

OPERATION : W



LIGHTBULB STUDIO

Names

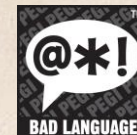
General Information



Dishonored

Operation W

- **Type** : Stealth
- **Camera** : First person
- **Platforms** : PC/Consoles
- **Business Model** : Premium
- **Target** : Stealth game and rogue like players



Pitch



Dishonored



Beholder

Dishonored

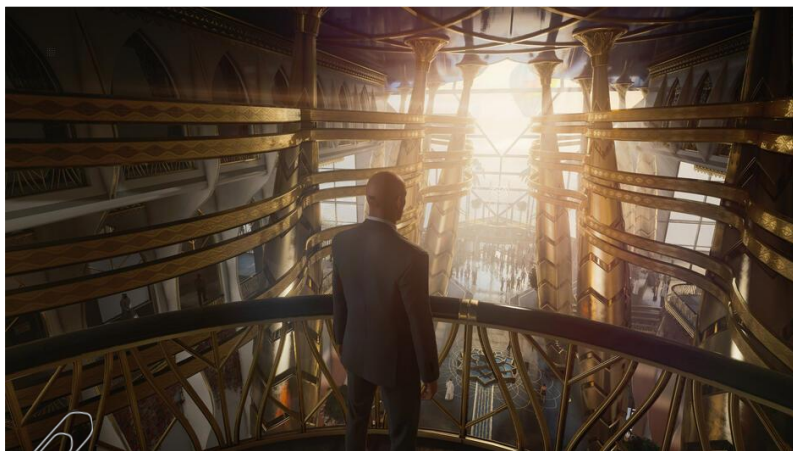
Meets

Beholder.

Synopsis



Wolfenstein : the New Order



Hitman 3

Many years ago, the established government experienced social and political difficulties. Quickly, it is replaced by a new government. The new totalitarian government oppresses, kills and imprisons its opponents.

The Resistance set up to re-establish the former government ad fix the mistakes of the past.

The totalitarian regime send important people to the Whales Resort, a luxurious mansion with an art deco style when they need to rest between two trips.

A double agent who is undercover in the regime, gives priority to the Whales Resort as resting place. It allows the owner of the manor to kill or spy people to organize the resistance.

Story



Twenty-five years after **Habrait** has taken **power**, the **Muhle family** was **killed** in their manor by the **regime** because they was suspected to be **traitors**. Only **Johan**, the son, **survives** because he hides in a secret passage. He is raised by his grand parents.

When he was 18 years old, he **inherited** the family **manor** under the condition he had to **serve** the nation of **Habrait**. He calls it the Whales Resort

He begins to provide **services** for the **nation** and **Dierick**, the hero of Habrait begins to **trust him**. Thanks to another Rekemi advocate, several **figures** of the regime **rest** in the **Whales Resort**. **Johan** starts to **spy** and **steal** documents to gather precious **information** and beginning the **resistance**.

