TINY TREASURES

SNEAKING

A FEATURE DESIGN DOCUMENT WRITTEN BY BARTHELEMI RAPEAUX

GLOSSARY

BLOCK: a pushable level element.

MAGITECH: the technology used within the Tower.

SCENARIO: a variant of a level.

TOOL: items used to interact in various ways with level elements.

TREASURE: collectibles found throughout the Tower.

WAIT A SECOND!

Is there a term you don't understand that isn't written here?

Contact me!

It's a CUTE PUZZLE GAME with KNOWLEDGE-BASED ELEMENTS set in an EERIE FANTASY WORLD.

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EXPLORE

TALK

OUTGAME

SOLVE

COLLECT

INGAME

PREPARE
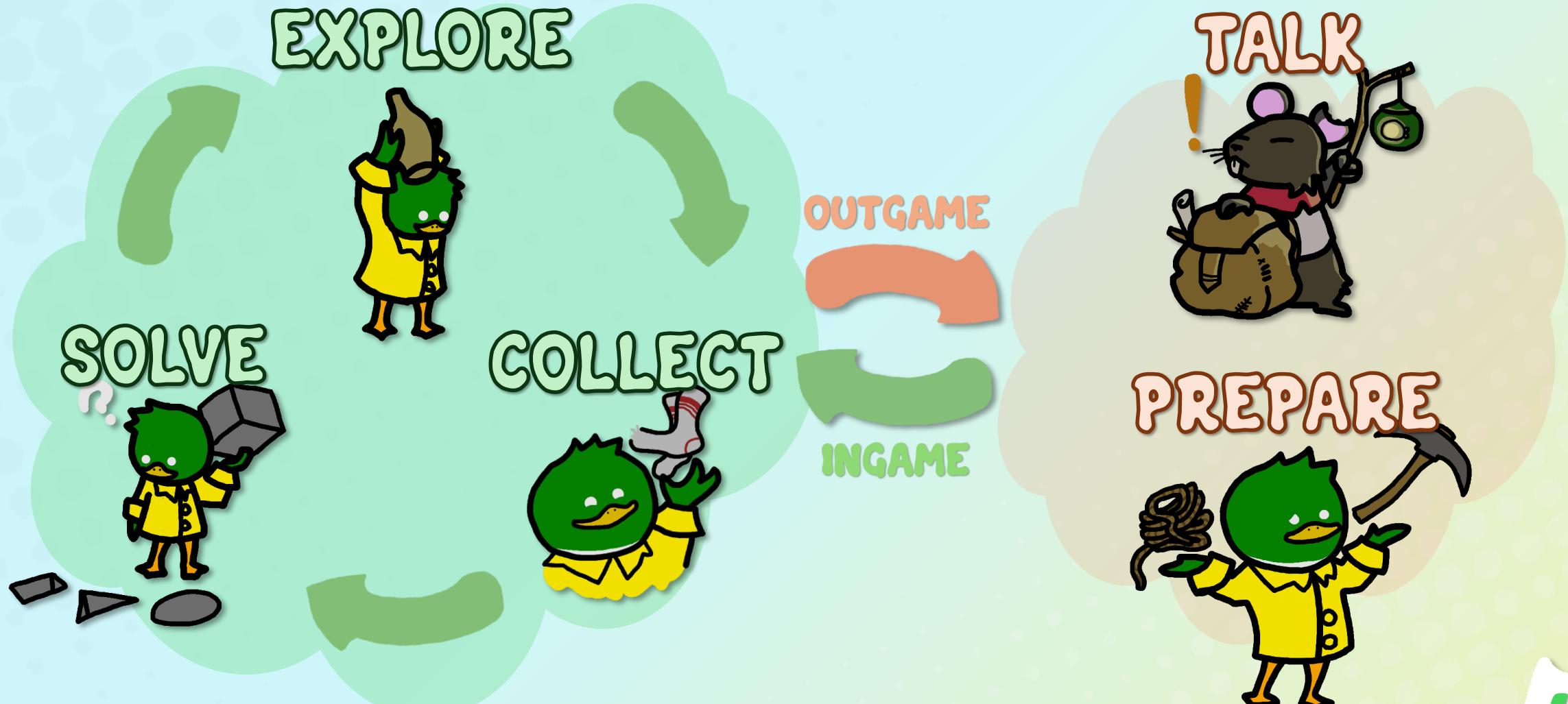
△ **SOURCE**   ▽ **DRAIN**   ⧗ **TRADER**   ▷ **CONVERTER**

EXPLORE

A player character can move throughout the level, going up ladders, jumping down from ledges, using mobile platforms to be lifted or to be transported.

