Stealth Action Game

SPY – Game Design Document

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SPY

Working Title

Spy

Genre

Stealth-Action

Audience

Ages 12-30

The Plot

Agent Seven has been sent to recover military documents, stolen by the mysterious and elusive international criminal, Zed. Zed and his mercenaries have taken the documents to a military complex located in Cuba, where they are currently decrypting the stolen documents.

Seven must recover these documents before the identity of every secret agent is known, meaning the world is no longer protected.

Level Abstract

The game starts with the Spy being airdropped into the military complex via helicopter, he then must find his way into the underground levels of the base, starting by infiltrating his way through the warehouse that is used as the public cover up for the criminal organization.

The spy must sneak past multiple guards and camera’s, making sure to cut the wires to the lights and security camera’s to avoid detection. Once he has made his way through the warehouse, the spy will find himself in the lower levels of the complex, and must find Zed and bring him in.

Central Characters

Spy

Spy is the main character in the game and also who the player controls. He is a military secret agent, assigned with the task of recovering the stolen documents and stopping Zed, the criminal mastermind. His past is relatively unknown, only that he has no family as they were killed by criminals when he was young.

Zed

The end boss of the game, and the main villain, is called Zed. He is a mercenary who desires only power and wealth, and will stop at nothing to acquire it. He has stolen important military documents and is in the process of selling the details to other criminal organisations.

Location

The game is set in a military base in the year 2014, located in Washington, America.

Environment

Although the game is located in a military base, there will be many different subsections of the game within the base. These smaller areas that are separated by loading screens are as follows:

* Warehouse
* Hangar
* Server Room
* Vehicle Depot
* Submarine Dock
* Control Room

Weather/Environmental Effects

* Rain
* Lightning
* Hail
* Fog

Enemies

There are limited enemies within Spy. The basic and most common of these enemies are the guards located within each level. These guards patrol around and attempt to catch the spy. The lesser seen enemies are bosses that are located in different sections of the game. These bosses must be defeated using the spies weaponry and by completing objectives while avoiding being caught.

Gameplay Elements (Summary)

The gameplay of Spy revolves around remaining undetected while completing the objectives within each level, such as collecting laptops to gain upgrade points for the character to use on reducing detection range of guards or similar abilities. The end goal is to reach the exit of the room, however there are many security cameras and guards that provide overlapping fields of view that must be snuck around.

Action Aspect

Like most stealth games, the whole idea of the game is to avoid being detected, although there are some opportunities to take out the guards with the weapons provided if you are seen. There are some puzzles in between the potentially repetitive stealth scenes within the game, to break up the gameplay with some variation to keep the player interested, otherwise gameplay can become very boring very quickly.

Humour Aspect

I expect there to be some level of humour within my game, as although it is a serious game, based around violence and action, that doesn’t limit the humour to be non-existent and there are opportunities to add silly quirks into the game to once again add some interesting sections to the game, making it a very varied experience.

Storyline

The storyline is a very important aspect in any game, as it is the basis for everything that occurs within the game, the game play gives the game it’s shape and entertainment factor, but the storyline can be the part of the game that really interests the user if done correctly, inspiring them to keep playing to learn the end result of the gameplay.

Position

Before:

Main Menu, there is nothing before the first level apart from a short introduction explaining the situation and the story.

After:

The end result of the game is Zed being defeated and Spy returning back to base with the documents

Section 2: Characters and Physical Layout

Central Characters

* Spy – Player
* Zed – End Boss/Villain
* Q – Henchman
* X – Henchman

AI Characters

* Guard
* Agents
* Snipers

Patrols

Guards and Agents often patrol around the levels in set paths trying to catch the spy. The spy can find breaks in these patrols to get through the level.

Enemy Placement

Enemies are placed based on patrol routes, there are usually 3-4 guards and agents that start at one side of the map and spread out to cover all the potential paths the spy could take.

AI Triggers

AI triggers occur when the spy knocks out lights or disables certain elements of each level, like the CCTV. The guards then become more alert to the fact that danger is nearby

Player Perspective

* Top Down
* Can see the player character
* Can zoom in or out to see details about the immediate area or get an overview of the whole room.

Action Sequence/Narrative

1. Finish talking to HQ
2. Enter the Complex
3. Spot Guards and gameplay starts
4. Sneak through the level, avoiding the enemies.
5. Reach the exit, cutscene of spy talking to HQ to report status.
6. Next Level

Section 3: Supporting Documents

Game Metrics

Spy:

Run Speed: 20 Units

Stealthed Speed: 5 Units

Pistol Range: Unlimited

Knife Range: 1 Unit

EMP Grenades: 50 Units

Purpose: Player character designed to achieve the objective of the game, retrieve the stolen documents and stop Zed.