Story

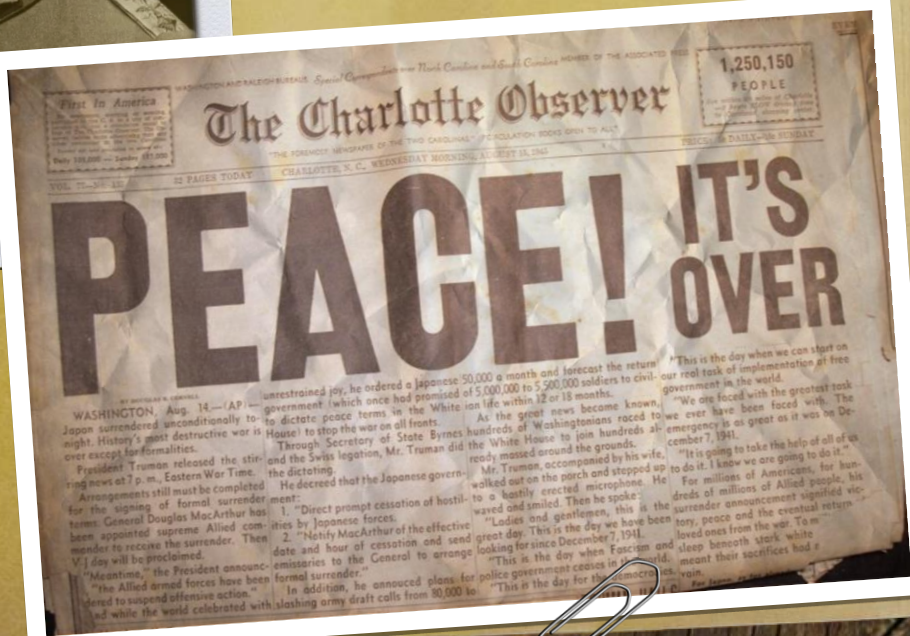


He takes many risks and one day he has to **kill** one of his **guests**. The **resistance** hide the body and **Johan** starts to understand that he has to **kill** some of theses **figures**

Thanks to the **builder**, an employee of the family, Johan build several **hidden passages** to **spy** and **kill** more easily.

After several months, **Johan killed** four people, and nobody suspect him. **Louis Roberts**, the **mistress** of **Dierick** comes in the **manor** to **stay** for a couple of days. She quickly **discovers** that **Johan can't be trusted**, and he has no choice that to kill her.

Story



Dierick worries and starts to **investigate** in the **manor** to find out what happened to **Louise**. He also discovers that **Johan** is **not** totally on their **side**.

He tries to **kill** him, but **Johan** hides himself in the **manor**. Then begin a man-hunt where **Johan** manages to **kill Dierick**.

Even though he is the **leader of Habrait**, he is **not irreplaceable** and before the government find out what happened, the **spy** sets an **overturn**.

World



Background

The **Rekemi** country was **peaceful** but **economical problems** began to emerged when the **Habrait Nation brought down it** in 1940. This **new government** is **more violent** and totalitarian, but the **wealth** of the country has **returned**.

Habrait nation is located in a **cold-temperate region**. **Cities** look very **gloomy** and **stark**. The **Manor** was **built** on an **old mill** and **belonged** to the **Muhle family** for almost **three hundred years**. Their **last member, Johan**, decorated it in an **art deco style**.

Game outline



Batman Arkham Asylum



*Harry Potter and the
Order of the Phoenix*

Narrative type :

Open-ended designer created :

