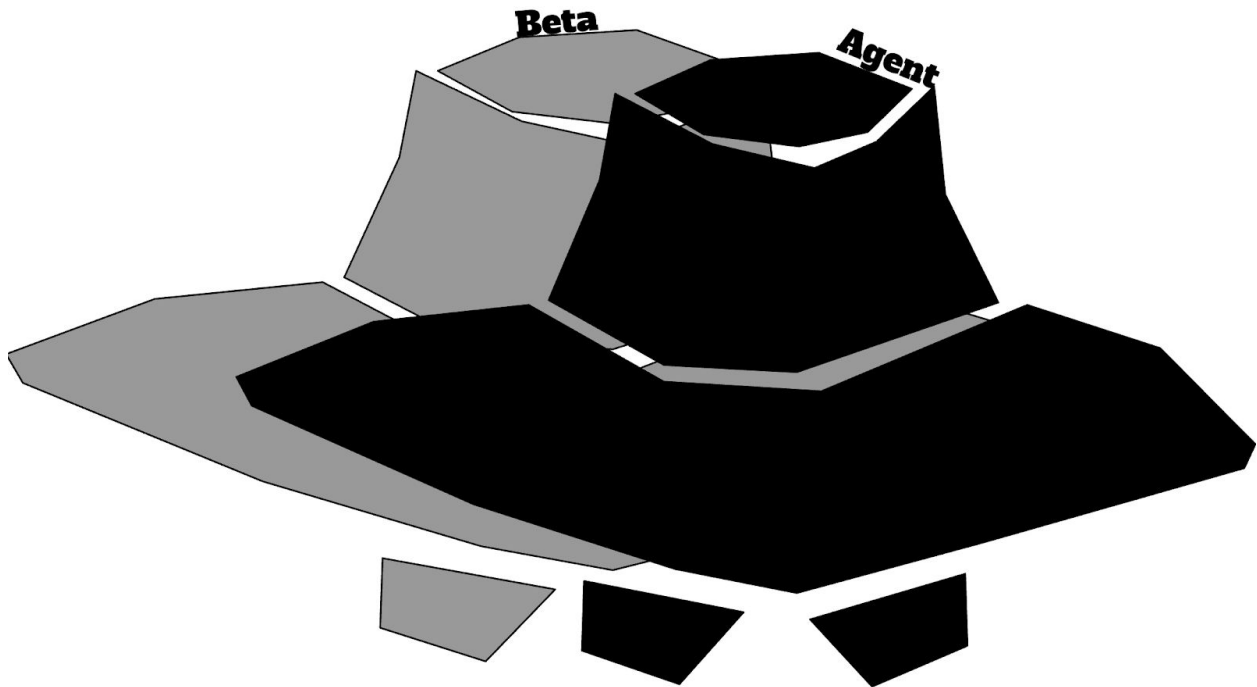# Team Agent Beta

Presents

Agent Beta

Design Document

Team Name

Ander Gimenez, Christopher Sheppard, Jeffrey Smith, William Bixler, Tommy Wiggins

Table of Contents:

Design History

Version 1.10

Core Vision Statement:

Agent Beta is a comedic stealth game that utilizes a player progression system and allows players to take on the role of the main protagonist as well as his sidekick adding a unique twist to a classic genre.

Executive Summary

https://docs.google.com/document/d/1GW9TrqzYsx9-KXR5LfuiD5x3yrO1iiv0dEe6lGa-t5k/edit?usp=sharing

Hello, we are here to talk about the idea for Agent Beta. In Agent Beta, you play as both agent beta and agent alpha. The player will switch between both agents allowing you to play as alpha and take out the guards and then switch to beta to hide the bodies. The game will be a parody of other stealth type games and will focus on humor and stealth equally to provide a less serious environment for the player.

The player's goal as agent beta in this game is to hide the enemies that Agent Alpha incapacitates by picking up the unconscious bodies and tossing them into hiding spots. These spots will not be indicated to the player until they are actually within a hiding area. When the player enters a hiding area there will be an indication that they are in it by showing an eye that turns blue in the bottom left of the screen..

Along with playing agent beta the player will also be able to play as agent alpha whose goal is to take out the guards around the map.

The player can lose a life if they are caught by one of the enemy AI's. In order to win you must hide the minimum amount of bodies as Agent Beta, defeat all the guards as Agent Alpha, as well as completing all the objectives in the levels. Once you complete the level you will be given experience points, the amount you are given is based on how many guards you hid. You will receive a minimum of 1 point of xp and a maximum of 2. You will be able to use these points to upgrade the hiding capacity of agent beta and the picklocking speed of agent alpha.

The core mechanics of the game are the hiding of bodies, defeating enemy guards as Agent Alpha and switching between agents. These core mechanics can help determine the layout and difficulty in the levels. Difficulty can be adjusted by making hiding more difficult in the amount of hiding spots or a number of enemies so they may catch you easier. Difficulty can also change by how the player chooses to level their agent (certain speed increases can help the player proceed much easier and reduce the time they may be spotted). By providing more difficult levels you can keep the player interested in the game and you can keep providing more levels by adjusting these two core mechanics. We're confident we can make a game around the mechanics listed. With the intelligent use of comedy and a realistic use of AI, we can create a game that players will enjoy while simultaneously completing the game in a much less stressful setting. The normal stealth genre is plagued with a constant use of "Doom and Gloom." We're attempting to create a game that is just as enjoyable, even without the serious tone and giant workforce (our team consisting of five people).

During Development we may run into issues involving humor and player interest. Issues such as what kind of humor do we want to go for, what audience do we want to adjust to. We also need to be careful when it comes to humor. If we make the game too humorous and not as serious, we run the risk of making it feel unbalanced. Adding the appropriate balance of seriousness and humor to the game will help to keep it from feeling like a total joke. We are also concerned about keeping players interested. Through innovation, we are confident we can keep our consumers entertained and interested in our game.

The stealth genre is a very competitive market with the plethora of games that have truly mastered the concepts; where Agent Beta sets itself apart from its competitors, is that the player is not the center piece and the game takes a lighter-hearted approach to the genre. We feel that this will not force players to choose between the greats and Agent Beta (instead, they will be able to see stealth in a whole new light, while also allowing a newer audience an entrance point to the genre).

Game Overview

Where Does the game take place?
The game Agent Beta takes place in the Silicon Valley located in southern California. Our agents have been tasked with sneaking into the ITT campus and extracting data containing research that the school has been working on to increase the lifespan of the wealthy in the surrounding area.

What is the story?
Agent Beta is trying to work his way up the ranks. In order to do so, he needs to help agent alpha as much as possible without failure in order to prove to the agency that he is ready to be promoted to field agent and lead his own missions. Tonight is the first night Agent Beta is able to accompany Agent Alpha on a field mission, however Agent Alpha is not very happy about being stuck with a sidekick and to show his disapproval; Alpha refuses to bring Beta along and leaves him home for the night. Once Beta realizes he has been left behind he rushes to the field mission in his beat up old car. As Agent Beta arrives at the ITT campus he sees Agent Alpha zoom past him in his nice sports car. This is the beginning of Agent Alpha and Beta's partnership, however Agent Alpha is happy to leave Agent Beta behind. Once the pair infiltrates the school grounds they must search for the Intel located inside the main campus building. Once the intel has been secured, both agents must make their way to the rooftop to escape the building via helicopter or face being caught by campus security.

What is the main focus?

The main focus of the game is for Agent Beta to aid Agent Alpha in extracting the data from the ITT main campus building while remaining undetected by campus security.

Genre:

Stealth/Comedy

Target Audience:

- Teenagers 13 - 16 (of both genders) will be our target age group and type.
- The Rating is Teen (13+)

Differences in Ideal Audience, Marketing Target Audience and Rating:

- Our ideal audience is teenagers; we feel the comedic style of our game as well as the art direction we're applying to Agent Beta will appeal to this demographic. We plan on marketing our game to our chosen group by making the stealth less realistic than most competing titles thereby

alleviating some of the anxiety/difficulty that can accompany this style of game (as well as what may turn off many new players to this genre). We plan on our comedy and light hearted tone to ease new players into trying out a stealth game, while still keeping the heart of the stealth genre as the core player experience. We chose the Teen rating because we're hoping to target a younger audience while also not directly competing with more popular titles such as Metal Gear, Assassin's Creed and Dishonored.

Competitive Analysis:

- **Lupin the 3rd: Treasure of the Sorcerer King**

  - Stealth comedy game
  - Utilizes lock picking
  - Utilizes lasers that alarm enemies
  - Switchable characters
  - Areas for the player to hide in

- **Splinter Cell: Stealth Action Redefined**

  - Stealth game
  - Carrying defeated enemies/hiding bodies
  - Lasers that alarm enemies
  - Certain levels end if the player is spotted
  - Lock picking doors
  - Allows the player to turn off lights
  - Allows the player to turn off security devices (such as cameras)

- **Volume (2015):**

  - Both games are Stealth Games.
  - In both games you can see the guards' field of vision.
  - Robot guards behave similarly in both games.
  - There are alarms triggered by lasers.
  - They both have similar camera angles.

- **Assassin's Creed Chronicles: China (2015):**

  - Both games are Stealth Games.
  - In both games you can see the guards' field of vision.
  - Both games have an item you can use to distract guards.

Lupin the 3rd: Treasure of the Sorcerer King

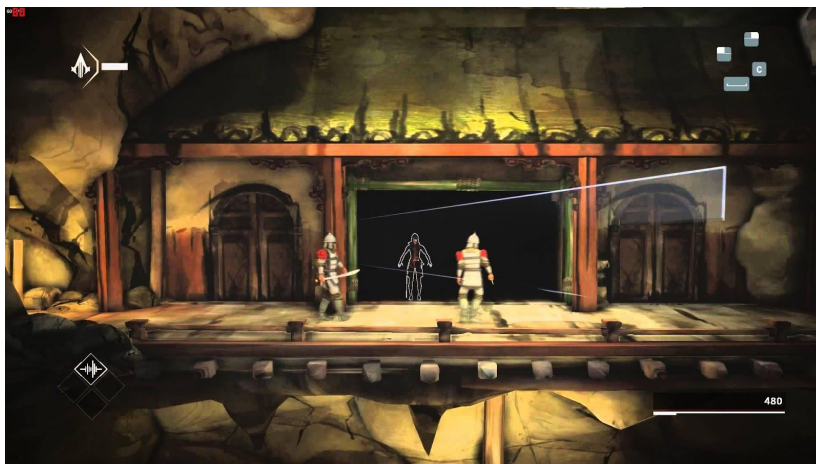Retrieved January 25, 2017 from, lupin_012104_c_012104_024.jpg

Splinter Cell

Retrieved January 25, 2017 from, BLhz4WxCMAAmiMc.jpg:large
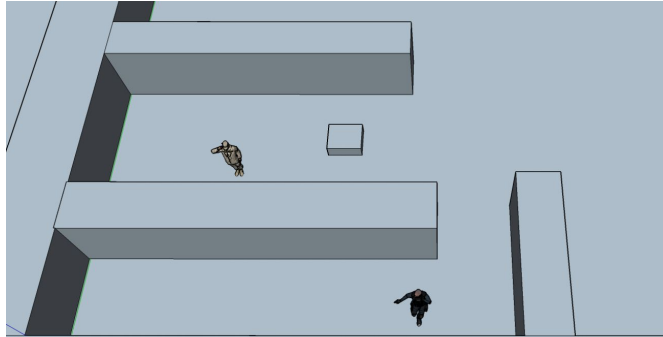
Volume

Retrieved January 25, 2017 from,
http://www.rantgamer.com/wp-content/uploads/2015/05/Volume-Featured.png

Assassin's Creed Chronicles

Retrieved January 25, 2017 from,
https://i.ytimg.com/vi/0NMn9YfOKbY/maxresdefault.jpg

Camera Perspective:

- The camera will be in a 3-D top-down view that will follow the player's movements.

