

Shades of Xendalia: Abolition

THE LOST SOULS

SANDEEP BATTULA

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Overview

Theme

Shades of Xendalia: Abolition is a third person stealth game that involves the player doing quests using magic and stealth to avoid the enemies.

Core Gameplay Mechanics Brief

This game has the usual stealth game mechanics. The player can move and hide themselves from enemies by moving behind cover to avoid enemies' line of sight. In addition to just hiding, the player has magical abilities available to them such as teleportation, identity stealing, and blinding enemies. If need be, the player can attack guards with a knife as well. The player must reach objectives without dying.

Targeted platforms

We plan to target Windows 10 directly, though all Windows 7 or later versions should be able to run it.

Influences

Dishonored

Dishonored is a stealth action game originally released in 2012. We used their idea of "Blinking", which is a form of short range teleportation, as a means to add flair to our game and provide an alternate form of movement.

Hitman

Hitman is another video game that has mechanics that we liked. We used their game concept of disguising the main character to have access to restricted areas of the game, this provides the lock and key game mechanic.

The Elevator Pitch

Remember Dishonored? Remember Hitman? Have you ever wanted to play a stealth game where you don't have to hide from enemies all day? In this game, you can stealth past your enemies any way you want, whether it be disguises or teleportation.

Project Description

The goal of this project is to create a stealth-action game that melds unique game mechanics from various other games in the genre. Over the course of 9 weeks, we shall design and develop a 3rd-person stealth game using the Unity engine. By the end of the development period, we would like to have a game with fleshed out mechanics and abilities, along with at least one complete level that features compelling environments and mission objectives. In addition to the level, there will be user interfaces that allow the player to start, pause, or continue the game. During the development cycle, we will iterate and improve on the level and game design, focusing on the things we deem to have the highest priority.

What sets this project apart?

This idea for this project came from us wanting a game that can bring together the features of other games which we longed for. We wanted to have the ability to teleport instead of a jump to make our game more unique. Another ability we want are the disguises from Hitman, since they aren't a common feature among stealth games.

Requirements

● Level Design

Tutorial Level

A linear level that resembles a corridor. This level is meant to be short and teach the player the mechanics of the game. Player has objectives that require they use an ability in order to complete them. At the end of the level is a generic objective that will complete the mission.

Main Level

Level with multiple objectives that can be tackled in any order. Level will feature multiple enemy types with varying levels of disguise security. Will feature an escape zone that becomes activated when the main objectives are complete.

● Core Gameplay Mechanics

Blinking

A short range teleport. There will be a brief recharge period after each blink to prevent abuse. There is an indicator to show where the destination will be. This destination is roughly in the center of vision.

Disguising

The player can assume the identity of a non-playable character. If a NPC has been downed, the player can activate this ability. The enemy whose identity was stolen will disappear. While disguised, the player can use actions, but doing so will remove the disguise, and being spotted will also remove the disguise. Disguises will allow the player to avoid guard's detection provided they aren't point blank to the guard. Only certain disguises will work on given guards.

Attacking

Pressing the left mouse button will initiate a melee attack. If the player is directly behind an enemy, the player will "backstab" the enemy and instant kill it. Otherwise, the player will slash at the enemy dealing some damage.

Flash Attack

Player has access to an ability that stuns every enemy that is within a certain proximity to the player. This ability has a cooldown so that it cannot be used repeatedly.

Basic Movement

The player is able to move laterally using the WASD keys. Rotation of the player is handled via the mouse. A button will allow the player to switch between walking, which aids in stealth, and running.

Health & Death

The player's health will be tracked and displayed on the in-game HUD. On being hit, the health indicator will decrease and the screen will blur red on the edges. When the player's health reaches 0, the player will die, disabling any controls, the screen will blur black, and a game over HUD will appear.

Objectives

Objectives are interactable objects located around the level. When the player is in proximity of an object, a prompt will appear showing that the player can now press a key to collect the objective. All objectives must be collected in order to complete the level by reaching an escape zone.

● Story & Art/Music

Story

The game takes place in a fantasy setting set in a late-medieval/ early renaissance European environment. The protagonist is a magic user in a society where magic is banned. He is a Robin Hood sort of hero who steals from the rich and corrupt and gives to the poor. He uses stealth and his magical abilities to do this. He travels from town to town, starting in a port town that houses pirates, and commits acts of thievery and sabotage on evil doers.

Sound

There will be background music for the main level and main menu, along with important game events such as game over and mission success. There will be sound effects for combat and abilities as well as footsteps.

Art

In-game models and environments will take on a low-poly design using mostly the Polygon Adventure Pack available from the Unity asset store. Loading screen and main menu will feature medieval water-color esque background images. Our UI will take on a blue & white color scheme.



● Non-Playable Characters

Guard, Viking and Ranger

These AI have the same general behaviour as guards patrolling the streets of a city. This includes behaviour such as patrolling, chasing, attacking and searching. Patrolling is the default state where the enemy does not “know” of the player’s whereabouts. If the Guard sees the player, he will start chasing the player until he is in range to shoot (which he will then start shooting). If the Guard ever loses sight of the player, he will search for them for a short duration. If he doesn’t find the player, the guard will go back to patrolling and the cycle will repeat.



Civilian

The Civilian is different from the guard in the sense that instead of fighting the player on sight, they will run away and alert a guard of the player’s position. This introduces a new mechanic because the Civilian is not a direct threat, but can be a large problem if not taken care of. The civilian start the game the same way that the guard does: patrolling. Once the civilian spots the player, they will look for a nearby guard and alert them on the player’s whereabouts. Once the civilian transfers the information, they will then try to find a place to hide for the rest of the game (or until they spot the player again).