While moving or otherwise interacting with the world, the player character can be noticed by enemies that may be present within the level.

Using certain tools in certain situations allows the player to find new ways of overcoming obstacles, and potentially discover secrets and treasures that were otherwise unattainable.

MOVE ~ SNEAK ~ USE TOOL ~ FIND

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CONTEXT

A character's ability to sneak is defined by its **actions** and its **context**.

If a character does actions that create sound, they may be **audible**.

If a character is in a context where they are illuminated, they may be **visible**.
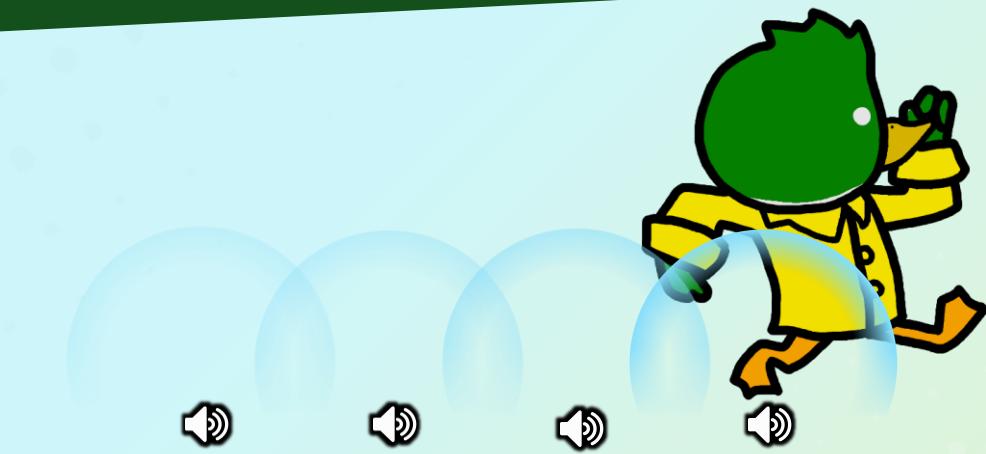
SAM MCQUACK PRODUCES SOUND WITH EACH FOOTSTEP.

A TORCH CAN ILLUMINATE ITS SURROUNDINGS.

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HOW IT WORKS

A **sound object** is spawned when certain noises are made in the level. This sound object has a **range** and a **duration**.

Characters who can detect sounds can notice sound objects.

Sound objects **remain** as long as their duration, then **despawn**.

CHARACTERS CAN HEAR SOUNDS IF THEY'RE WITHIN RANGE.

HOW IT WORKS

Any level element that produces light is a **light object**, which has a **range**.

Any level element within the range of the light object, and isn't obstructed by an opaque surface, is considered **illuminated**.
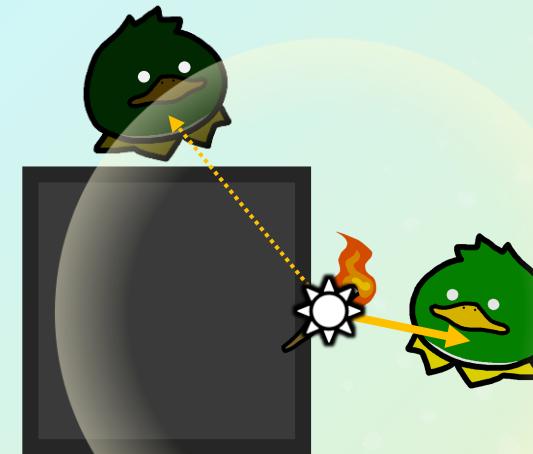
BOTH CHARACTERS ARE WITHIN RANGE OF THE TORCH, BUT ONLY ONE IS ILLUMINATED.