Characters Overview:

- **Agent Alpha:** World renowned super spy who doesn't care for having sidekicks.
    - Once Agent Alpha defeats the required number of enemies per level and has also completed all of his objectives in that level, he will leave the current level (making him unplayable/unswitchable) this will force Agent Beta to complete the level and hide the bodies alone.
    - Agent Alpha is the only player that can knock out/ disable human enemies, temporarily short circuiting robot guards and he may also automatically unlock doors without a key (lock picking).
    - Agent Alpha cannot climb into vents and will not be able to jump (due to his weight).
    - Agent Alpha's item will be the Taser, which will allow him to short circuit the robot guards and knock out human enemies (as stated above).
    - Both Agent Alpha and Beta can sprint.

- **Agent Beta:** Local nobody who is trying to make a name for himself as a spy.
    - Agent Beta must hide the bodies that are left behind by Alpha in order to proceed through the game. Agent Beta must carry the bodies to hiding spots to safely dispose of the evidence.
    - Agent Beta cannot defeat any guards, but he can distract enemies with the Firecracker item that is assigned to him (only Agent Beta can carry, place and pick-up Firecrackers) though he is limited to carrying four Firecrackers at a time. Lastly, the pickups are also quite rare.
    - Agent Beta is the only one that can crawl through vents and is the only one that can jump.

- ○ Agent beta must collect a key to unlock doors (even if Agent Alpha unlocks a door, because once Agent Alpha proceeds through a door he'll shut and lock the door behind him).
- ○ Both Agent Alpha and Beta can sprint.

Game Theory

Symmetry or not?
- The game is not Symmetric. The player can't do the same things as the guards and the guards can't do the same things as the player.
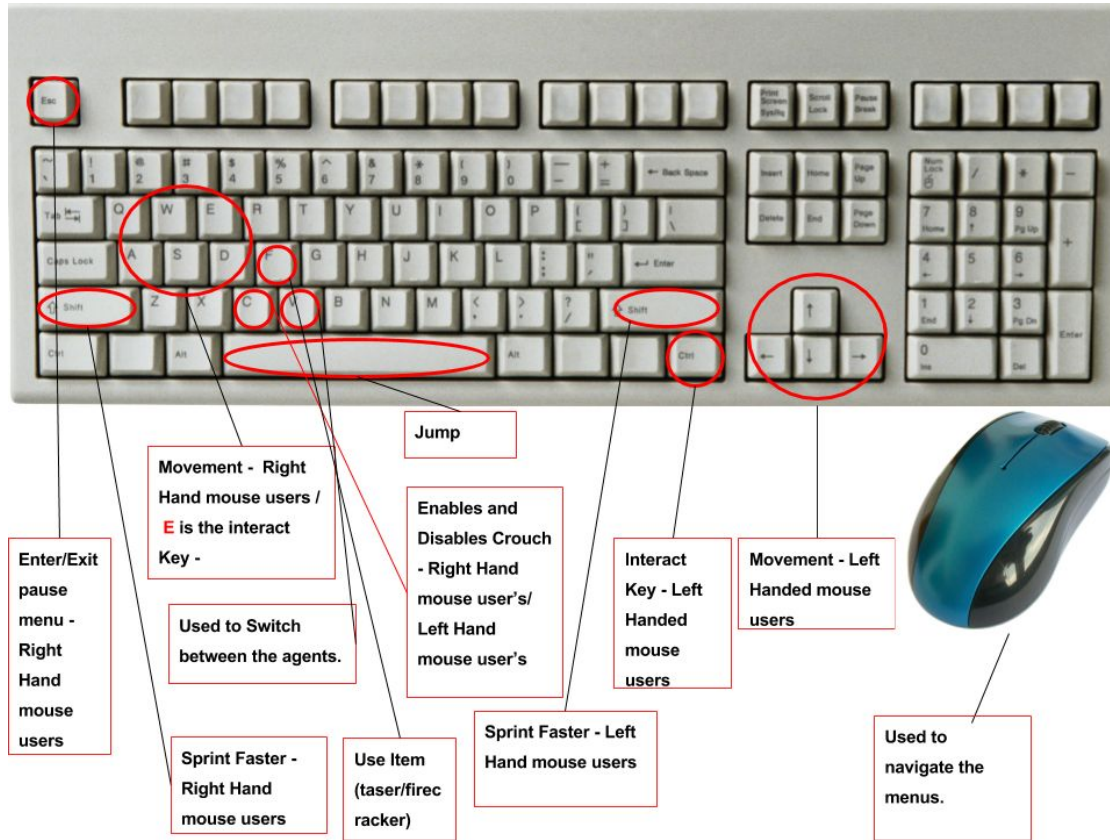
Play style:
- Non-Cooperative

Perfect/Imperfect Information
- The game will have imperfect information since some rooms will not be visible until you open the doors to them and the camera that is following the player only views a certain amount around the player and not the whole map/level.
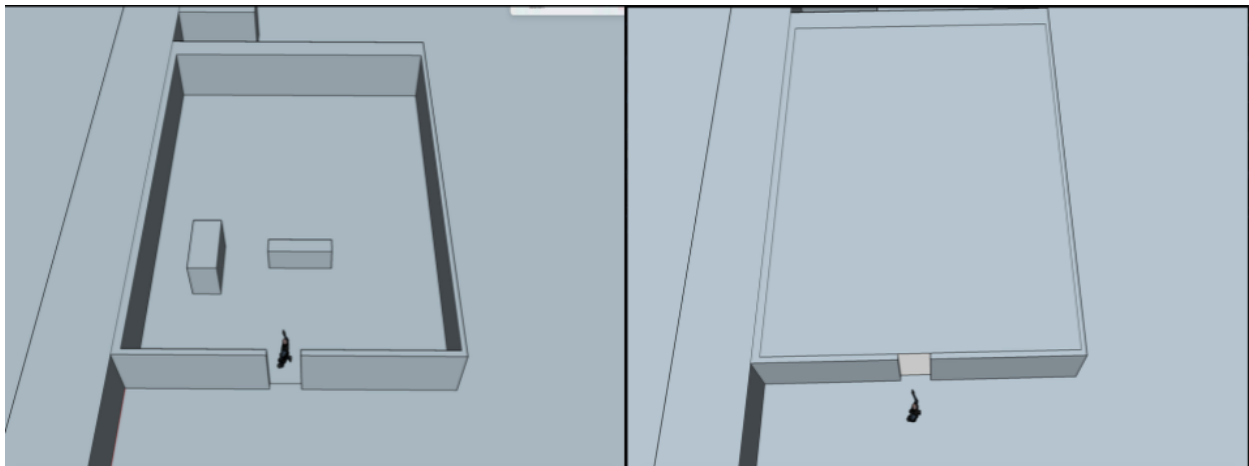
Controls:

Right Handed Mouse Users:

Movement - WASD

(W = up, A = Left, S= Down, D= Right, W+D = Diagonal up/right, W+A = Diagonal up/left, S+D = Diagonal down/right, S+A = Diagonal down/left)

Interact Key - E (This will be used to pick up bodies on the ground and drop the bodies whenever you are within a hiding area. This can also be used for opening doors or other obstacles)

Camera Movement - Follows the player

Switch Agents - V (this button will switch the player between agent alpha and agent beta)

Menu Navigation - Mouse (used to navigate around the pause menu and main menu)

Sprint - Left Shift (Sprint/Faster Movement)

Crouch - C (This will enable/disable crouching in the game)

Use Item - F (This will be used for the taser/firecrackers)

Jump - Space Bar

Esc - Enter/Exit pause menu

Mouse - Rotate alpha while using the taser and navigate menus

Left Mouse Button - Fire Taser

Right Mouse Button - Pull out taser

R - Picklocking as Alpha

Left Handed Mouse Users:

Movement - Arrow Keys

(up arrow(UA) = up, left arrow(LA) = Left, down arrow(DA) = Down, right arrow(RA) = Right, UA+RA = Diagonal up/right, UA+LA = Diagonal up/left, DA+RA = Diagonal down/right, DA+LA = Diagonal down/left)

Interact Key - Right Ctrl

(This will be used to pick up bodies on the ground and drop the bodies whenever you are within a hiding area. This can also be used for opening doors or other obstacles)

Camera Movement - Follows the player

Switch Agents - V (this button will switch the player between agent alpha and agent beta)

Menu Navigation - Mouse (used to navigate around the pause menu and main menu)

Sprint - Right Shift(Sprint/Faster Movement)

Crouch - C (This will enable/disable crouching in the game)

Use Item - F (This will be used for the taser/firecrackers)

Jump - Space Bar

Esc - Enter/Exit pause menu

Mouse - Rotate alpha while using the taser and navigate menus

Left Mouse Button - Fire Taser

Right Mouse Button - Pull out taser

R - Picklocking as alpha

Mechanics

Player Actions:

- **Shared actions**:

    - **Switching between Agents -** The player will be able to switch between the two agents at anytime by pressing "V," as long as Agent Alpha has not completed his objectives and left the stage (the player will then assume the role primarily as Agent Beta, and must complete the rest of the stage by fulfilling his objectives). The player will have to think strategically when deciding where to switch, because the agent the player is no longer controlling will be left idle and can still be detected by guards (the exception being when Alpha leaves the stage after completing his objectives). When the player switches agents the UI's color will also change. Agent Alpha's UI will be colored green and Agent Beta's UI will be colored Purple.
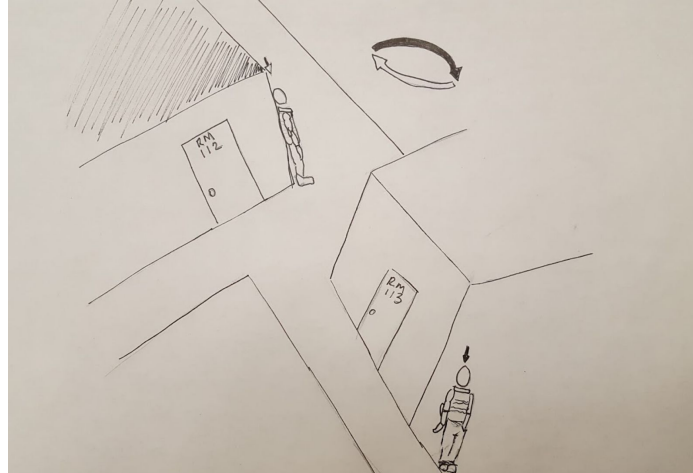
- **Crouching/Hiding** - The player will need to utilize this mechanic to hide from the vision range of security cameras (such as ducking under a table, crouching into bushes etc.). The ability is also used to crawl into vents but only Agent Beta may perform this action (more on this feature in the Agent Beta section).
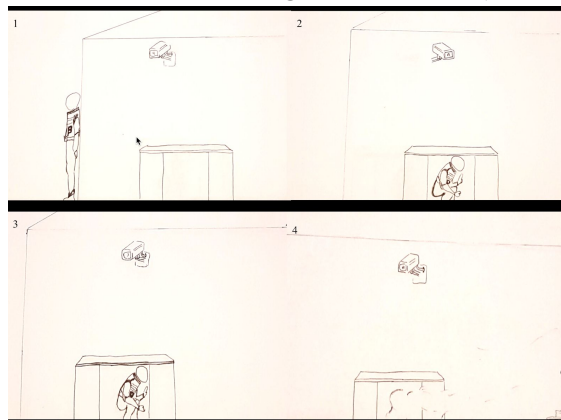
Image 1: Agent Beta hiding behind wall while Security camera faces his direction.
Image 2: Agent Beta hides under desk once camera moves away from his direction.
Image 3: Agent Beta stays in cover until the camera is looking where he used to be waiting to make his move.
**Image 4:** Agent Beta makes his move out of the area where the security camera is to find Agent Alpha.