Assets

Models

Polygon Adventure Pack - <https://www.assetstore.unity3d.com/en/#!/content/80585>

PolyWorld Woodland - <http://www.qt-ent.com/polyworld/>

Toon Level Kit - <https://www.assetstore.unity3d.com/en/#!/content/4679>

Ultimate Fantasy Creator Lite - <https://www.assetstore.unity3d.com/en/#!/content/45579>

Time of Day System Free - <http://u3d.as/Acn>

Low Poly Free Pack - <https://www.assetstore.unity3d.com/en/#!/content/63714>

Sounds

Menu click(hat) - <https://www.freesound.org/s/342898/>

RPG Battle Music - <http://u3d.as/3m8>

Universal Sound FX - <https://www.assetstore.unity3d.com/en/#!/content/17256>

Animations

RPG Character Mecanim Pack - <https://www.explosive.ws/products/rpg-character-mecanim-animation-pack>

Fonts

EBGaramond - <https://fonts.google.com/specimen/EB+Garamond>

PT Serif - <https://fonts.google.com/specimen/PT+Serif>

PT Sans - <https://fonts.google.com/specimen/PT+Sans>

PT Mono - <https://fonts.google.com/specimen/PT+Mono>

PT Sans Caption - <https://fonts.google.com/specimen/PT+Sans+Caption>

PT Serif Caption - <https://fonts.google.com/specimen/PT+Serif+Caption>

PT Sans Narrow - <https://fonts.google.com/specimen/PT+Sans+Narrow>

Effects

Beginning Teleportation Effect: <https://www.assetstore.unity3d.com/en/#!/content/68246>

End Teleportation Effects: <https://www.assetstore.unity3d.com/en/#!/content/42866>

Schedule

Timebox #2

In the 2 weeks we have for this timebox, we want to have

- Scene Loading and Architecture
 - Groundwork for menu system
- Player Basic Movement
 - Basic controls to move around the level (forward, backward, “look around”)
- Player Blink Ability
 - Rapidly change the player’s position to a location a set distance away
- Basic aggressive AI
 - AI should be able to spot the player, give chase and shoot
- Main Menu
 - Have options to play the game, quit or change options
- Test map
 - Very basic map where we can test player and enemy interaction.
 - Should have an objective to interact with.

Timebox #3

In the 2 weeks we have for this timebox, we want to have

- Proper Level

Use assets to create a rough first level

- **Setting decided**
Decide on the setting of the game (Cyberpunk or Fantasy?)
- **Models and animations**
Change out the practice models for the ones we got on the asset store.
Animations should also be rigged to models.
- **In-Game HUD**
Basic HUD to inform the character about ability cooldowns as well as if they are spotted or not
- **Pause Menu**
Be able to pause the game and navigate back to the main menu.
Ability to reset the game should be implemented as well.
- **Melee Attack**
Player should be able to attack enemies and deal damage
- **Flashbang**
Flashbang ability should be implemented and affecting enemies
- **Passive AI**
Implement Passive AI general behaviour

Timebox #4

In the 2 weeks we have for this timebox, we want to

- **Make the Alert System**
Keeps track of the number of guards looking for the player and displays an Alert Icon on the HUD if it is greater than zero.
- **Finalize the Death states and damage animations**
When the player's health reaches zero, a game over screen should appear.
Any animations relating to taking damage should be added.
- **Improve Player Controls**
Refine player movement along with the Third Person Camera.
- **Clean up First Level**
Fix any issues with level one, including misplaced objects.
- **Add AI Shooting**
Enemy AI's ranged attack needs to work properly.
- **Implement Passive AI Hiding**
Enemy AI's that don't attack should find a place to hide.
- **Implement day/night cycle**
Level should change from light to dark over time.

Timebox #5

In the 3 weeks we have before this timebox, we want to

- **Pause Menu**
Functionality of the pause menu should be fleshed out.
- **Backstab**
A special attack that will instantly kill the enemy if the player is directly behind him.
- **Flesh Out Level**
Add new objectives to the level.
- **Walk/Sprint**
Ability to control how fast the player moves.
- **Blink Toggling**
Blink icon will appear/disappear based on mouse button input.
- **Disguising**
Player can assume a downed enemy's identity and avoid guard detection if not too close.
- **SFX**
Sounds for player/enemy actions and background music.
- **Update Models**
Textures for enemy weapons.
- **Pause Menu Map**
Minimap in the pause menu showing where the player is in the level.
- **Render Distance**
Objects too far away from the player will not be rendered for performance increase.

Timebox #6

In the 2 weeks we have before this timebox, we want to

- **Objective System**
Implement Objective system. This should include updating a list in the pause menu on completion as well as HUD notifications
- **Win State**
Player should be able to win the game after completing all of the objectives and reaching the escape zone
- **Additional NPCs**
Add in addition NPCs by changing models as well as weapons carried.
Should behave similar to the guard
- **Finalize Level 1**
Fix any visual bugs as well as gaps in the map
- **Tutorial Level**
Create and polish Tutorial level to teach players how to play the game
- **Logo and Loading Screen**
Add a company logo to our game as well as update the Loading screen

- **Bug Fixes**
 - Do general QA to make sure the game is working properly.
 - Write down bugs and fix them
- **Game Testing**
 - Have others play the game and see where they struggle
- **Enemy Spawning**
 - Be able to have enemies respawn after death
- **Regenerative Health**
 - Implement ability to regenerate health while out of combat
- **Balance Changes**
 - Alter damage and speed values as you see fit to make game easier/harder
- **Map Overlay**
 - Update map in pause menu so that players have a better understanding of the locations in the map