SNEAK → **Made a sound?**
- Yes → **Spawn sound object** → **Does anyone hear it?**
  - Yes → **Character is audible**
  - No →
- No →

Is within unobstructed light?
- Yes → **Does anyone see them?**
  - Yes → **Character is visible**
  - No →
- No → **USE TOOL**
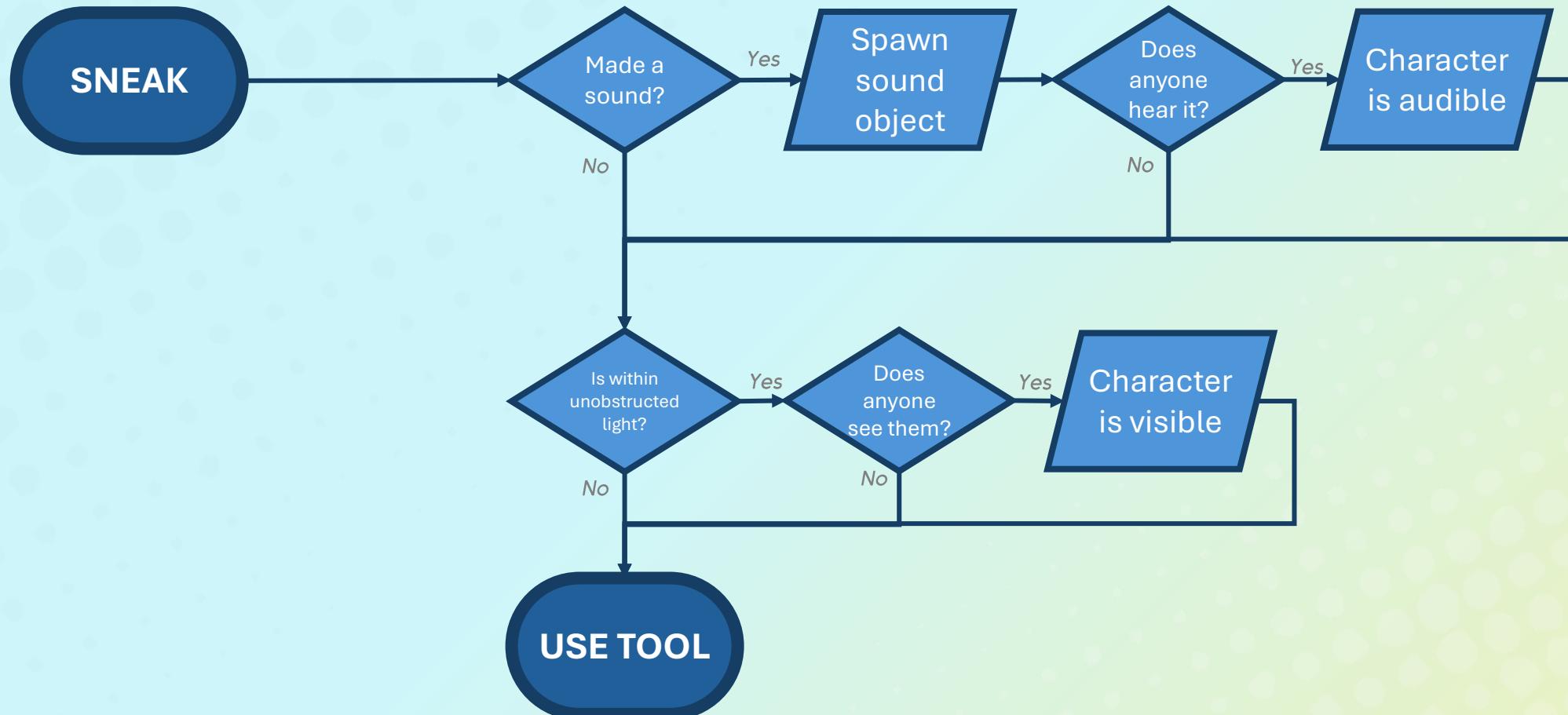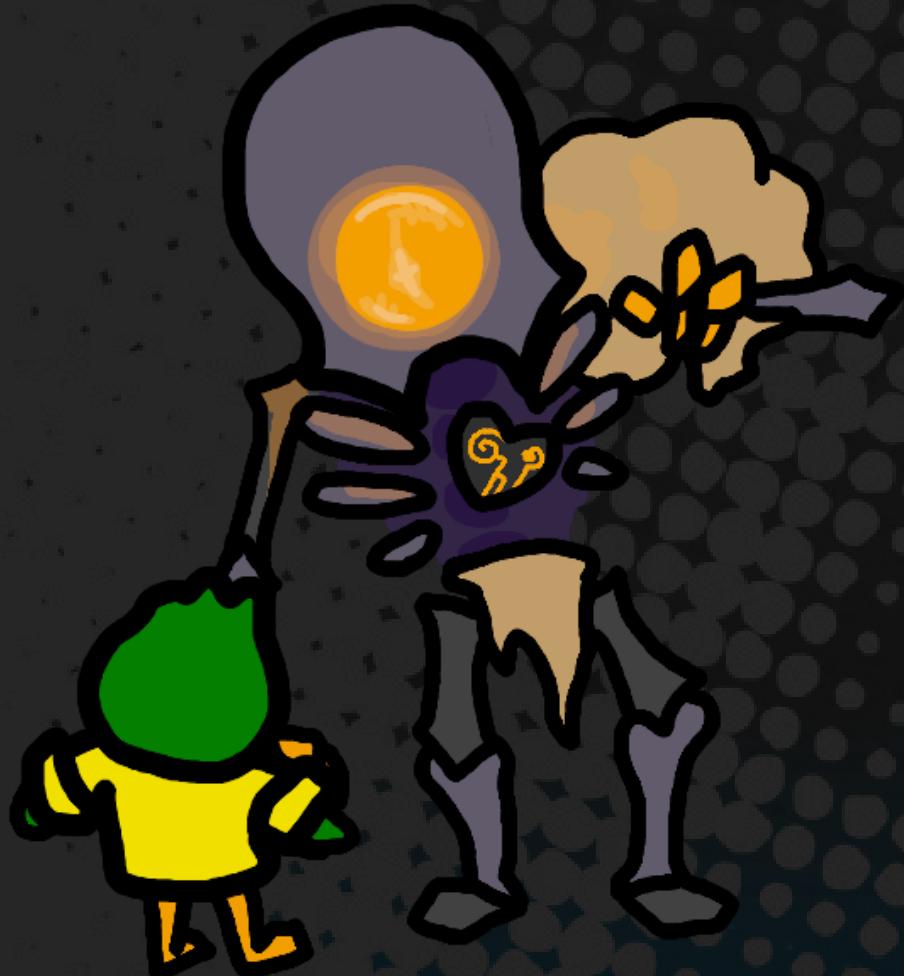
ENEMIES