- **Hiding -** This is the essential mechanic that the player will use to complete the game; the player must keep out of sight at all times to avoid detection. The game will end if the player is spotted, the view of the enemies will be based on a transparent yellow (human) and red cone fields for the robot guards. The player will lose a life and respawn if they are caught in an enemy vision cone for too long.

- **Hiding Spots** - Hiding spots will be placed around the map and will be used as safe places for agent Beta to hide bodies in. The hiding spots will have a pop up that tells how

to hide a body and will also be identifiable by the eye symbol in the lower left of the screen (which will turn blue when standing next to the hiding spot, and have an orange eye normally).

- ○ **Sprinting -** The player may utilize this mechanic to increase their ability to quickly sprint between hiding spaces, this can also be essential when rushing to an incapacitated guard. The stamina gauge is tied to this ability and you will only be able to sprint for 4 seconds at max stamina and it will take 8 seconds from the minimum to refill (so as to not be abused by the player) this should be seen as a trump card to be used very sparingly.
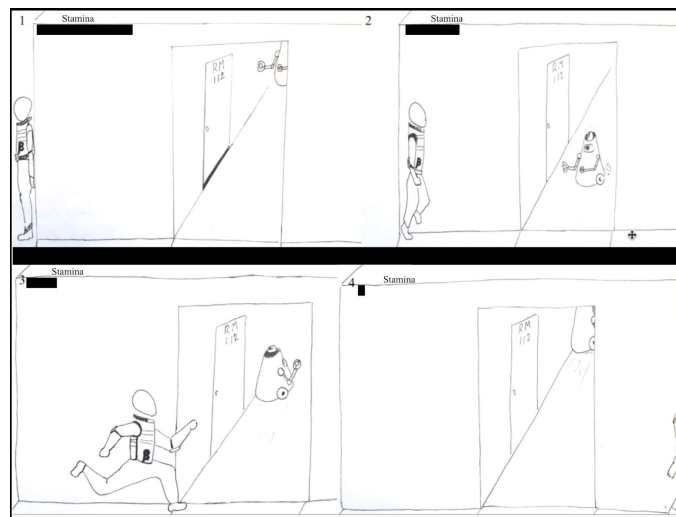

Image 1: Agent Beta hears robot guard coming (Stamina bar displayed in the upper right hand corner).
**Image 2:** Agent Beta slowly begins his move careful not to alarm the guard (stamina bar has moved some, indicating that the stamina bar has been pressed once).
Image 3: Agent Beta see's the robot guard heading back and begins his sprint (stamina bar is dropping due to Agent sprinting.)

Image 4: Agent Beta successfully sprints away from the area (stamina bar is almost depleted as Agent moves past guarded area).


○
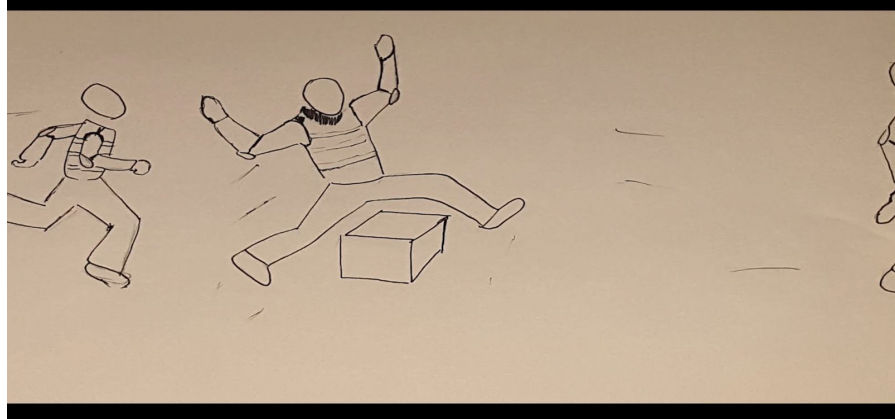
- ○ **Jumping** - The player will be able to utilize this mechanic by using it to get over lasers or obstacles that may be in the way. Some lasers will be moving so there will be an opportunity to jump over that laser in order to get past it. Agent beta will be able to perform normal jumps while agent alpha won't be able to jump as high due to his weight.

○
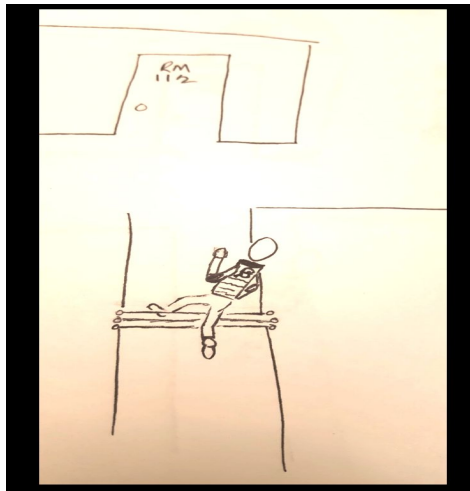
Image 1: Agent Beta can jump over lasers and obstacles.
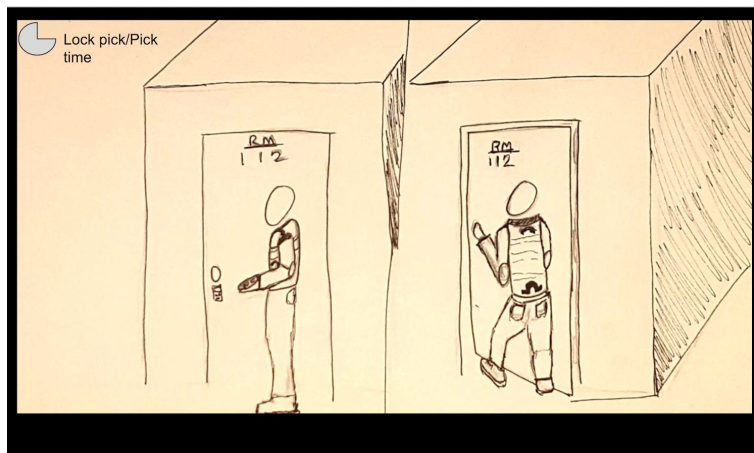
- **Only Agent Alpha Actions :**

○ **Taser** - Agent Alpha has a Short Range Taser gun to incapacitate enemies. Human Guards will be incapacitated permanently and Robot Guards will only be incapacitated for 5 seconds. The farthest distance the taser will reach is 4 guards length. Once the taser is used it will take 8 seconds for it to recharge, during this time it will be unusable.
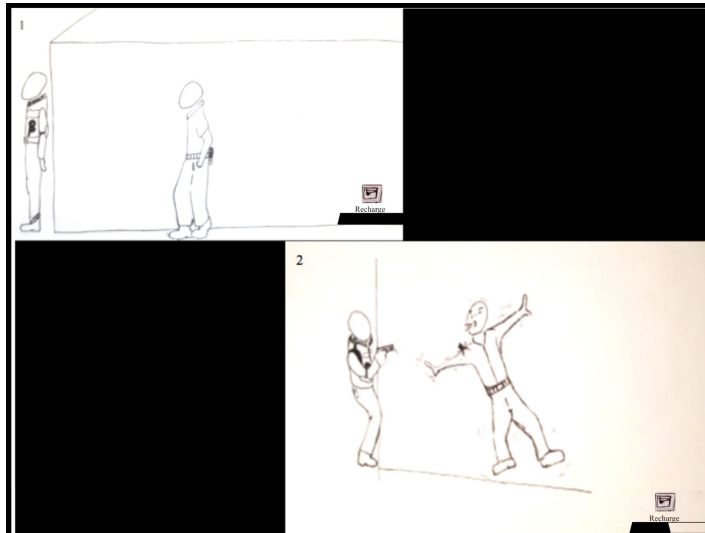
Image 1: Agent Alpha hears guard approaching (bottom right shows that Agent Alpha has not yet utilized his inventory item).

Image 2: Agent Alpha uses taser gun to incapacitate the guard (bottom right shows that Agent Alph has utilized his inventory item and it is now in recharge state).

○ **Lock picking** - Agent Alpha can unlock locked doors by lock picking (this is done by holding the R key and once the gauge at the bottom of the screen is filled green, the player may press the E key to open the door to finish the lock picking sequence) after the door has been opened/went through by Alpha, the door will lock behind him leaving Beta to find a key to go through the same door.


Image 1: Agent Alpha uses lockpick mechanism to unlock door.

Image 2: Agent Alpha enters unlocked door.

- **Only Agent Beta Actions:**

  - **Distraction/Firecrackers** - Agent Beta can use a firecracker to distract guards and make them move toward the location where the sound is being made. Firecrackers will distract human guards for 5 seconds but will take 8 seconds to go off. When the firework is done the guards will go back and resume their post. The player can only hold 4 firecrackers at any given time (the player only starts with one in their inventory) and must procure others throughout the levels.
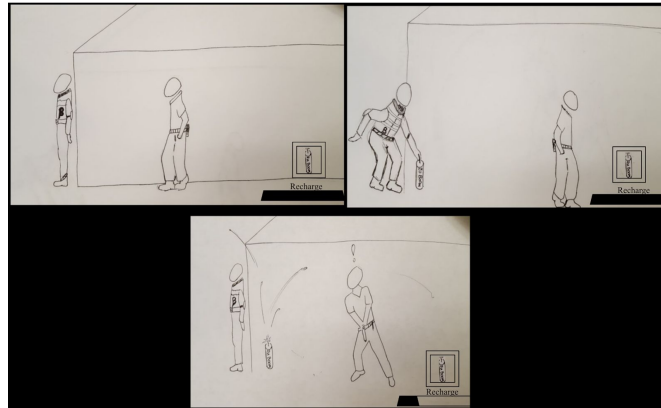
    Image 1: Agent Beta is hiding and waiting for an opportunity to place the firecracker (bottom right shows that Agent Beta has not yet utilized his inventory item).
    Image 2: Agent Beta places a firecracker (bottom right shows that Agent Beta has placed his inventory item).
   **Image 3:** Agent Beta's firecracker goes off and distracts guard (bottom right shows Agent Beta's recharge activated once item has been utilized).

  - **Carry Enemies -** Agent Beta will need to use this feature to move incapacitated guards to the hiding spaces that are placed throughout the levels (this is also tied into completing levels for Agent Beta) if guards were to spot a body, the player will automatically fail the stage and have to restart. The player will only be able to carry one body. On the first upgrade to carry capacity they will be able to carry 3 then on the last (2nd) upgrade they will be able to carry an infinite amount.

  - **Hiding Enemies -** Agent Beta will need to use the hiding spots around the map in order to hide the enemies he has collected. Each hiding place will only be able to carry 2 bodies so if one hiding spot becomes full agent beta must use another spot to hide the bodies.

- ■ **Strategy:** When looking for hiding spots try and look for places that are more blocked off and check for the indicator at the top of the screen to see if you found one.
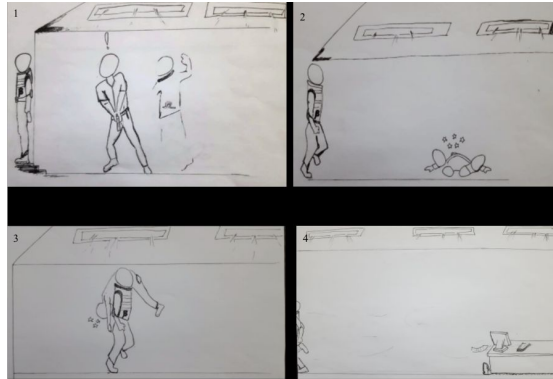

Image 1: Agent Beta hiding waiting for guard to be knocked out by Agent Alpha.
Image 2: Agent Beta goes to retrieve body.
Image 3: Agent Beta carries body to hide.
Image 4: Agent beta turns to sprint back to Agent Alpha.