Visual Description: Dressed in a black stealth getup, leather, weapon holsters and green night vision goggles. He often blends into the environment because of his dark gear, and his face is hidden by a full face mask.

Guard

Run Speed: 25 Units

Walking Speed: 5 Units

Catch Range: 1 Unit

Sight Range: 45 Units

Purpose: Catch the spy and prevent him from recovering the documents.

Visual Description: Typical mercenary guard, green camoflague, weapon holsters and a military helmet, carries around an assault rifle and basic bulletproof armor. Easier to take down than the agents.

Agent

Run Speed: 30 Units

Walking Speed: 7.5 Units

Catch Range: 1 Unit

Sight Range: 60 Units

Purpose: Catch the spy and prevent him from recovering the documents.

Visual Description: Wears a suit and tie, is the elite version of the guards located in each level and dresses to show it. Does not show any body armor but it is existent under the suit and tie, they are harder to kill than the guards and are better avoided than dealt with.

Zed/Q/X

Run Speed: 25 Units

Walking Speed: 10 Units

Catch Range: 5 Units

Sight Range: Unlimited (Line of Sight applies)

Health: 3 Shots to Kill

Purpose: Bosses of the game, designed to provide a challenge for Spy to kill, and often require some form of tactic within the level for them to be killed, such as luring them over a pit.

Appearance: Each of them have individual looks, usually taking the form of a guard dressed down slightly and with more muscles, as they are the hardest enemies and need to look like it. They each feature scars from fights before and are equipped with rifles.

Section 4: Game Specific Detail

Light Sources

The light sources in the game will be coming from indoor lighting, all of which is possible to be destroyed by the spy as he can cut the wires, making the room darker, providing an advantage to the player.

Obstacles

* CCTV Camera’s provide a challenge as they have a huge arc for their field of view, and if the spy is seen the guards will be alerted.
* Locked Doors can be hacked by the spy to open them, they often have keypads next to the door and after a few seconds they will be opened, which can often lead to being detected if the guard is approaching the door.
* Crates are a very common object within the game and they provide cover as well as an obstacle for the player as they block of sections of the map but also provide the patrol routes for the guards.

Mission Specific Structure

* Warehouse level features mostly crates and shipping containers, plenty of cover and not any guards, easy for the spy to sneak around as there are lots of pathways to take that are unguarded at times.
* Laboratory is more heavily guarded and features tables/cabinets that need to be used as cover from the guards, there are many more guards here as the Spy is getting deeper into the complex.
* The Harbour level is very heavily guarded but features many containers, shipping crates and general cover for the spy to use. He will need to quickly jump between patrols to complete this level.
* The Server room will have lots of electronic equipment to hide behind the structure of this room will be very maze-like, which can make it quite a challenging level for the player as you can easily get cornered by the guards.

Section 5: Brainstorm

Section 6: Sequences

My game will have a large amount of scripted sequences, as my character will always have to fight certain bosses or complete certain objectives within each level.

Scripted Sequences

The main scripted sequences occur when the player meets a boss, where the room will be shown in a zoomed in view, and certain objectives will be highlighted to give the player an idea of what needs to be accomplished. There will be some dialogue between the characters also in each of these scenes to give some depth and explanation to the story and to help keep it progressing.

There will also be scripted sequences to introduce new game mechanics, such as different enemies, lights, CCTV and other such obstacles that exist within the game.

Cinematics

I will have cinematics at the start and end of the game, this is because the story of my game is not the central focus, and I feel like there is no need for lengthy cutscenes to explain the storyline, as it is easy to follow. The cutscene at the start of the game will be a short introduction explaining the situation (Documents stolen, spy has to retrieve) followed by the spy being air-dropped onto the building he is infiltrating.

The Ending cinematic will be a summary of the events that have transpired and show the spy escaping with the documents, he will then report back to base where his mission will end and the credits will begin.

Section 7: Art Assets & Directory Structure

Textures

* Wooden Crate
* Concrete
* Black Leather
* Rusted Metal
* Iron
* Steel
* Bullet Casings
* Black Plastic
* Skin Tones
* Black Colour for Hiding spots
* Green Lighting for NV Goggles
* Assorted plastic colours for various items

Statich Mesh/Objects

* Crates
* Shelves
* Containers
* Walls
* Guns
* Armor

Models

* Guard
* Spy
* Zed
* Q
* X
* Agent
* Various Environmental Objects (Crates etc)

Sound FX

* Computer beeps
* Footsteps on wood/concrete
* Gunshots
* Stabbing sounds
* Grenade Explosions
* Sirens
* CCTV Camera turning
* NPC’s talking
* Music

Voice Overs

* Spy
* Guards
* Bosses
* HQ Communications
* Agents

Interface Assets

* Custom HUD
* Have Ammunition in the bottom left
* Health in the Bottom Right
* Minimap in the top right.
* Stealth Level in the top Left