

Shades of Xendalia: Abolition

Enemy AI

Aggressive AI

Aggressive AI protect the area around them and if they see the player they will vigorously pursue the player.



Types: Guard, Viking, Ranger

Their behaviour is tailored to protect an area against intruders. This includes the ability to:

Patrol: Move around the map, patrolling a set area

Shoot: Attack the player if they are in sight

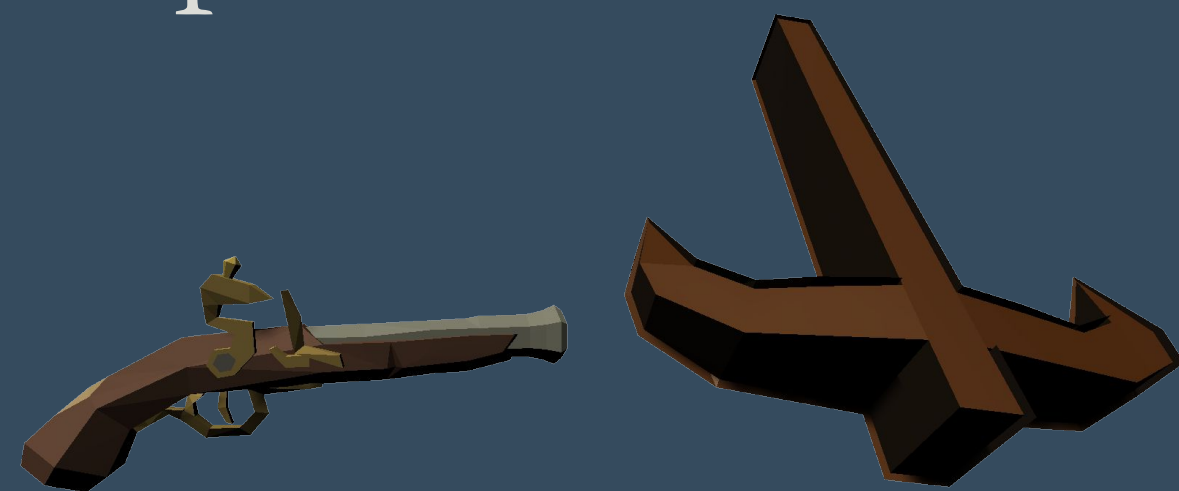
Chase: Chase after the player if they ran out of view

Search: Search for the player in possible hiding spots

Weapons

Crossbow and Bow: Fires a projectile that the player can try to dodge mid-flight.

Pistol: Fires a bullet that will hit the player instantly (cannot be dodged)



Passive AI

Passive AI are different from aggressive AI in that they do not directly attack the player. If a Passive AI spots the player, they will find and notify a guard of the player's whereabouts and then run to a nearby hiding spot.

Type: Civilian

Their behaviour was constructed to be similar to that of a normal person: walk around and alert the authorities if they see a hostile person.

Patrol: Move around map

Find Aid: Find a guard if they spot the player

Hide: Try to hide from the player

Stealth Action Game

Level Design

Open Level

The assassin's travels take him to the port town of Xendalia. This is an open level that gives the player the freedom of choice of which objective to tackle first. Players may find themselves visiting the same area and avoiding the same enemies to complete the level.



Objectives

Before each mission, the player will be given a briefing stating the locations where treasure chests can be found. The player must sneak past the enemies to reach these treasure chests and activate them.

Once all treasure chests are activated, the player must make their way to an **escape zone** in order to complete the level.



Developers

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Player Abilities

Stealth Assassin

A well-known, spell slinging outlaw. Stealth and sneaking are his forte. However, should the player be spotted, the player must choose between fight or flight.

With his handy dagger, our assassin can take out an enemy in one-on-one combat, but he won't be able to take down a crowd enemies.



If you do manage to sneak directly behind an enemy, you can perform a deadly **backstab** attack that will incapacitate your enemy in one blow!

Spells

In addition to melee attacks, the player has a variety of magical abilities to assist in the completion of the mission.

Blink. A short range teleport to a position the player is looking at with a cooldown period after every use. Useful to avoid guards.



Flash. Stuns every enemy that is in close proximity to the player. Has a lengthy cooldown period between casts so the player must use it wisely.

Disguise. Assume the identity of an enemy you have downed. Allows you to move past enemy in plain sight, provided you aren't too close and you have the right disguise for the occasion.