One of the main level elements that interacts with the stealth mechanic are the **enemies**, inhabitants of the tower.

They act as **guards**, patrolling levels and **reacting** to the **player's presence**.

Enemies are present within certain levels, or level scenarios.

INTENTIONS

The intention of implementing enemies within the level is to **add a level of difficulty**, as well as an **element of chaos** in rooms that have already been visited by the player.

An enemy will spawn in a **calm state**, idling or patrolling around the level. They might be alerted in reaction to certain sights or sounds, and **actively pursue the player character** if they noticed them.

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It is possible to **incapacitate** enemies, as is stunning them.

Making a [block] fall upon them as they pass by will **flatten them**, and they will dissipate soon after, potentially dropping special [treasures] or [tools].

Causing a [magitech] overcharge can also incapacitate them, although the player must be careful to not be caught in the **blast radius**.

Throwing a **rock** at them can **stun** them for a few seconds, allowing **time to escape**.

SAM MCQUACK PICKS UP A CORRUPTED HEART. HOW CAN IT BE USED?

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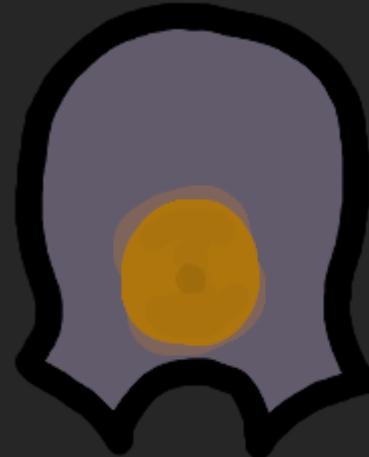
CALM