- ○ **Crouching -** Agent Beta can crouch into vents in order to navigate around the map easier (Agent Beta makes up for his lack of ability in regards to taking out guards, with his increased maneuverability throughout the stages) this can be valuable when helping to solve area puzzles such as finding a hidden key for a door. Agent Alpha is unable to go into vents since he has put on too much weight and can not fit into them.
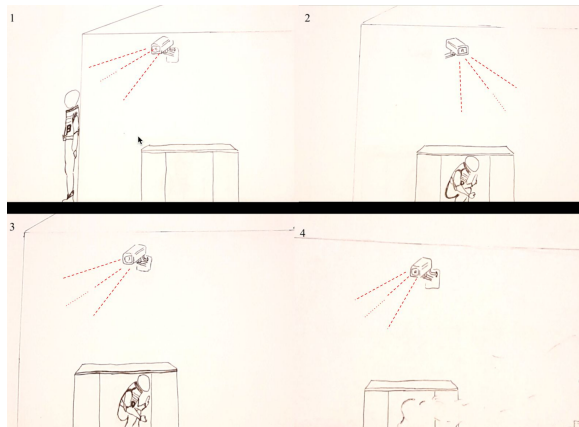
**Image 1:** Agent Beta is waiting for the camera to rotate to look in a different direction.
Image 2: Agent Beta then sneaks to the furniture while the camera is looking away and crouches under it.
Image 3: The camera looks past Agent Beta since he can't see him behind the furniture.
**Image 4:** While Agent Beta has an opportunity he gets up and continues walking past the camera.

Gameplay Systems:

- **Get seen by enemies and you lose** - While sneaking around if you ever get seen by any of the enemies you will lose a life (max of three) and will result in respawning back to the beginning of the stage.
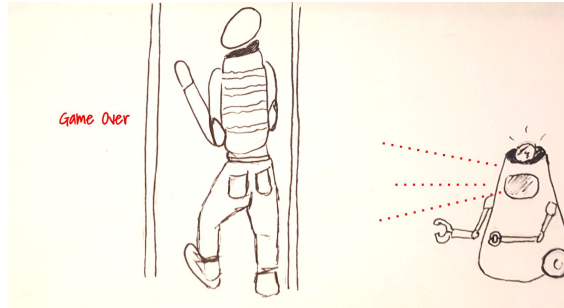
- **Hide all of the enemies and you win** - As agent Beta you are tasked with hiding the bodies of the guards that Agent Alpha has taken out. You will not need to take out all of the guards to clear the level. There will be a minimum counter that you must reach and once you do reach the minimum a door will unlock/open that you can then reach to end/clear the level.
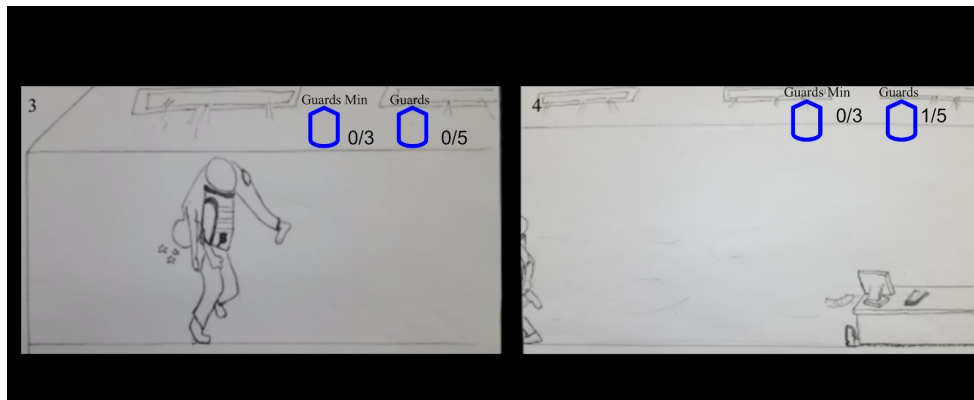
- **Switch between agents** - The player will be able to switch between the two agents at anytime by pressing "V," as long as Agent Alpha has not completed his objectives and left the stage (the player will then assume the role primarily as Agent Beta, and must complete the rest of the stage by fulfilling his objectives). The player will have to think strategically when deciding where to switch, because the agent the player is no longer controlling will be left idle and can still be detected by guards (the exception being when Alpha leaves the stage after completing his objectives).
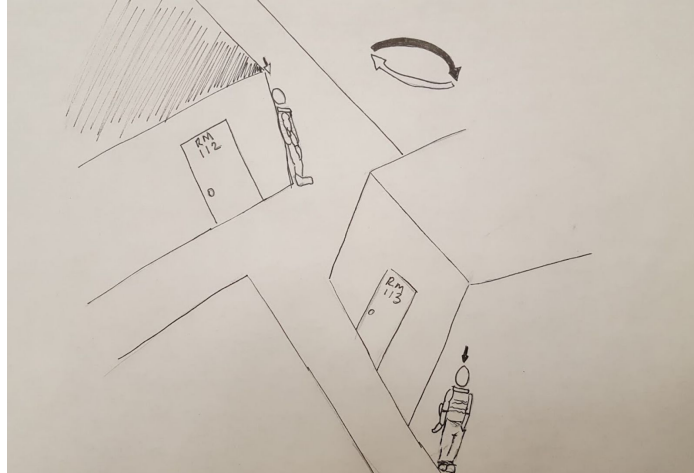
Image: Dark arrow shows that player has now switched from Agent Alpha to Agent Beta

- **Inventory:** The player has a small inventory panel in the lower right portion of the screen. This inventory is where the player stores their items such as the firecrackers and the taser. Once the player has used all of their firecrackers or if the taser is being recharged the inventory panel will turn grey to show that the items are not currently useable. While the taser is recharging the inventory will have a small recharge bar to show the player how long until the taser can be reused. You can see the recharge bar in both the UI and taser mechanic.

- **Experience (Upgrade Menu):** In order to gain experience you will need to clear the level. The amount of experience you get will be based on the amount of guards you take out. If you take out the minimum amount of guards then you will get 1 point and it will go up to a maximum of 2 points for hiding all the guards. At the end of the level you will be able to put the points into the category of your choosing. The categories are Lockpicking Speed and Holding Capacity. The player can only earn the experience point once, they won't get more experience for replaying the level over and over. They will get an extra point if the second time they get all the guards and the first one they only did the minimum. If the player chooses to select a level, they will be given the minimum points (1) for the previous stages.

  - **Special Skills:** These are skills that can upgradable with the experience that you gain at the end of each level.

    - **Lockpicking Speed:** This is the speed at which agent alpha can lock pick a door. This will start at 10 seconds, then decrease to 5 seconds when you put a point into it, then decrease to instantly (0 seconds) when you put another point into it.
    - **Holding Capacity:** Agent Beta will be able to carry more downed enemies the higher the skill is increased. The capacity will increase by one for each skill point you place into this skill, up to an unlimited carrying capacity.

1. This is the total number of guards contained in the level
2. The minimum required amount of guards that Agent Beta must hide to complete the level.
3. The total hidden guards represents the number that the player successfully hid when the player completes the level.
4. Experience gained is where the player is shown the amount of experience points they earned by completing the previous level.
5. There is a "Next Level" button at the top right of the upgrade menu. This button is used to proceed to the next level.The "Main Menu" button is used to take the player to the main menu from the upgrades screen. The "Quit Game" button is used to exit the current playthrough and exit the application.
6. Available Points that the player is able to spend on upgrades. These points will carry over to the next upgrade menu if the player does not spend them before proceeding to the next level.
7. The player can use the (-) or (+) buttons to either decrease or increase their level in that skill.
8. This progression bar shows the current level of the skill listed above.

Enemies:

● **Robot Guards:**

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- **Overview** Robot guards cannot be stopped, however, there is a device (Taser) that Agent Alpha can use to temporarily deactivate them.
- **Vision** – They will have a projection of their field of vision (indicated by a red cone) that will indicate what all the guard can see. The robot will be able to see over small objects (like couches) unless the player is crouching behind it out of site.
- **Alarms** – Whenever an alarm is set off via a security camera or a motion laser the "guards" will then go the location of where the alarm was set off. They will leave after investigating for 15 seconds and switch the alarm off.
- **Taser Effect** – Agent Alpha can taser the robot guards which will then incapacitate the guard for 5 seconds.
- **Routes** – The robot guards will not move on a set route until agent alpha leaves the level to add more difficulty to agent beta since all the human guards will be unconscious and hidden by the time alpha leaves. However, the robots will still be able to respond to alarms always and after the alarm goes off they will return to their normal route/position.
- **States** - Patrol, Alert, Return to Patrol, Disabled
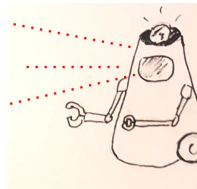
- **Human Guards:**
    - **Vision** – They will have a projection of their field of vision (indicated by a yellow cone) that will indicate what all the guard can see. The human guard will be able to see over small objects (like couches) unless the player is crouching behind it out of site.
    - **Lights -** If the player turns out the lights, the human guards will rush to the light switch to investigate, and will then turn the light back on.
    - **Firecracker Effect** – Agent Beta can use firecrackers to distract the Human Guards for 5 seconds after which they will return to their post/normal paths.
    - **Taser Effect** – Agent Alpha can taser the human guards which will then incapacitate the guard. This will make it possible for agent beta to pick them up to hide the body.
    - **Routes** – The Human Guards will always be on a set path to follow unless they are incapacitated and hidden. After that they are out of the game and will be counted as one of the guards taken out for that level. If an alarm should go off they will respond to that and then return to their route afterward.
   - **States** - Patrol, Alert, Incapacitated
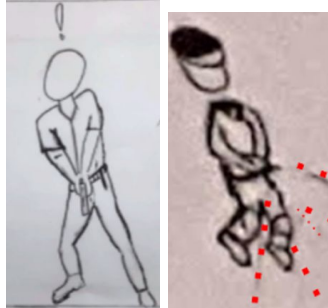
- **Strategies for handling enemies:**
  - Check for enemy patterns before moving forward. Knowing the enemy patterns of movement can help you plan out a route and reach the next target or reach a hiding spot for a body.
  - Stop and examine a guards patrol pattern before you go further. This way you know where you can hide from the guard.

Obstacles and Challenges:

- **Security Cameras** - Security cameras are cameras that just rotate to view the room they are in. If you are seen by one it will only set off the alarm which will alert guards of your location. You can see a projection of it's line of sight (with a visible cone much like the enemy guards) so you know where it's looking at and if it can see you. Security cameras are the only device that will trip the security alarm.
  Strategy: Watch out for alarm systems and security cameras as they are more tricky to spot and if you run into an alarm then robots will run to your position when you set it off.

