

The art style will be somewhat cartoonish like that of valorant’s visual design. Most of the map will be in a desert state while other areas affected by the time fracture would be a jungle or forest type aesthetic. These areas will be separated by a translucent wall of glowing blue fire. The guard enemies will be humanoid creatures that are dark blue and black with glowing light blue areas like the look of the time fractured areas. The facilities will have a dark aesthetic with many futuristic and sci-fi influences (glowy bits, lots of glass, very minimalist). Areas of the facility in fractured time areas will be older and more decrepit with plant life almost taking over.

Intensity Map

* Van crash (low intensity)
* First stealth (medium intensity)
* Gun collection and testing (low intensity)
* First facility (medium intensity)
* Narrowly escaping first facility (high intensity)
* First seeing of the tower (low intensity)
* Mini combat/stealth (medium/low intensity)
* Second facility (high intensity)
* Journey to tower, glorified cutscene (medium intensity)
* Eerily calm entry to tower (low intensity)
* Tower climb (medium/high intensity)
* Tower escape (High/Very high intensity)
* Final drive away (low intensity)
* Credits

First Level

Goals

* Introduce Player to core mechanics
  + Shooting
  + Possessing
  + Guard Behavior
* Act as a hook
  + Van ride
    - Player hears loud noise
    - Looks out window
    - Large explosion in tower
    - Van crashes
    - Player wakes up in beginning area
* A vertical slice of what the game will be
  + Stealth
  + Combat
  + Puzzles

Misc Ideas

* Puzzle where player must lure a crowd of enemies into a trap
* Section where player disguises as a guard
* You can change which parts of the facility are fractured in time
* As you enable safety measures time gets less fractured in the area around the safety measure

Design Tips

* Level has areas of Safety and danger
* Limit easy tools (eg distractions)
* Have multiple observe / execute loops (should have some adversity)
* Have guards able to counter dominant strategies
* Have a large failure spectrum
* Make failure as interesting as success

Failure Spectrum

* Hidden
* Guard Curious
* Guard Spotted
* Can kill guard
* Guard Screams (after decent delay)
* Combat
* Death / Escape