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ITGM 342

"Loner" - Working title

Conceit: Protagonist is a paraplegic orphan who uses his knowledge of his town and his social position as a weak and pathetic-looking teenager to find and execute bounties with a high caliber sniper rifle.

Genre: Stealth Action/Adventure: The player will alternate between avoiding recognition & detection and locating & disposing of targets.

Goals: The player will learn of, track down, and kill targets to accumulate funds gained from their bounties. These funds will go towards improving your main weapon, buying items to aid in drawing out a target or distracting a crowd, or saving up to afford an education, housing, and transportation outside of the city. To achieve these goals, the player will have to avoid detection and/or suspicion.

Core Mechanics:

Wheelchair Movement: How you normally get around the city. Camera position is free-look 3rd person. You can, with some effort, push your way up small staircases, but not larger ones. No weight limitation. Considering fast-travel ala-Skyrim (get to way-point while advancing time) with fatigue penalty.

Non-Wheelchair Movement: You crawl at reduced movement speed. Movement speed is determined by how much you are currently carrying. You can climb up certain surfaces and any ladders or staircases. Surfaces have difficulty ratings. The more difficult it is for you to climb a surface, the less you can carry while climbing it.

Misdirection and Avoiding Detection: The player can enter a "Vagrant Mode" to make themselves look less obvious or more pathetic. Once entering this mode, you will be able to assume some poses and facial expressions. Some poses and expressions are better at fooling some people than others.

Backpack & Satchel: The Backpack can be attached to the wheelchair or yourself. The Backpack has no space limit, but does keep track of weight. When attached to the wheelchair, your movement speed is not reduced except at very high weight. When attached to yourself, movement speed is dramatically affected by weight. The Satchel is a secondary pack used to trade between your backpack.You can access the backpack or satchel to place items on the ground or give them to NPCs.

Gun: Your gun can be disassembled over a period of time and placed in your backpack, your satchel, or hidden within your wheelchair.

Sniping: The player can enter "Sniping Mode". Sniping mode's camera starts as a free-look 3rd person view, but is limited to a cone in front of you. Once the main target appears in view, there

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will be a subtle visual cue. You can then open your lens to look through your scope. Firing is always done by the same button.

Discovering & Cashing in Bounties: The Player can enter the alley entrances of bars and offer to work. After his work is done or on a break, he can wander the back rooms in a limited manner to listen in on conversations, find wanted lists, or find evidence on the location or targets. Once a target has been disposed of, you will come into contact with a representative of the client as a representative of your assassin employer (who is actually you).

Shopping: Different shops are littered across town and may be well hidden depending on how legal their business is. When buying seemingly innocuous items, you need only ask for them. When buying things like explosions and bullets, you will need to enter Vagrant Mode to look appropriately beaten and scared, like you were forced into going there.

Saving Money: Money from bounties can be saved in a personal account in a bank near the High Hill district. There are two accounts, checking, and savings. Checking holds money away from your person so it isn't stolen. You can use this to buy items from stores or transfer into your Savings. The Savings account is used to secure a better life for the character. At certain amounts it will advance the plot and unlock new story elements or missions.