- **Boxes/Furniture** - These are just objects that will be blocking your way and can also be objects to crouch behind.
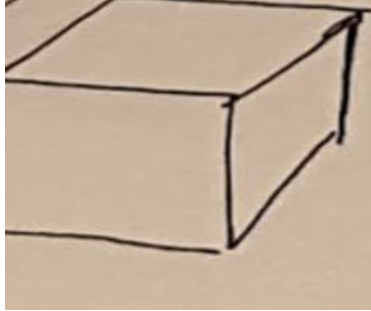
- **Tables** - Another obstacle in the player's way but you can't really crouch behind it since there is a gap under the table (it's not very good for hiding). This object will just be standing in the way of the player and will hinder movement by making them go around it.
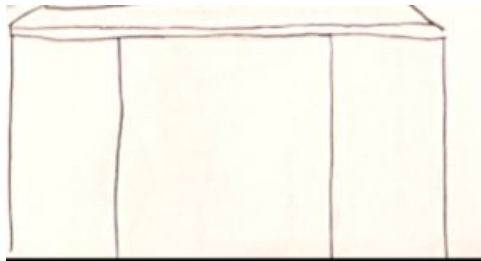

- **Doors** - These will be openable and closeable and will hide what is behind them so it is good to be cautious. There will be locks on some of the doors where you need to either find a key as Agent Beta or by lock picking (lock picking will be automatic and require no input from the player) as Agent Alpha; certain doors may also have key pads that will require the proper input from the player to proceed. The correct code can be found from a paper pickup in the level.


- **Security Lasers** - Dangerous lasers that will automatically kill the player if touched (the player will be able to tell the difference between lasers by color; the security laser will have red lasers). These can either be turned off or maneuvered around via different paths in the map in order to proceed to areas past them.. Some of these lasers will be able to move up and down making you able to jump over them or crawl under them. They will also be able to move left and right.
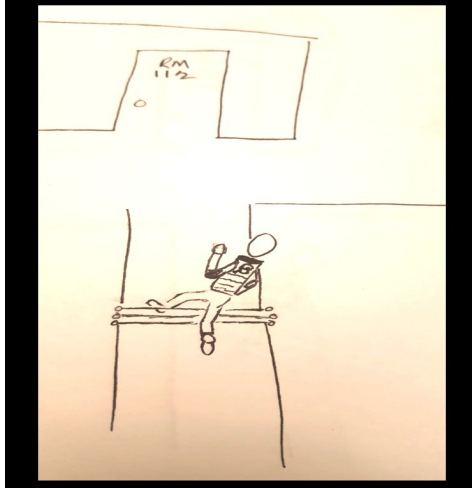
- **Motion Lasers** - When the player walks through these lasers only an alarm will sound alerting guards to your location (these lasers will be identified by their blue lasers). Some of these lasers will be able to move up and down making you able to jump over them or crawl under them. They will either move up and down or left and right.

- **Lights** - Lights within a building will be able to be switched on/off using a light switch. This will hinder the player's vision as well as the enemies. Light switches will only affect the rooms they are in.
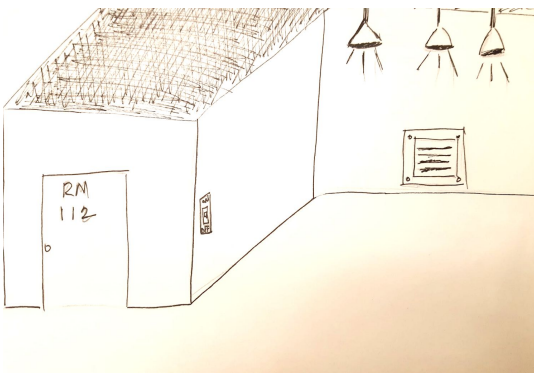
- **Vents** - There will be vents in the ground/walls that will be alternate routes the player can take to get around guards. The player will be able to crawl into these spaces.
  - **Strategy:** The player should be mindful of the locations of vents (vents can be utilized to dodge enemy patrols and may also lead behind a locked area that Agent Beta could not otherwise access). Only Agent Beta can use vents since Alpha is too fat.
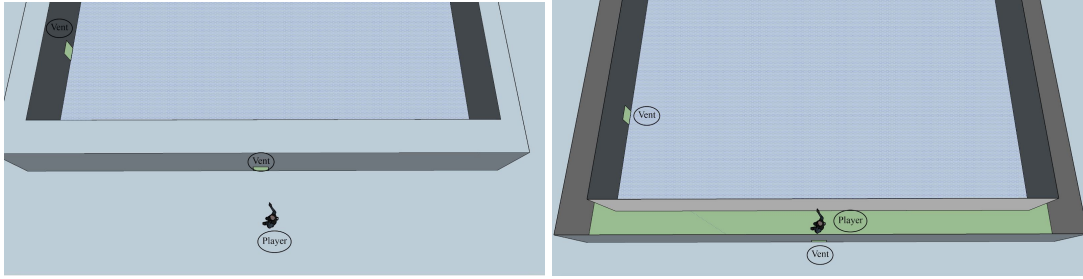
- **Enemy Placement** - Enemies will be arranged in such a way that it forces players to not only use all the mechanics given to them, but will often lead the player to think outside the box. As the player progresses through the game, the enemies will be more numerous and will lead to more critical thinking on the player's part.

- **Farther hiding spots** - As the player progresses and the difficulty increases, the hiding spots that the player can use to hide bodies will be placed further away from the player's starting location, as well as become more spaced from one another.

Objectives:

- Aid Agent Alpha in mission to collect intel (Flash drives)
- Agent Alpha: Incapacitate enemies with the taser
- Agent Beta: Dispose of any downed AI/Enemies
- Avoid Detection
- Agent Alpha: Knock out Guards
- Once the minimum amount of guards is hidden then the last one will drop a key for you to use to exit the level.

Combat:

- Non-direct combat
- Agent Beta:
    - Firecrackers that can be placed and left behind to draw enemies to the noise. There will be a set vicinity range in a circumference of the area of fire cracker effect. Agent Beta starts each level off with three firecrackers and can find more scattered around the game. The player may also not place more than one firecracker at a time. The firecracker will take 8 seconds before it goes off then will distract guards for 5 seconds
    - Agent Beta can only hide and pick up bodies and can not take any guards out.

- Agent Alpha:

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- Prong launched taser (Short range taser) can be used to incapacitate enemies for duration of level gameplay. It can also be used to disable the robot guards.
- Agent Alpha can take out guards but can not hide any of the bodies.

Levels

https://docs.google.com/drawings/d/1XahF3L01U7yfUXwN4_hq50U1ap2Jwnrip_WFvdyEYME/edit

Main Campus Hall:

1. [!*] Security Guards: Security guards will be placed more around the level and in more enclosed spaces. The player will work on improving the ability to take out the guards with alpha by adding difficulty to the number of guards as well as work on maneuvering and hiding bodies within the hard to see corners.

2. [!] Light Switches: In each room there will be light switches that either agent can turn on or off. The switches only operate the lighting in the room that they are found in. Guards will attempt to turn these back on since they will hinder their vision.

3. [!*] Security Cameras: Security cameras will be placed in more enclosed spots around the map along with guards to make the player practice more on timing and maneuvering around them. Robot guards will also be close to the cameras and the player adding more difficulty and consequence if caught.

4. [!*] Hiding Places: There will be less hiding places around the map to hide guards in and some will be placed in more difficult to reach places to help the player practice using stealth and navigate around more to hide bodies.

5. [!*] Firecracker: Firecrackers will be more scarce in the level and will also have more uses so the player can practice using them on guards while also needing to be careful because there are more guards.

6. [!*] Keys: The player will be able to practice the use of keys more in this level as there will be more keys and more doors to unlock. The player will need to practice recognizing locked doors and keys you receive. There will be a total of 3 keys in this level (plus one for the level end door.

7. [!*] Vents: There will be more vents within this level that can be used more for maneuvering around guards and other obstacles.

8. [!] Robot Guards: These guards will be placed closer to cameras and there will be more of them for the player to worry about and maneuver around. Alpha can also practice more with his laser on these.

9. [!*] Locks: There will be more locked doors for beta to go through and alpha to unlock allowing the player to practice more on exploration and picklocking.

10. [!*] Security Panels: There will be more security panels since there are more cameras however, to trap the player improve they have been placed in more inconvenient spots.

11. [!] Security lasers: Security lasers will instantly kill the player if they run into them.

12. [!] Intel(Stash Unova): Intel is another object agent beta needs to grab to complete the level.

13. [!*] Sneaking: With there being more guards and other security measures both agents will have to utilise and practice there stealth more in order to navigate around the light corners and rooms on the level.

14. [!*] Motion Lasers: he player will be given more of these and in more inconvenient spots to help practice getting around them better. The robot guards will also be closer and in larger numbers making these feel like more of a threat.

15. [!*] Switching: Switching will be utilized more in the level as there are more guards and a lot more enclosed/easily noticeable places. This means that guards will be able to find both the player you switched from more easily making the decisions and usage of switching more important.

Win Condition:
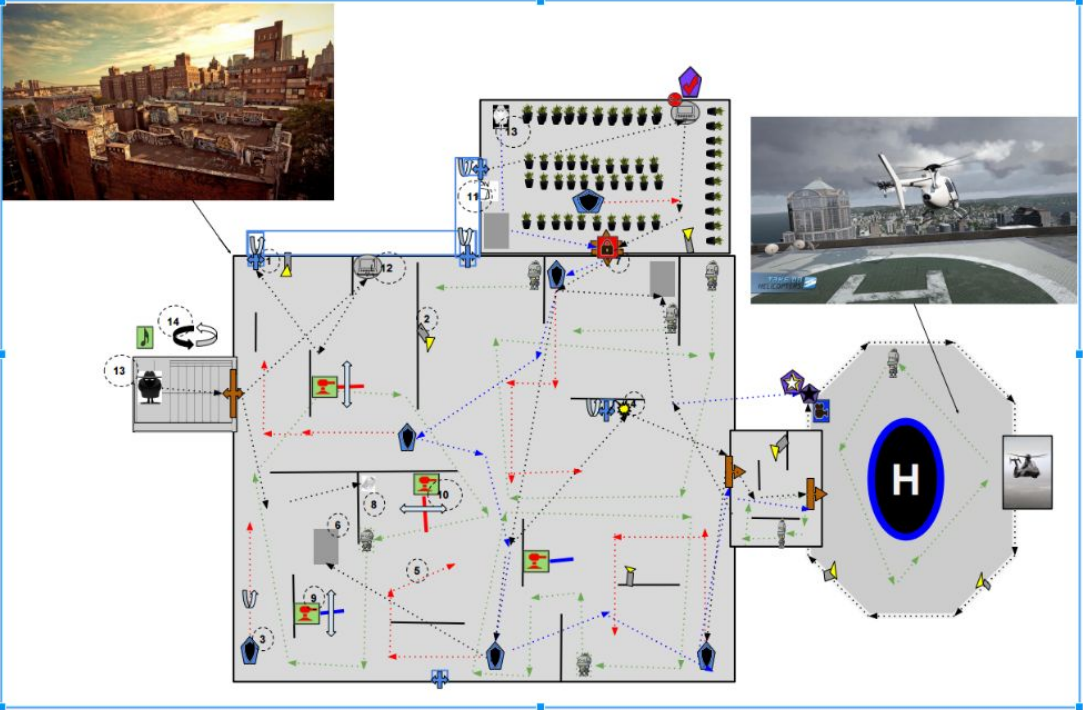- Agent beta must hide the minimum amount of guards (4)
- Agent Alpha must take out all of the guards then he will leave.
- Agent beta must also collect the intel before exiting the level even with the key.