- Semi-Linear Outcome

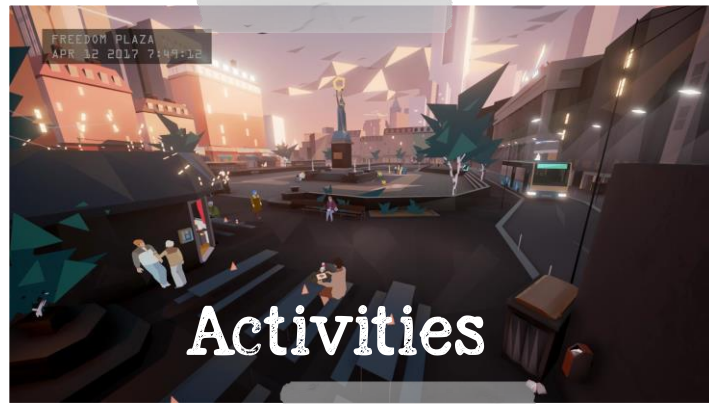
and

- Open Area to explore

Weirdness



Wolfenstein : the new order



Orwell



Hitman 3

World



Activities

Characters

Characters



Profile

Name : Johan Muhle

Age : 37 years old

Genre : Male

Alignment : Lawful good

Traits : Loyal, Combative, Cunning

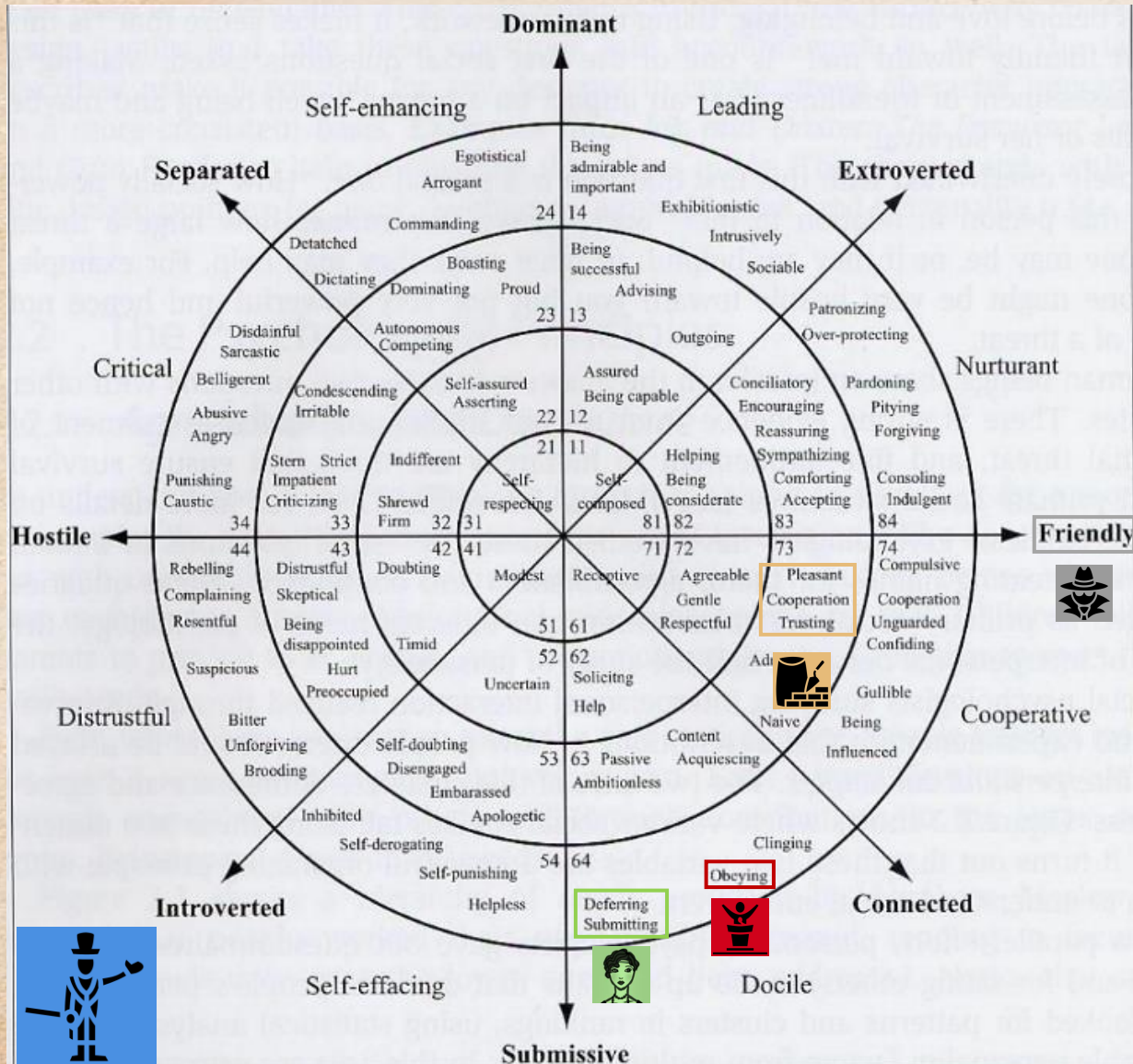
Motivations : Re-establish the Rekemi government

