

Title

HouseBreaker



Team Member

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David - Script

Elevator Pitch

In Housebreak , you are the master Thief. Break into your bad neighbour house and steal their valuable and Make them leave your sight forever.

High Concept

As the master Thief that no one know about, unfortunately you have bad neighbours all around your house. You decide enough is enough, you'll sneak in their house and steal all their valuables to force them to leave. However you find out there are many traps around that could take your life and there are no turning back. You are on your own to break their safe and escape.

Hook

Top down game, player need to solve a series of Quick Time Event to disarm traps around the house if it is trigger as player will need to locate the safe and open it by solving the puzzle. Player will get caught if they fail too much !

Genre

Top down, puzzle, strategy

Game Engine

Construct2 / Unity / Unreal - Depend on group members preference

Platform

PC

Design

- Character Controls

MC Movement: A Key (left), D Key (right), W Key (up), S Key (down)

Player only go in these 4 direction , no diagonal movement

MC "Grab/Disarm": Space Key

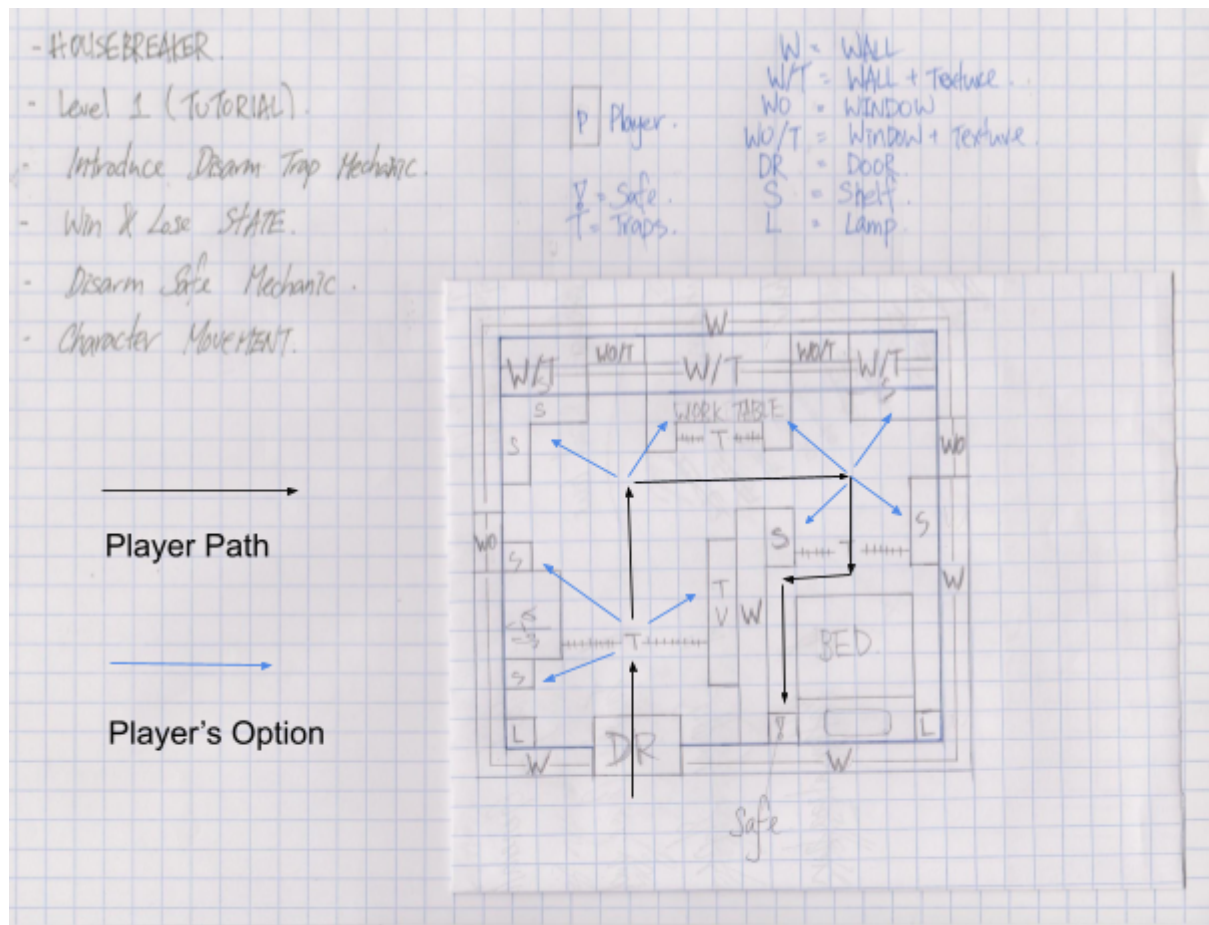
Player press Disarm key near traps will active puzzle screen

Player press grab key near lootable items/Safe will active puzzle screen

Puzzle Solving: Keyboard and Mouse (TBD)

- Features list + Juice plan
- Core Mechanics
 - Puzzles for lootable items
 - Loot Value Count
 - Timer

1st level design paper-mapped



Level 1 Note

WIN Condition

Player Loot value count meet the target

Player successfully opening the safe

Lose Condition

Timer reach 0 and player loot value count do not meet the target

Shelf

Loots are mainly contain inside the Shelf

Player are obtained when player are close to the shelf and press "Space" Key

Loot will show in a popup window (with art) and total loot value will add to the loot value count