Matrix

Agent Beta	Guards	Security Camera	Agent Beta	Agent Alpha	Firecrackers	Taser	Light Switch	Hiding Place	Doors	Security Lasers	Key	Panel	Motion Laser
Guards													
Security Camera	F												
Agent Beta	A	I											
Agent Alpha	A	I											
Firecrackers			O										
Taser	C	J		U									
Light Switch	W		N	N									
Hiding Space			Q										
Doors/Vents	D		M	M									
Security Lasers			R	R		V							
Key			P										
Panel	B	K	L	L									
Motion Laser	E	S	S							V			

A: If the guard sees the player then the player loses. If the human guard is unconcious then the player (As Beta) can pick him up to hide him. If the player is Alpha then he can sneak up and take out the human guards.
B: Guard can go to the panel if it's turned off and turn it back on
C: When the Guard is hit with a taser it is stunned for 5 seconds
D: When a guard walks up to a closed door in their path they will open it as well as close it when they walk away
E: The robot will respond to the laser whenever it is triggered and go to its position
F: The robot will respond to the camera whenever it is triggered and go to its position
G: Human Guards become entranced by the pretty lights and sound (effectively causing a distraction).
H: If the light switch is turned off the HUMAN guards can go over and turn the lights back on via the switchI: If the player walks in front of a camera's vision an alarm will soundJ: if the taser hits the security camera it will disable the camera for 5 secondsK: if the panel is turned off the camera will be turned off and if it's on the camera will be onL: The player can interact with the panel to turn off the camerasM: if the player walks up to a door and press the interact key they will be able to open as well as close a door. The player will be able to open a locked door if they hold a key (functions like "M"). If the player is Alpha they can picklock the door. (Note: Some doors may require you to hack them open). The player (only as Agent Beta) will also have vents/potholes to climb in/through.N: The player can turn off and on the lights using light switchesO: Player can throw Firecrackers as a distraction as well as pick them up around the level to collect moreP: Player can pick up a key to unlock doorsQ: Player can use these to hide enemiesR: Player will die if they hit this laserS: Player will set off an alarmT: Agent Alpha may stealth kill enemy as well as lose if caughtU: May use to short-circuit mechanical security devices and knock out human guards.V: Can short-circuit objectsW: Human guards can turn back on the light switches if they are off.

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Items

Keys

- There will be key/key-cards lying around some of the levels that will allow agent beta to unlock locked doors. Keys will be able to be used by both characters no matter which one picks it up.

Taser

- The taser is an agent alpha item only. Alpha can use this to incapacitate human guards permanently and incapacitate robot guards for 5 seconds. The taser will have a recharge time of 8 seconds before the player can use it again.

Firecrackers

- Firecrackers are only useable by agent beta. Firecrackers can be used by placing them down then the player will have 8 seconds to move away from it (when they do go off they will distract guards for 5 seconds) and when they are done the guards will just go back to their previous post. The player may only hold 4 of these and will only start with 1. However, they can find more throughout each level.

Flash Drive (Intel)

- The intel is a flash drive only obtainable in Level 2. It is an object that agent alpha leaves behind that he is supposed to collect but the task ends up falling to agent beta to recover. This item is required to finish level two and there is only one of it within the level.

UI
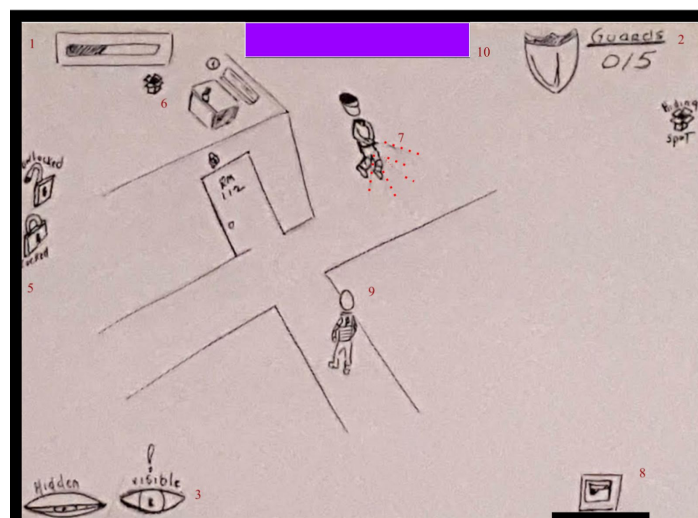
Beta

1.Stamina Bar: This is where the player can view how much stamina they have remaining.

2.Guard Counter: This shows the player how many guards the player has successfully hidden.

3.Detection Symbol/Hidden Symbol: If the eyeball is open then this indicates that the player isn't near a hiding place; if the symbol is closed and blue, it means that the player is next to a hiding place and may hide a body there.

4.Experience Bar: Player experience will range from 1 - 3. (This has been moved to experience menu pg .20)

5.Locked/Unlocked Symbol: Symbol for locked door will appear over locked door once Agent is close by indicating door is locked. Once unlocked the unlocked symbol will be displayed over door then disappear.

6.Hiding Spot Symbol: Hiding spot symbol will appear over areas where the Agent can hide a body.

7.Guard Visibility Cone: Visibility of Guards will be reflected with a red cone for the robot guards and yellow for the human flashlight.

8.Inventory Panel w/Recharge Bar: This is where the player can find and use all of the items in their inventory (the bar beneath represents the recharge gauge once item in inventory has been utilized by agents). The inventory will switch out with the appropriate items when the player switches characters.

9.Player: The player is positioned in the center of the screen.

10.UI Color Change: When the player switches agents the UI's color will also change. Agent Alpha's UI will be colored green and Agent Beta's UI will be colored Purple.

Alpha

1.Total Guards: This shows the player how many guards the player has successfully hidden. This number will change color once the minimum and maximum number of guards for that level has been reached.

2.Locked/Unlocked Text: A text popup will appear that states that the player needs to find the key as Agent Beta, or will say press R to lockpick as Agent Alpha. The door will only have a text that says press E to open if the door is unlocked.

3.Guard Visibility Cone: Visibility of Guards will be reflected with a red cone for the robot guards and yellow for the human flashlight.

4.Player: The player is positioned in the center of the screen.

5.Inventory Panel: This is where the player can find and use all of the items in their inventory.

Menu Flow Chart
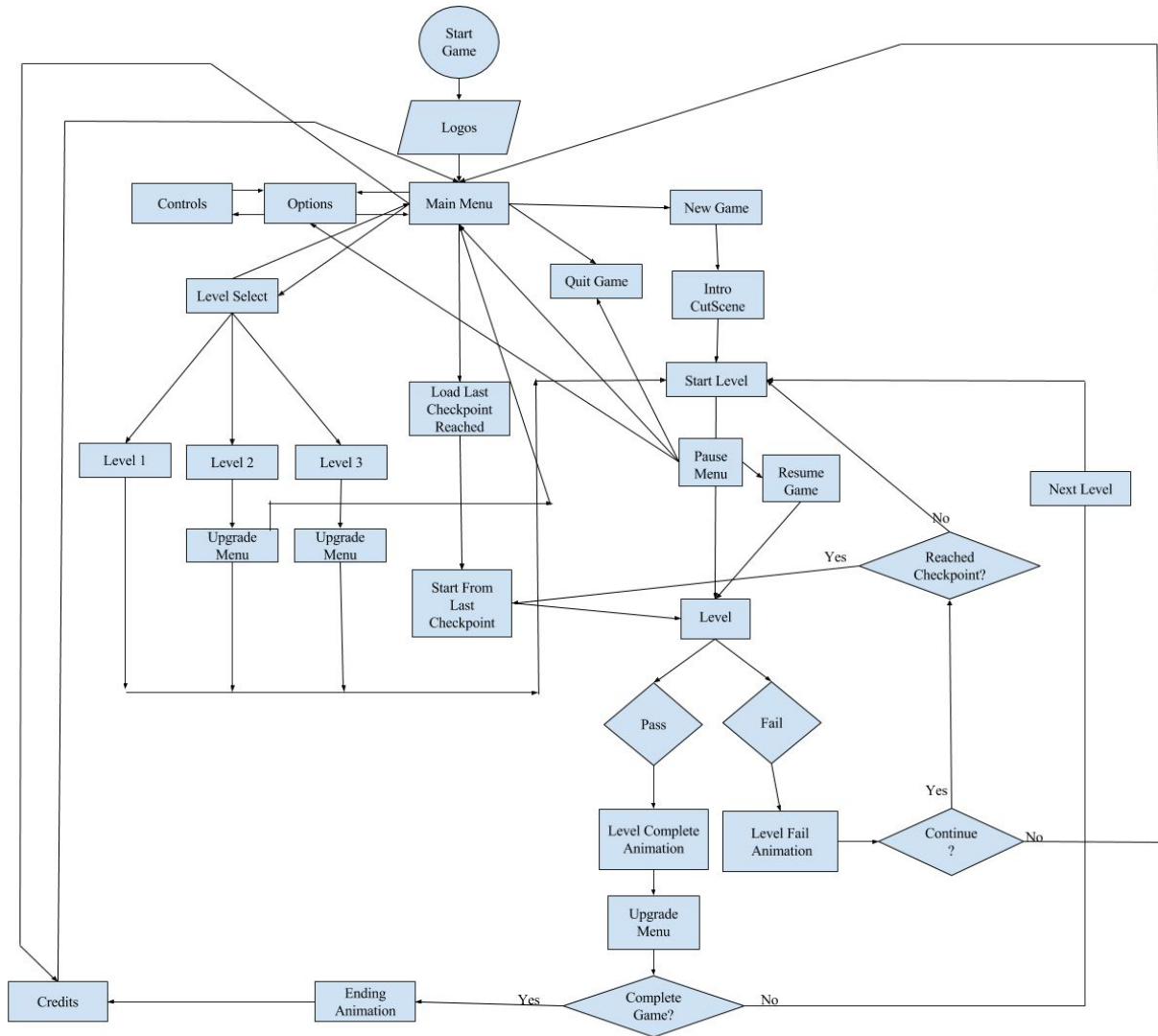
Main Menu UI
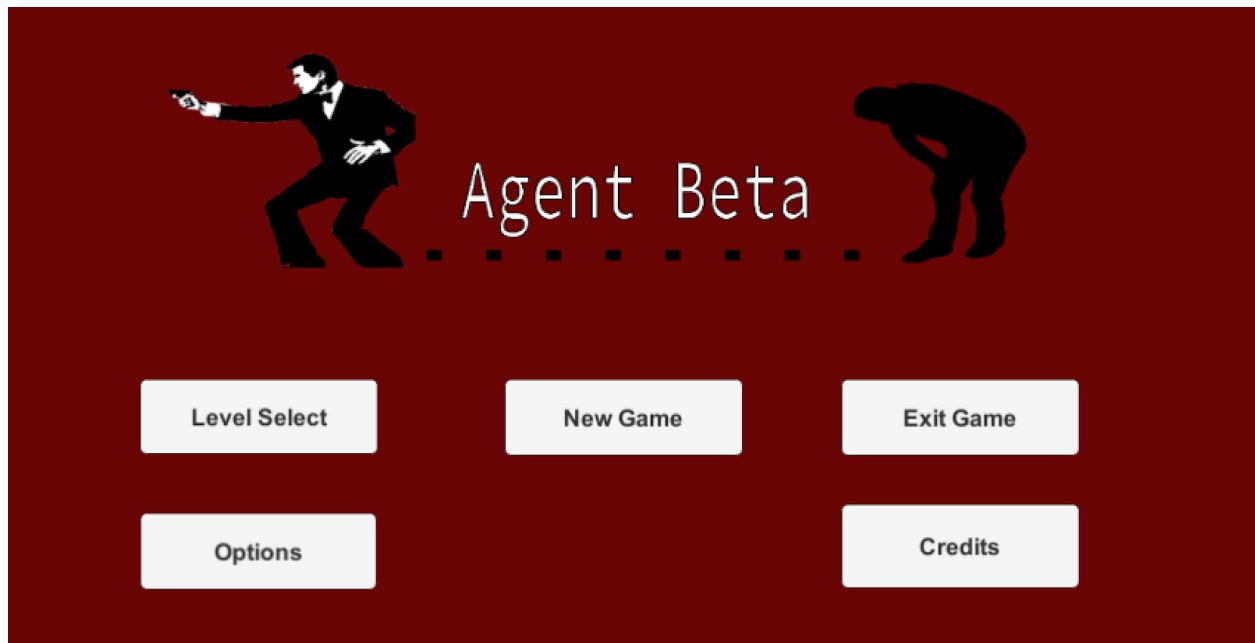
- **New Game:** Pressing this button will start a new game and will automatically load the opening cutscene in level one after pressed.
- **Level Select:** From this menu the player may select any of the three levels to play. If a level is selected it will load that level from the start of the level. If the player chooses to start at either level two or three they will first be taken to the upgrade menu as they will be provided 1 experience point per each level the player skips (Level 2 = 1 free experience point, Level 3 = 2 free skill points). The player is only given 1 point per level skipped because they are choosing not to hide all possible guards in that level. There is also a main menu button that will return the player from the level select screen to the main menu.
- **Exit Game:** Pressing this button will shut down the .exe
- **Options:** This button will take you to the options menu where you can change settings such as sound and subtitles. There is also a return button that when pressed returns the player to the previous menu (main menu/pause menu) from the options menu.
- **Credits:** Pressing this button will load the credits scene that displays a scrolling screen of all references for our project.