Characteristics : Beautiful suit and a little moustache

Appearance : Elegant suit

Description : Resistant and owner of the Whales Resort

Characters



Dierick Howneland



Johan Muhle



The Builder



the Spy



Louise ROBERTS

Characters



Profile

Name : Dierick Howenland

Age : 24 years old

Genre : Male

Alignment : Lawful Evil

Traits : Loyal, Self Confident, Leader

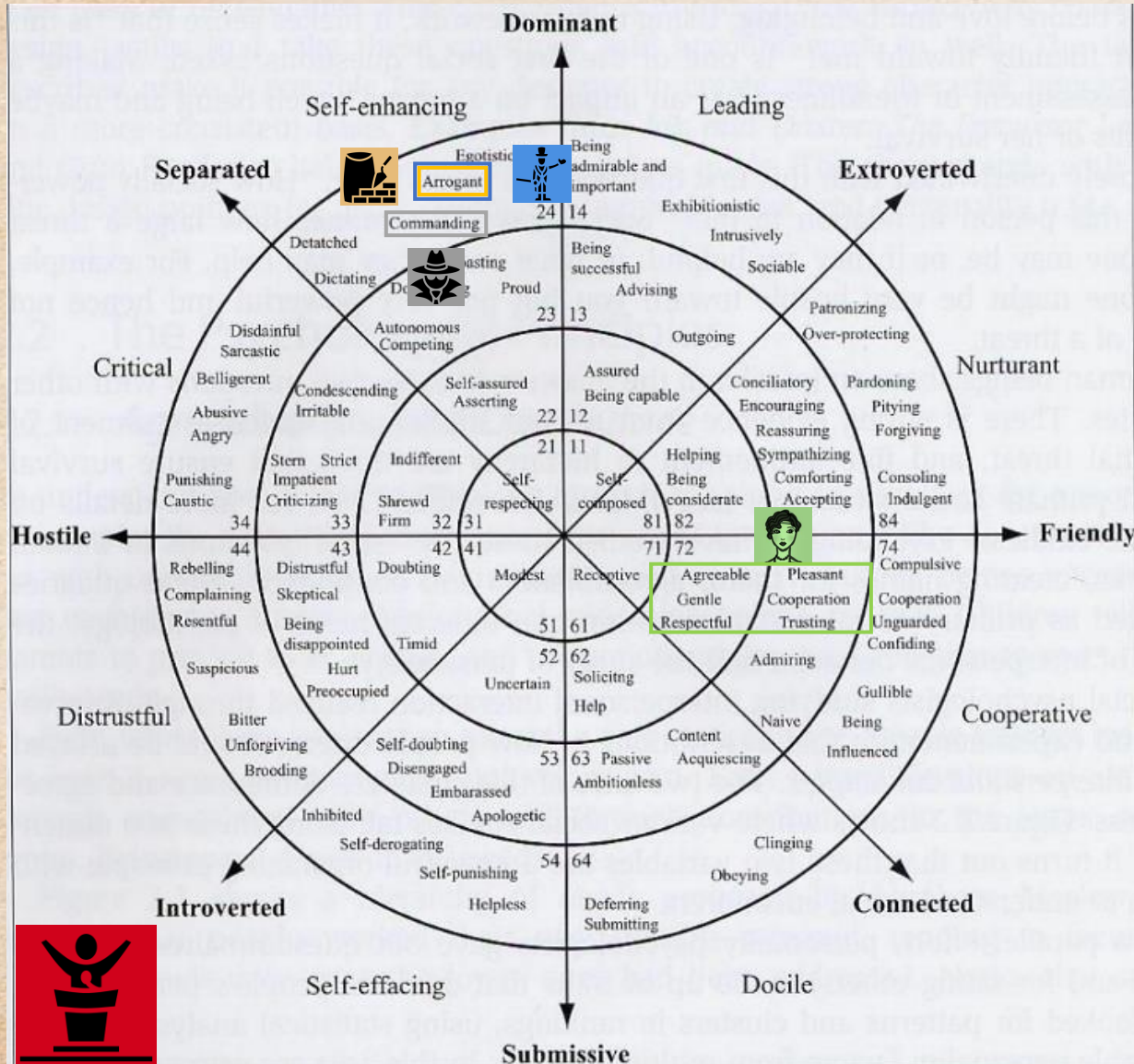
Motivations : Leave a trace in history

Characteristics : Scar near the upper lip

Appearance : Military costume, young man

Description : Supreme leader & hero of the current Habrait Nation

Characters



Dierick Howneland



Johan Muhle