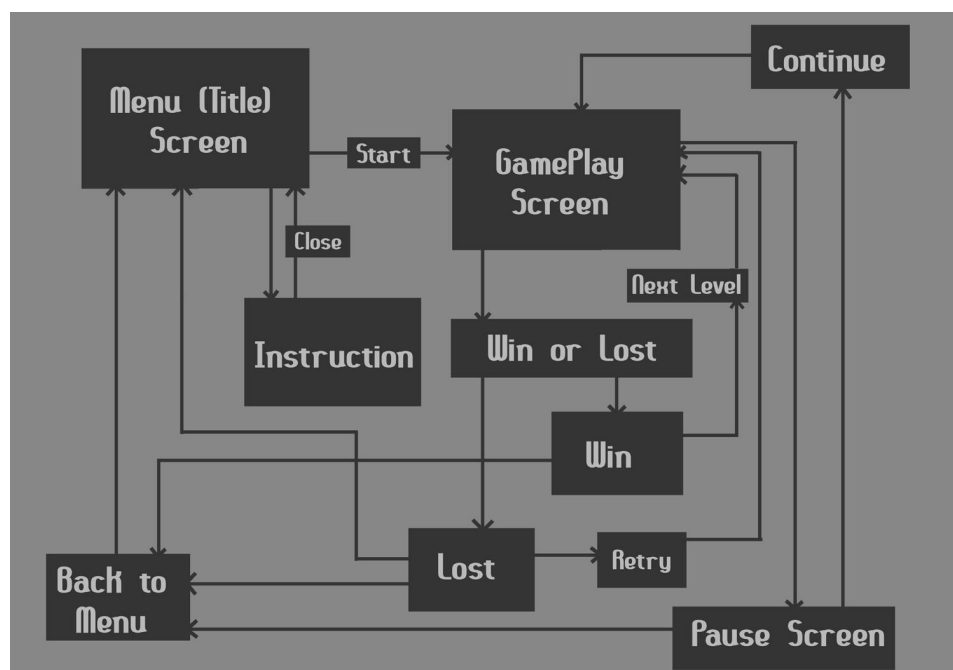
Other Furniture (Sofa, TV, Work Table, Bed)

These might provide hint for the password of the safe if player loot near it .

UI screens list

- Title Screen (UI Graphics: Start Button; Instruction Button; Credit Button)
- Instruction Screen (UI Graphics: Arrow Button; Close Button)
- Credit Screen (UI Graphics: Close Button)
- Pause Screen (UI Graphics: Continue Button; Back to the Menu Button; Retry Button)
- GamePlay Screen (UI Graphics: Time; Value)
- Game Over (Lost) Screen (UI Graphics: Retry Button; Back to the Menu Button)
- Victory (Win) Screen (UI Graphics: Next Level Button)
- Puzzle Screen (UI Graphic TBD)

Screenflow:



Mockup of main game window with UI



Audio Requirements(music and SFX, VO and implementation)

- MC Walking (Footstep Sound)
- MC Stoling (Grabbing Sound) + Value Increasing (Cashing Machines Sound?)
- Electronic Watch Sound ("Bip") when the time limit reach half?
- Alertor Sound when the time reach 0
- Disarm effect (Success and Fail)
- Safe opening sound
- BGM

Concepts

- **Character**





- **Enemies**

- Traps

- Traps are trigger by Player approach and press Disarm(space) key
 - Player cannot go through at least it has been disarm
 - Fail at disarming a trap will lose time
 - Successful disarming a trap will increase time
 - Disarming Traps by solving a simple QTE
 - Traps do not contain loots

- Safes

- Safe and be open by Player approach and press Disarm(space) key
 - Player can Complete level without opening the safe
 - Safe contain High Value loot
 - Disarm Traps by solving a difficult puzzle
 - Loot will show in a popup window (with art) and total loot value will add to the loot value count

Environments

In-Game Floor Tiles:

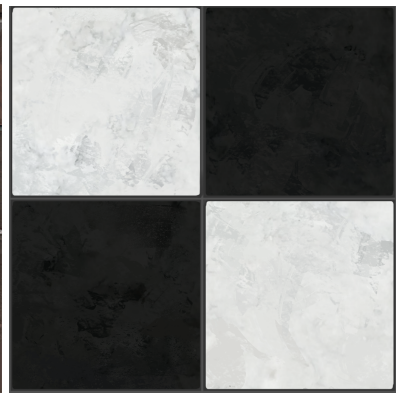
Wood Floor (Light)



Wood Floor (Dark)



Kitchen/Bathroom Floor



Rug Floor



In-Game War Tiles:

Example



Props

- All Prop must be resizable (doesn't lose res when magnify) and some other prop need to be "tileable(T)" as well, such as Wall etc.

For All Level

Wall (T)
Wall with Face and Texture(T)
Window
Window with Texture
Door
Shelf/Crate
Table
Bed
Sofa

Trap Types:

Monitor?

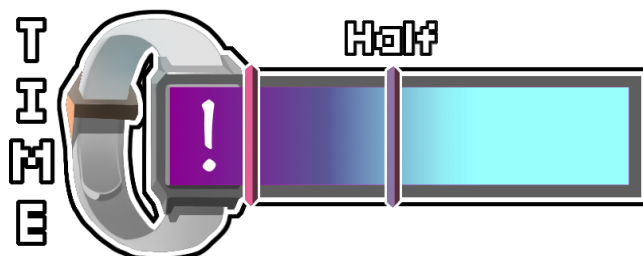
Icons (Lootable items)

Diamond Rings
Cell phone
Laptop
Cash
Wallet

- UI

In-Game UI:

Time:



Value:

