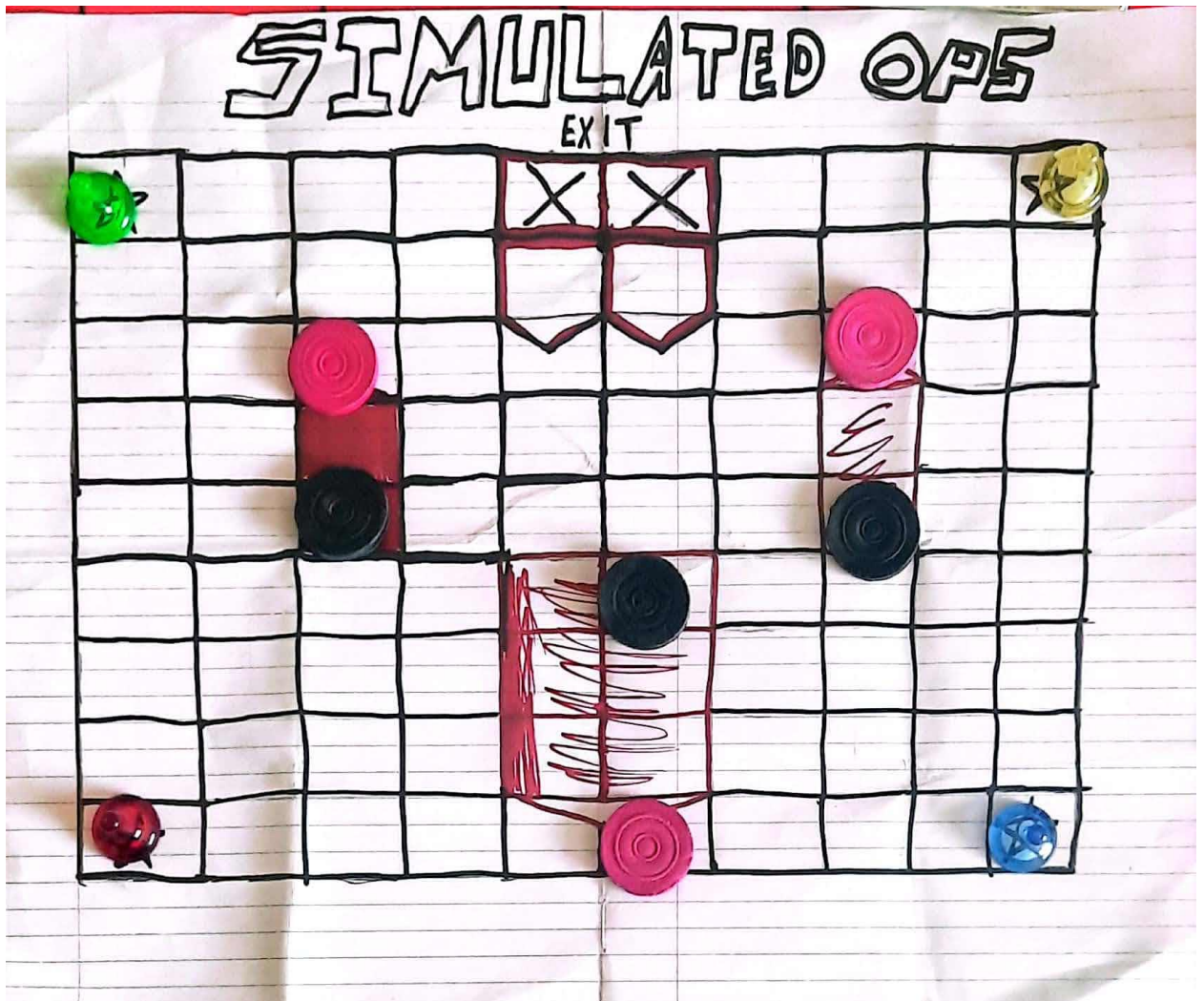


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Simulated Ops

Itch.io link: <https://tectoniccarp19.itch.io/simulated-ops>

Summary of Project #1 Tabletop Game



Summary:

My board game is called Simulated Ops, and it's a player vs player game inspired by a video game series like Metal Gear Solid, and mainly stealth like games. The game takes place in a simulation, where players a.k.a agents of the force are being tested on their skills through a simulation test. Their tasks are to gather intel by infiltrating the base and getting out of the base without being spotted or noticed, it is a total stealth challenge. Throughout the game there are guards roaming around in the base, defending the intel. Players can move in all directions but with one space, guards have a specific pathway they follow and their visibility distance is one space in front of them. There is an exit in the base where it can be only unlocked if you collect at least one intel.

Which engine I chose and why?

I chose Twine because of the difficulty of my concept. Implementing the stealth mechanics in a simpler engine like Bitsy would have been challenging and time-consuming. Initially, I planned to create an immersive stealth game with branching pathways and multiple outcomes. I also wanted real-time elements, such as guards moving in the background and quick-time events (QTEs) where players must make timed choices when guard approach. However, given the constraints of Bitsy and my limited knowledge of the engine, I decided Twine would be a better fit.

Walkthrough:

Front Entrance

When the simulation starts, the player chooses between two paths: the Front Entrance or the Back Entrance.

At the Front Entrance, the player faces guards on patrol and a security camera watching the door. They have three choices:

- Distract the guard.
- Disable the security camera.
- Charge through

The next room is a narrow hallway with two guards, one of whom is pixelated. The player has three choices:

- Wait.
- Shoot the lights.
- Sneak past them.

The final room is the **Holding Cells**, where prisoner Z is being held. The player frees the prisoner, completing the game.

Back Entrance

At the Back Entrance, the player has four initial options:

- Pick the lock.
- Crawl through the window.
- Remove the vent cover.
- Knock out the guard.

Upon succeeding, the player has two options:

1. Search the storage room.
2. Go deeper into the facility

If the player chooses to search the storage room, they may find something useful in one of the crates.

If the player skips the storage room, they proceed to another hallway leading to the **Holding Cells**, where a guard blocks the way. The player has two choices (or three if they searched the storage room).

After making the right choice, the player reaches the **Holding Cells**, frees prisoner Z, and completes the mission.

The Process

Initially, I tried implementing all the mechanics I had envisioned, such as real-time stealth elements, guards with AI behavior, and visual imagery. However, as I mentioned earlier, implementing these mechanics in Bitsy was tricky. After discussing with my TA, I decided to use Twine, which allows for more complex mechanics within the time constraints of this project. I brainstormed different mechanics that would work with Twine and settled on creating a choice-based game, similar to The Henry Stickmin Collection. Players are presented with situations and multiple choices, with their decisions impacting the outcome. I also adapted the objective of the board game. Instead of gathering intel and escaping, the player now focuses on rescuing a prisoner held captive in the base, all while avoiding detection.

References

All the assets are created by me