Pause Menu UI

1. **Resume Button:** If the player presses this button they will continue the game and it will unpause.
2. **Options Button:** When paused, if the player presses this button an options screen will open up that will allow players to tweak in-game options such as the volume and graphics quality.
3. **Quit Game Button:** When paused, if the player presses this button then they will prompted to make sure they want to quit the game. If they press yes it will exit the game and if they press no it will return them to the pause menu.
4. **Main Menu Button:** If the player presses the main menu button it will show a prompt asking if they are sure then want to exit to the main menu and if they press yes it will take them back to the main menu and if they press no it will go back to the pause menu.

Options Menu UI
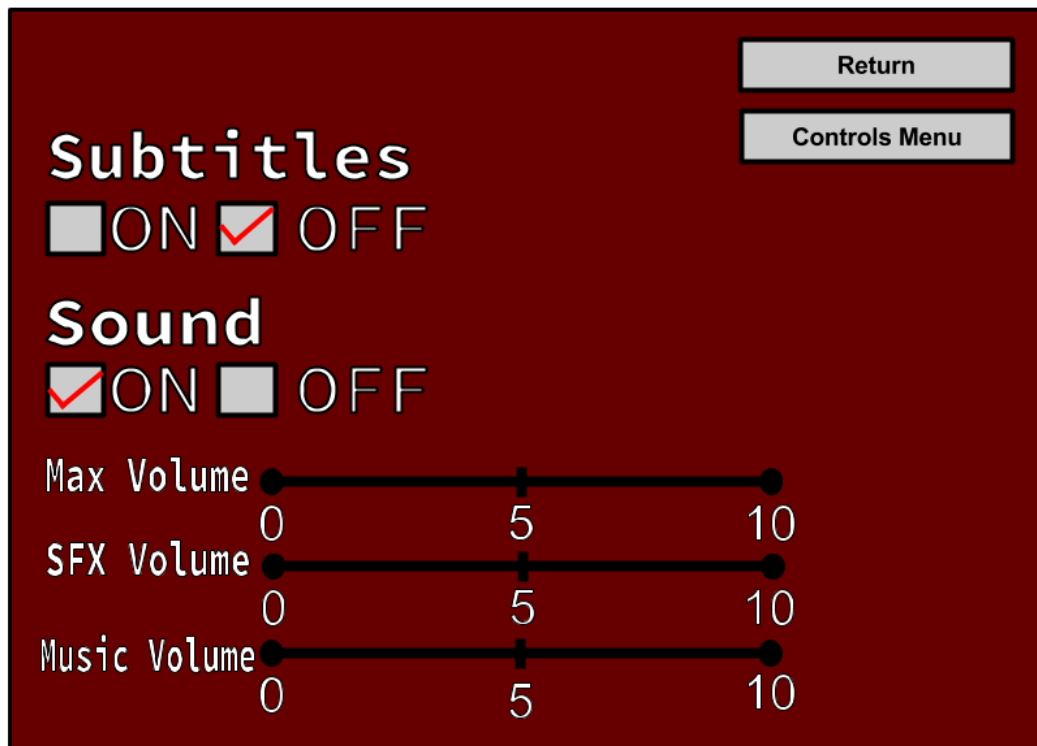
- **Subtitles:** Turning on the subtitles will enable text boxes at the bottom screen to be displayed for whenever voices play within the game. Turning the subtitles off will turn off the text boxes.
- **Sound:** All sound in the game can be toggled on or off in the options menu.
- **Max Volume:** Adjusting this volume meter will adjust all of the volume within the game.
- **SFX Volume:** Adjusting this volume meter will adjust all of the volume for sound effects (SFX).
- **Music Volume:** Adjusting this volume meter will adjust all of the volume for music in the game.
- **Return:** Pressing this button will take the player back to the previously derived menu.

Controls Menu UI

- **Controls Page:** In this page the player can view all the controls used in the game.
- **Return:** Pressing this button will return the player to the options menu

Level Select Menu UI
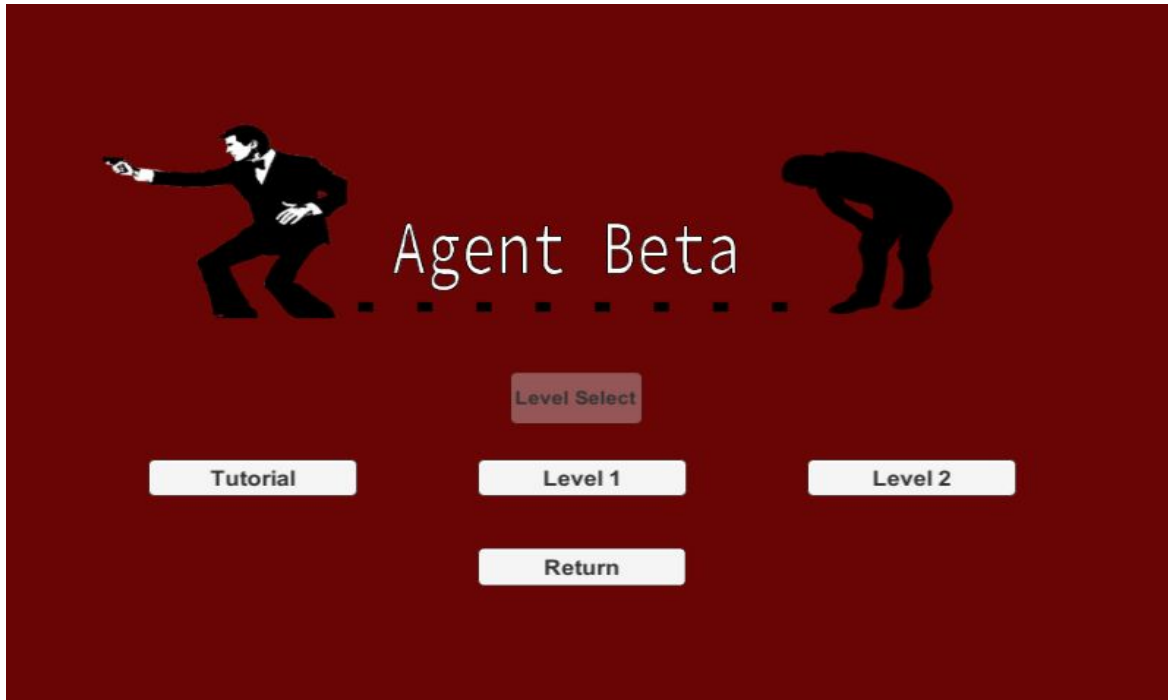
- **Tutorial Select:** You can select level 1 by pressing on the image below level 1's text.
- **Level 1 Select:** You can select level 2 by pressing on the image below level 2's text
- **Level 2 Select:** You can select Level 3 by pressing on the image below level 3's text
- **Return to Main Menu:** Press the "return to main menu" button to return to the main menu

Note: When you load a level from here you will start with experience and skill as if you had hidden the minimum amount of guards in the other levels.

Production Planning

Feature List

https://docs.google.com/document/d/1uI3I9Ve3PrN8ncGqjrtG4H-2uSk9AiMXSgsp5b0_q0I/edit

- Player
  - Agent Alpha **[A]**
    - Agent Alpha is the only character that can defeat human guards with his Taser item and will leave the stage when he has completed his objective. He can't jump high or crawl into vents but he can temporarily short circuit the Robot guards (though they will reboot after 5 seconds) and he can unlock doors with his lock picking skills; this is done by holding the R key until the gauge at the bottom fills up, and the pressing the E key to complete the action.
  - Agent Beta **[A]**
    - Agent Beta is the only character that can carry defeated human guards, crawl into vents and jump freely over some obstacles. Agent Beta can't defeat any enemies,

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but he can distract human guards with his firecracker item for 5 seconds (the firecracker takes 8 seconds to go off however) he also must find keys to open locked doors.

- Player Items
  - Taser**[A]**
    - Can be used by only Agent Alpha and can defeat human guards, short circuit robot guards (for 5 seconds) with a range of four guards in length and will need to recharge after a single use for 8 seconds before it may be used again.
  - Key**[B]**
    - This item needs to be found and picked up in the stages to allow Agent Beta the ability to unlock doors.
  - Flash Drive (Intel, pickup)**[C]**
    - This item is tied into Agent Alphas objectives (and also is tied into him leaving the current stage) the player must find and pick up the flash drive in the stages.
  - Firecrackers (pick up, useable item)**[B]**
    - Firecracker pickups will be littered throughout the stages and will allow the player (while controlling Agent Beta) the ability to pick up extra firecrackers to add to their arsenal. The maximum that can be carried at one time is four.

- Player Abilities
  - Carry incapacitated guards (Agent Beta) **[A]**
    - Whenever agent beta walks over to an incapacitated human guard he will get a prompt to pick him up and if he presses the interact key when that prompt shows then the guard will disappear and the counter for how many guards you are carrying will increase by one. If you cannot carry a guard then it will just say that you cannot carry any more.
  - Crouch into vents (Agent Beta)**[B]**
    - Whenever agent beta wants to go into a vent he must first enter the crouch position before entering. Whenever agent beta does enter the vent the screen should then make the inside of the vent visible so the player can see agent beta in the vent. Whenever the player exits the inside of the vent, the inside should not be visible and should appear as a normal wall.
  - Crouching behind cover (Both agents)**[B]**
    - Whenever the player is crouched behind an object they shouldn't be able to be seen by the guards or security cameras if they are on the other side of the object you are taking cover behind.
  - Placing Firecrackers (Agent Beta)**[B]**
    - Whenever agent beta places a firecracker he will then have 8 seconds to get away from the firecracker before it gets off. Once the firecracker does go off then all human guards within a certain radius around the firecracker will be alerted to it and go to its position. The firecracker will distract those guards for 5 seconds and once it is done the guards will go back to their posts.
  - Jumping (Jump over some lasers) **[C]**
    - The player will only be able to jump as agent beta. If the player presses the jump key then they will leap off the ground making it possible for the player to jump over furniture as well as lasers.

