

OVERVIEW

The aim is to complete platformer-esque levels, collecting items, without being caught by NPCs.

Using walk, crouch and climbing mechanics, the player moves through the map, collecting pickups with a goal of retrieving an item and returning to spawn. NPC's will be keeping guard and by the player hitting their line of site they become hostile to them. The aesthetic of the game will lean toward high fantasy.

Target Platform / Minimum Hardware:

Platforms: Pc

Engine: Unreal Engine

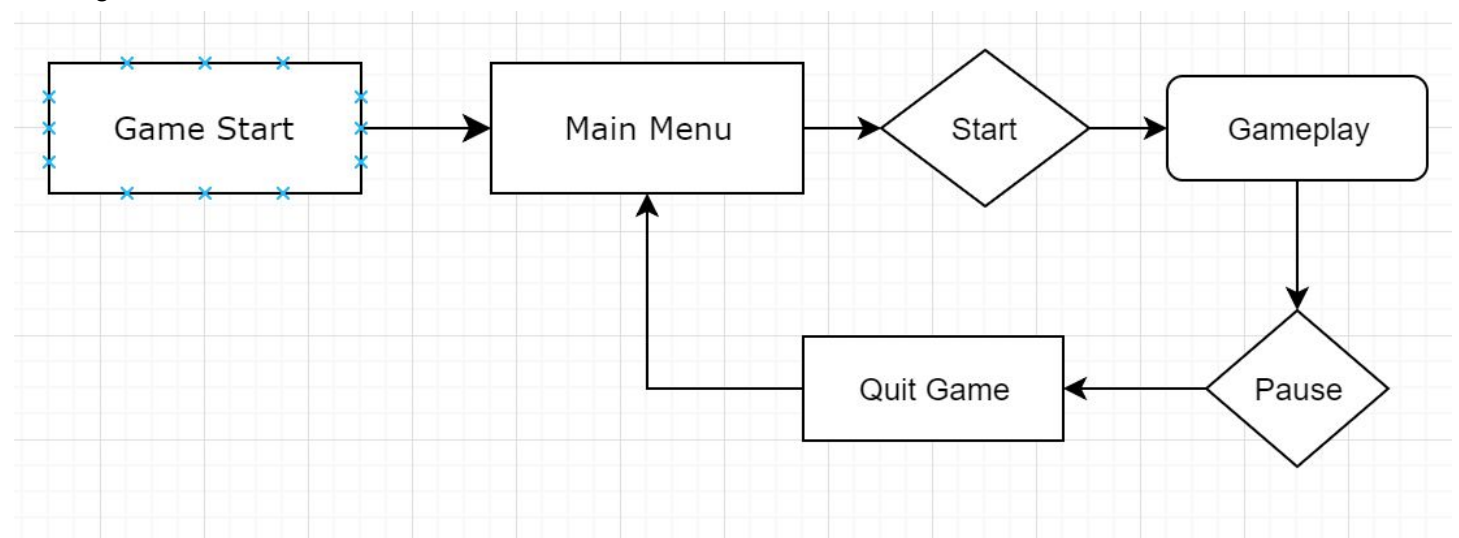
Visual Style

Inspiration:



3D, Fantasy. Darker “Night Time” aesthetic. Colourful through use of lighting - reds, purples, blues etc.

Starting Out



Character: default character only

Story Modes: Single Player only.

Levels: Single-level, maybe with a tutorial preceding it. - Maybe incorporate tutorial into the level (allowing them time to get their bearings, introducing one mechanic at a time within the level)

Collectables & Scoring:

- Player collecting an item adds to score.
- Time not noticed adds to score
- When noticed, the score is paused until the enemies are no longer alert.
- Some items can have further used (ie. one which, when thrown at a wall (marked in some way?) creates a gateway until the player steps through (Additional). If the game only has one level, items are only usable until the game ends (cannot be transferred between playthroughs), if multiple levels, the usable items continue from one to the next)

Initial Gameplay

- Start level in a corridor-esque setting, with no enemies (Allows the player to learn how to move forward)
- Small pickup near the beginning (teaches the player how to grab an item)
- An obstacle (ie, a wall) for the player to climb onto (teaches the player climbing mechanics)
- An "enemy" with a visualised line of sight can be seen below, The path leads towards them, with the enemies line of sight going in and out the player's path. If the player is caught within it, they turn hostile. The player should be easily able to run away or hide from this enemy. (maybe have a pickup in a hiding spot?)

Mid-Gameplay

- The player's goals are to collect items, stay hidden from enemies and to reach the goal at the end of the level.
- Additional mechanics such as Jumping and Item use mechanics should be usable/introduce here
- Enemies and Hazards will become more frequent

Gameplay Objectives:

- Stealth
- Collecting
- Finishing the level relatively quickly.

Play Styles:

- Slow & Steady - looking for all items available
- Speed Run
- Trapping (Additional Idea)

How Player interacts with the environment:

- Platforms (Using it to move around)
- Shortcuts (Using items to create additional pathways)
- Puzzles (Additional Idea)

Player Challenges & Behavioural Rewards:

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Mechanics:

- Move
- Climb
- Collect (Walk into or an action?)
- Jump
- Use item

Conditions of Winning: Reaching the end

Score:

- Based on items collected & time without being spotted (note: Work on a way to do this without being broken by being AFK. Time Limit?)

Important Challenges:

Achievements:

- Gathering all the items in the level
- Using items to create shortcuts

In-Game HUD & Menus

- Most recent collectables icon (ala beautiful Katamari) with it's score.
- Player's score can be seen on screen
- IF spotted, HUD reacts (poorly defined)

Option Screen:

- Resume
- Exit to the main menu

End of level:

- Scoreboard (Highscore & time elapsed would allow for two 'goals' in the game)
- Player options. Replay & Return to main menu/exit

User interface:

Main Menu:

Flow Chart of the main menu:

Setup / Options Menu:

In Games options menu:

Flow Chart of in-game options menu:

In game HUD:

Game Over Screen:

End Level Screen:

Level Selection/Unlocking Selection