Slow movement

Follows patrol / wanders
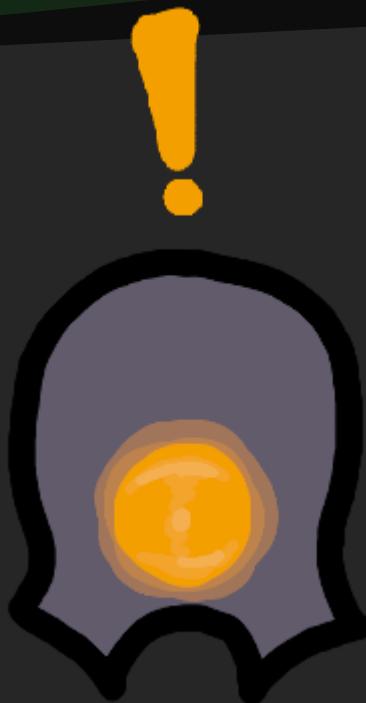
ALERTED

Mid-Slow movement

Will investigate last noticed abnormal
sight or **sound**
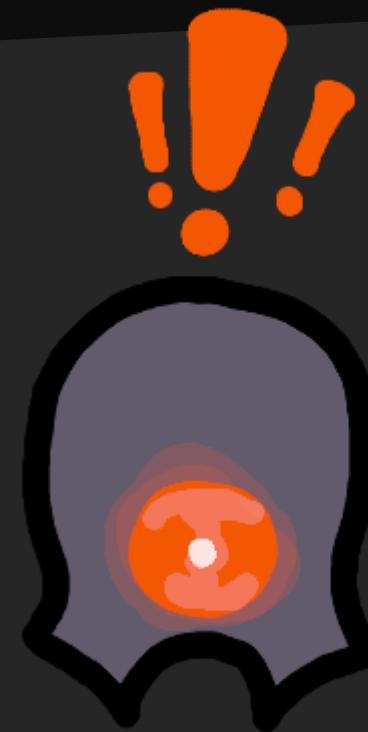
PURSUE

Fast movement

Will actively pursue **Player**
or
last known player location

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Enemies are alerted by **abnormal sights** or **sounds**, such as thrown tools, activating levers or player footsteps.

When alerted, an enemy will **go to the position** of where the abnormality occurred, and then **spend a few seconds** looking around.

If they notice another abnormality, this process repeats.

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In an **alerted state**, the **sight** of the player character, or **sounds** produced by the player character, **increases** the enemy's **Awareness**.

If their Awareness **reaches** a certain **threshold**, they will enter the **pursuing state**, knowing the **player character's position**.

If an enemy's Awareness isn't increased for a duration, it **decays** over a period of time.

ENEMY AWARENESS RISES UNTIL THE ENEMY ENTERS A PURSUE STATE.

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While **pursuing**, the enemy will go to the player character's **last known position**, or the character's position if they can see them.

If they reach the character, they will **try to grab the character**. If they manage, the **player's run ends**.

If an enemy reaches a character's last known position and cannot notice the character, they will **investigate** (as per the **alerted state**) before returning to a **calm state**.

WHEN AN ENEMY RETURNS TO A CALM STATE AFTER PURSUING, THEIR AWARENESS IS REDUCED, HOWEVER IT DOES NOT DECAY ANYMORE, MAKING THEM MUCH MORE QUICK TO ENTER A PURSUE STATE THEREAFTER.

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The **jailor** is one of the enemies found within the Tower. They can sometimes be seen with a **candle on their head**, illuminating their surroundings.

Their **sight** is **much better** then their **hearing**, which is why **turning off torches** in the rooms they're present in can help considerably to **stay hidden**.

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The **subject** is another enemy of the Tower. The clinking of their shackles gives away their position at any given time.

Contrarily to the jailor, their **hearing** is **much better** than their **sight**, which makes them **particularly dangerous** if the characters are **running around** haphazardly.

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AI BEHAVIOR → Noticed abnormality?
- Yes → **Move to abnormality source** → Noticed player character?
  - No → **Investigate** → **RETURN**
  - Yes → **Pursue** → Can perceive player?
    - No → **RETURN**
    - Yes → Is in capture range?
      - No → **RETURN**
      - Yes → **Attempt capture** → Capture succeeded?
        - No → (back to Can perceive player?)
- No → Has patrol path?
  - No → Is away from origin?
    - No → **Idle**
    - Yes → **Return to spawn origin** → **RETURN**
  - Yes → Is off-course?
    - Yes → **Return to last visited waypoint** → **RETURN**
    - No → **Follow patrol** → **RETURN**