- - Sprinting (Both Agents) **[C]**
    - Whenever the player presses the sprint key they will begin sprinting which will be faster than walking. While sprinting you will have a stamina meter that will be decreasing until you hit zero (you will then stop sprinting). While you are not sprinting the player's stamina will increase until it's full.
  - Firing taser (Agent Alpha)**[A]**
    - Whenever the player presses the use item button as agent alpha they will fire the taser and it will go a distance of 4 guards. It will then need 8 seconds to recharge to fire it again.
  - Lock picking doors (Agent Alpha)**[B]**
    - Whenever agent alpha walks up to a locked door the player may hold the R key and a gauge will start to fill at the bottom of the screen, once the gauge fills up the player may then press the E key to finish the lock picking and open the door.
  - Turning off Lights (both agents)**[C]**
    - The player can flip a light switch off making the room the light switch is in darker. There will be an indicator for the interact key when the player approaches the switch.
  - Character Switching (player can switch between agent alpha and beta)**[A]**
    - Whenever the player presses the switch key they will be able to switch to the other character (Agent Alpha -> Agent Beta; Agent Beta -> Agent Alpha). When this happens the camera should go to the other player and controls to the other player should not be enabled. However, the other player you left should still be able to be seen by guards.
- Player HUD**[C]**
  - Stealth gauge
    - An eye will open when the player is spotted by enemies and will remain closed when the player is successfully hidden/out of sight.
  - Locked doors
    - Locked doors will appear with a text (locked) over the door to help indicate to the player that they will need to find a key as Agent Beta or pick the Lock as Agent Alpha.
  - Unlocked doors
    - Will just appear with a text that states how to open the door (E press).
  - Guards
    - This will be indicated to the player by a shield in the upper right portion of the screen alongside a number with the minimum amount of guards that have to be defeated in order to finish an objective for the stage.
  - Stamina
    - This will appear as a bar in the top left of the screen that is tied into the player's ability to sprint (the stamina gauge last 4 seconds and refills after 8 seconds).
  - Hiding places
    - This will appear as an open box on the HUD that will indicate to the player where they can safely dispose of a body.
- Player Experience System**[C]**
  - Leveling up
    - The player gains 1 -2 experience points per stage based on how many enemies they've defeated in the current stage the player may level up their skills at the end of the stage via an upgrade menu that appears at the end of levels 1 and 2. The

player may level up their carrying capacity to infinite at max (rank 3) and may level up their lock picking speed to a maximum of instantly unlocking doors (rank 3).

- Enemies
  - Human Guard **[A]**
    - The human guard will have a visible yellow cone that indicates his viewing field to the player; this is the only enemy type that can be defeated by Agent Alpha with the taser item (and must be carried by Agent Beta to a hiding spot). If the player enters the field of view of the guard the player will lose a life (3 in total) and will respawn; the human guard will also turn lights back on if he finds a light turned off.
  - Robot Guard **[A]**
    - The robot guard will remain idle until agent Alpha leaves the stage, once the player changes to Agent Beta the robot guards will start up and begin their rounds; the robot guards will have a red cone to indicate their view range like the human guards, but are unable to be distracted by firecrackers (they can be temporarily stunned for 5 seconds by Alpha with the Taser) but they can never be truly defeated.
- Enemy Interactivity
  - Turning lights back on (Human Guards) **[C]**
    - Guards will be alerted to the light switch that has been turned off. Once the Guard arrives to the switch, the area will be scanned briefly (15 seconds) and the Guard will then turn the light switch back on.
  - Can see player with visible red and yellow cone of view **[A]**
    - Not only will this show our Agents how far the enemies can see, this will also end the game for our agents if they are caught.
  - Robot guards may be short circuited for 5 seconds (but never defeated)**[B]**
    - Agent alpha will be equipped with a taser that he can use to incapacitate the Robot Guards for a few 5 seconds.
  - Animation for turning light switch back on**[C]**
    - Human guards can turn light switches back on after they are turned off, they will react to the lights being off once they realize they are off. They will then walk over to the switch for that room and turn it on.
- Obstacles
  - Security Cameras**[B]**
    - The security cameras will have a red cone to show their view range to the player and will alert all nearby guards if the player is spotted by them (this will not result in game over or losing of a life).
  - Security Lasers**[B]**
    - The security lasers will kill both agents if they walk into this (this laser will be shown as a red laser to the player) and will result in a game over.
  - Motion Lasers**[B]**
    - These are similar to the security cameras in that if an agent steps into one of these lasers an alarm will go off alerting all nearby enemies to the situation (these will be shown to the player as a blue laser).
  - Locked Doors/Security Panels**[B]**
    - The Agent will need to collect keys from fallen guards in order to access the Security Panels that will be at some locked doors throughout the level. As for the

locked doors leading to the end of the levels the Agent will need to hide the minimum amount of downed guards in order to access the door and move onto the next level.
- ○ Keypad
  - ■ There will be a keypad that is locked with a 4 digit code. You can find this code by find a paper with it on it
- ○ Puzzle
  - ■ There will be another keypad like object but it will instead have a puzzle where you need to match all the spots with x's

- ● Obstacle Interactivity
  - ○ Can view player with visible red cone of view (Camera) **[A]**
    - ■ The red cone will display the vision of the security cameras (signifying how far the camera can see). If an Agent is spotted in this cone then the alarm is triggered.
  - ○ Security laser kills player if touched**[B]**
    - ■ When an Agent steps into or is touched by a Laser the game is over.
  - ○ Motion laser sets all enemies to alert mode**[B]**
    - ■ Laser is touched by Agents then Guards will then patrol the alerted area.
  - ○ Paper
    - ■ When agent beta walks up to this he will read it and find out the code for the keypad

- ● Objects to Hide Behind**[B]**
  - ○ Tables
    - ■ The player can crouch down behind this object to shield themselves from the view of patrolling guards.
  - ○ Desks
    - ■ The player can crouch down behind this object to shield themselves from the view of patrolling guards.
  - ○ Bushes
    - ■ The player can crouch down behind this object to shield themselves from the view of patrolling guards.
  - ○ Plants
    - ■ The player can crouch down behind this object to shield themselves from the view of patrolling guards.
  - ○ Walls
    - ■ The player can crouch down behind this object to shield themselves from the view of patrolling guards.
- ● Hiding Places for Bodies **[A]**
  - ○ Bushes(**Boxes For Now**)
    - ■ As Agent Beta the player can carry and hide bodies into the designated bushes that appear on the HUD.
  - ○ Closets
    - ■ As Agent Beta the player can carry and hide bodies into the designated closets that appear on the HUD.
  - ○ Dark Areas

- ■ As Agent Beta the player can carry and hide bodies into the designated dark areas that appear on the HUD.
- Levels**[B]**
  - Tutorial (1st level)
    - ■ Rough outline in 3D and will add detail. Level 1 will represent the level 1 in the Flow chart.
  - Campus Lawn (2nd level)
    - ■ Rough outline in 3D and will add detail. Level 1 will represent the level 2 in the Flow chart.
  - Inside Campus Building (3rd and final level)
    - ■ Rough outline in 3D and will add detail. Level 1 will represent the level 3 in the Flow chart.
- Cutscenes/Cinematics**[C]**
  - Intro Cutscene
    - ■ The camera will do a fly through of level one.
  - Tutorial cutscene
    - ■ Player loses control and camera moves to indicate item and displays what it does. Afterward, the player then gains control.
  - Level 2 cutscene
    - ■ Player loses control of the models and everything moves on its own to play out the scene needed.
  - Level 3 cutscene (escape/end game cinematic)
    - ■ Player loses control of the models and everything moves on its own to play out the scene needed.
- Sounds**[B]**
  - Cutscene/cinematics Dialogue
    - ■ When audio is necessary during a cutscene there will be voices played to represent talking. If the player has subtitles on then it will display the text for what is being said.
  - Background Music
    - ■ Each level will play a song that will loop and continue throughout the level.
  - Taser Sound
    - ■ A sound will play whenever the taser is fired and when it zaps someone.
  - Player Movement Sounds
    - ■ A sound will play for the player's footsteps to match how fast they are moving.
  - Enemy Movement Sounds
    - ■ A sound will play for the enemy's footsteps to match how fast they are moving.
  - Robot Activation Sound
    - ■ A sound will play for when the robot is activated to represent it turning on.
  - Firecracker Sounds
    - ■ A sound will play for when the firecracker goes off that will sound like a firecracker.
  - Lockpicking Sound
    - ■ When lock picking a sound of picking a lock or a rustling sound of metal will play.
  - Alerted Sound (player is spotted by guard)
    - ■ When the player is spotted a sound will play indicating that they have been spotted.

- ○ Alarm (player is spotted by security cameras/motion lasers)
  - ■ When an alarm goes off an alarm sound will be played until the alarm is turned off.
- ○ Death Sound (when player is hit by security lasers)
  - ■ When the player dies from a laser it will play a sound to match being killed by a laser.
- ○ Game Over Sound
  - ■ Whenever the player loses it will play a more downbeat/mellow/somber tune.
- ○ Main Menu Music
  - ■ There will be some main menu music playing to match the theme of the game and get the player pumped.

Task List

- ● Jeffrey Smith
  - ○ **Agent Beta/Alpha -** This will cover the movement of agent beta as well as the ability to walk up and open doors and interact with other objects
    - ■ **Sprinting -** This will cover the sprinting for agent beta so when you press shift he will begin sprinting (for a time limit)
    - ■ **Crouching -** This will cover crouching for agent beta so when you press c beta will get shorter representing crouching
    - ■ **Jumping -** This will cover jumping for agent beta so when you press the jump key he will jump in the air then land back on the ground.
  - ○ **Player Switching -** This will cover when the player presses the switch key the player will then switch agents. This will make the agent you switch from stop functioning and the agent you switch to start functioning as well as move the camera to the agent you are controlling.

- ● Christopher Sheppard
  - ○ **Taser -** Can be used by only Agent Alpha and can defeat human guards, short circuit cameras/robot guards (for 5 seconds) with a range of four guards in length and will need to recharge after a single use for 8 seconds before it may be used again
  - ○ **Firing Taser -** Whenever the player presses the use item button as agent alpha they will fire the taser and it will go a distance of 4 guards. It will then need 8 seconds to recharge to fire it again.
  - ○ **Hiding Places -** Boxes (Only boxes first)
  - ○ **Placing Firecrackers -** Whenever agent beta places a firecracker he will then have 8 seconds to get away from the firecracker before it gets off. Once the firecracker does go off then all human guards within a certain radius around the firecracker will be alerted to it and go to its position. The firecracker will distract those guards for 5 seconds and once it is done the guards will go back to their posts.

- ○ **Security Cameras -** The security cameras will have a red cone to show their view range to the player and will alert all nearby guards if the player is spotted by them (this will not result in game over). (Basically show triggered on and triggered off)

- Tommy Wiggins
  - ○ **Human Guard -** The human guard will follow along an assigned waypoint.
  - ○ **Yellow vision cone -** A visible vision cone that shows the player the field of view for the human guard.

- William Bixler
  - ○ **Locked Doors -** Doors will be fully functional along with locked doors. These doors will require the key pickup in order to be opened or for agent alpha to lockpick the door. A sound will also play when the door is unlocked, opened/closed, or if the player attempts to open the door but can not.
  - ○ **Lockpicking -** This is the skill used by agent alpha to unlock locked doors. Doors that alpha unlocks will only stay unlocked for him as the door relocks itself behind him. Once alpha has unlocked a door for himself he can reuse that door as much as he wants.
  - ○ **Key Pickup -** This will be the pickup that can be found around the levels that is used to unlocked doors. If the player collides with this pickup then it will be destroyed and added to the player's inventory.
  - ○ **Firecracker (Pickup) -** This will cover the player being able to walk over to a firecracker item and you will be able to press the interact key to pick it up and increase your inventory.

- Ander Gimenez:
  - ○ **Playground -** A Unity level where we will test all of the mechanics, programming, and systems before we implement them.
  - ○ **Robot Guards -** A guard that reacts differently from the human guard. Specifically, it will inspect an alarm, but it can't go back to investigate it unless it's gone back to its patrol zone.
  - ○ **Security Lasers -** The will kill the play if they touch him.
  - ○ **Motion Lasers -** Similar to the cameras that if a player touches it, guards will go to check if they player is there.