

GDD – Pikketer

1.0. Game Summary

Theme: Desi Chaos

Genre: First-Person

Target Audience: 16+ Teenagers

Platform: PC

One-line pitch: Player pick-pockets on busy chaotic Indian street-market

2.0. Core Gameplay Loop

The core gameplay loop is tied to the player pick-pocketing, stealing and haggling for re-sell prices in a busy Indian market packed with customers, patrol police and sellers.

3.0. Core Mechanics

3.1. Input:

WASD – Player Movement

E – Interact to Talk/Sell

Left Mouse Click – Hold to Pick-Pocket

3.2. Game Rules:

What counts as success?

When player has successfully pick-pocketed 3-4 people and re-sold the stolen items

What makes the player lose?

Getting caught by any Police, NPC or Seller can impact your gameplay and output of the game/level.

Police – Higher priority risk game ends almost immediately the moment the police catch up to you.

NPC – The player loses the things which were stolen, if the player gets caught by more than 2 people the game ends.

Seller – The sellers are the lower propriety risks as it's easier to get away with stealing.

3.3. Constraints:

- Player can't pick pocket police officers nor the buyer.
- Player can't stay next to the robbed person for too long since there will be a time limit of how long you can possibly stay around the area before the NPC notices that they have been robbed.

3.4. Player Behaviour:

Player must be forced into having to choose between things like moving away from a place, being quick-witted or having to be patient while attempting to steal, player must be cautious around the police officers etc

4.0. Hidden Twist/Easter Egg

A hidden sequence plays out where the player secretly gets robbed by another pick-pocket, by the end of the game or while in the middle of the gameplay the player must realise that an NPC that constantly bumps into you is actually a robber which deducts money or stolen items from you, player must learn to avoid this particular NPC in order to complete the level with at least something to sell to the buyer.

5.0. Game Elements

5.1. Types of NPCs:

- Sellers
 - Vegetable Seller
 - Fruit Seller
 - Cloth Seller
 - Pani-puri Seller
 - Furniture Seller
 - Chai Stall
 - Dhaba/ Restaurant
- Crowd NPC
- Police Officers

5.1.2. Obtainable:

- Sellers – Fish, Vegetables, Fruits, Coins, Money/Cash
- Crowd NPCs – Jewellery, Cash, Phones

5.3. The Buyer:

- The Buyer is an interactable NPC where the player can sell the stolen items and fetch a good price, to access the Buyer player must find and enter the buyer's shop.

6.0. Features

6.1. Haggling:

- When the Player is trying to sell stolen items to the Buyer, the player enters a '**haggling**' state where the player increases the price beyond its market value which is more than the average price.
- **Price flow:**
 - **Underselling:** The player raises the amount to a relatively lower price which results in the buyer taking the item instantaneously.
 - **Fair Value:** The buyer simply accepts the item after some hesitation.
 - **Overselling:** The buyer mocks the player first but if the player tries to reattempt to haggle, the buyer will kick you out of the shop, once the player gets kicked out you will enter a cooldown time making the player unable to re-enter the shop for a certain amount of time.