The Builder



the Spy



Louise ROBERTS

Characters



Profile

Name : Louise ROBERTS

Age : 22 years old

Genre : Female

Alignment : Lawful Evil

Traits : Cunning, Arrogant, Proud

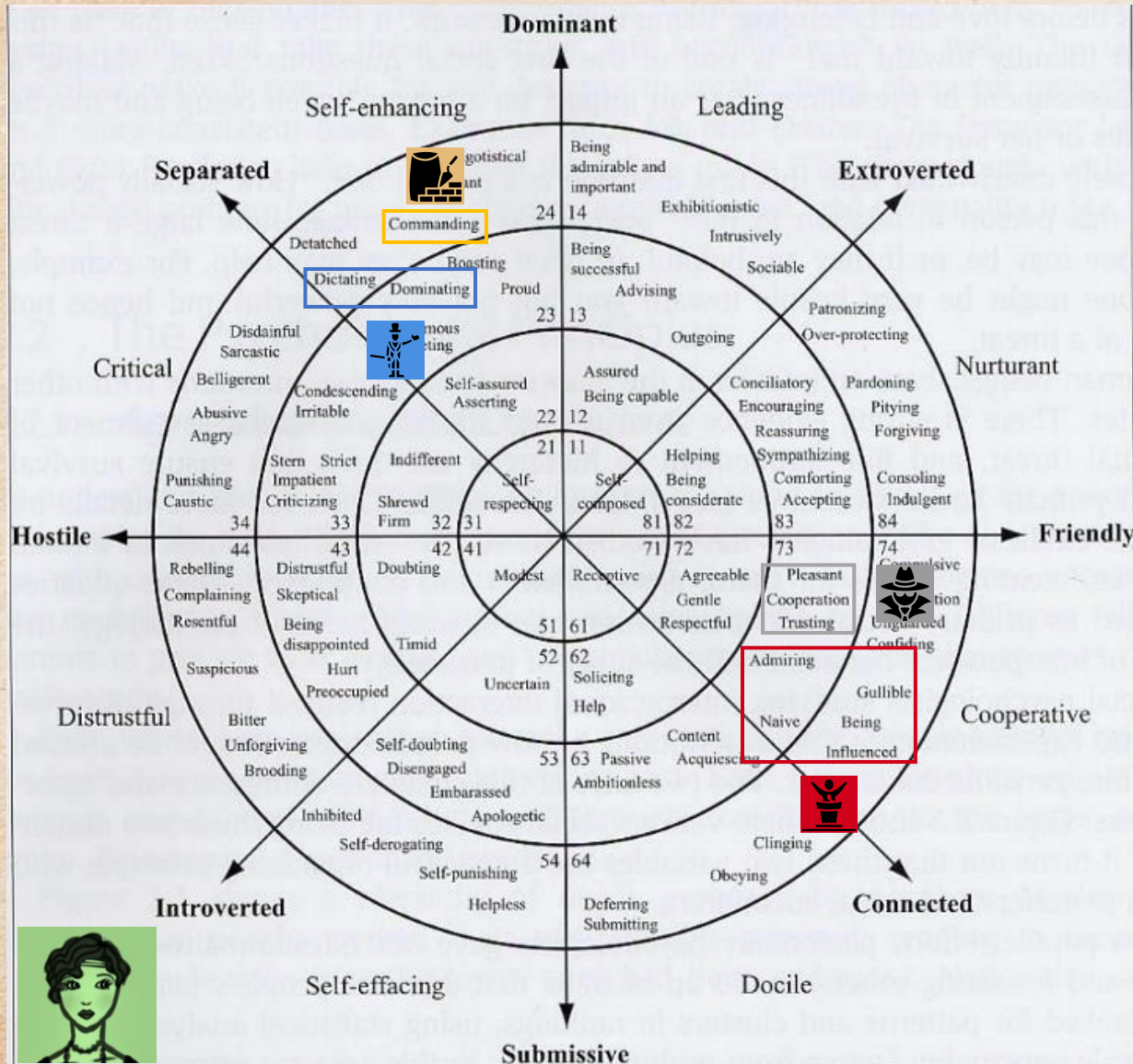
Motivations : Be the most powerful woman in Habrait

Characteristics : Beauty spot

Appearance : Elegant woman with make-up

Description : actress and mistress of Dierick Howenland

Characters



Dierick Howneland



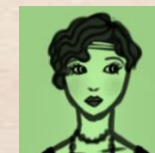
Johan Muhle



The Builder



the Spy



Louise ROBERTS

Characters



Profile

Name : The Builder

Age : 43 years old

Genre : Male

Alignment : Neutral Good

Traits : Loyal

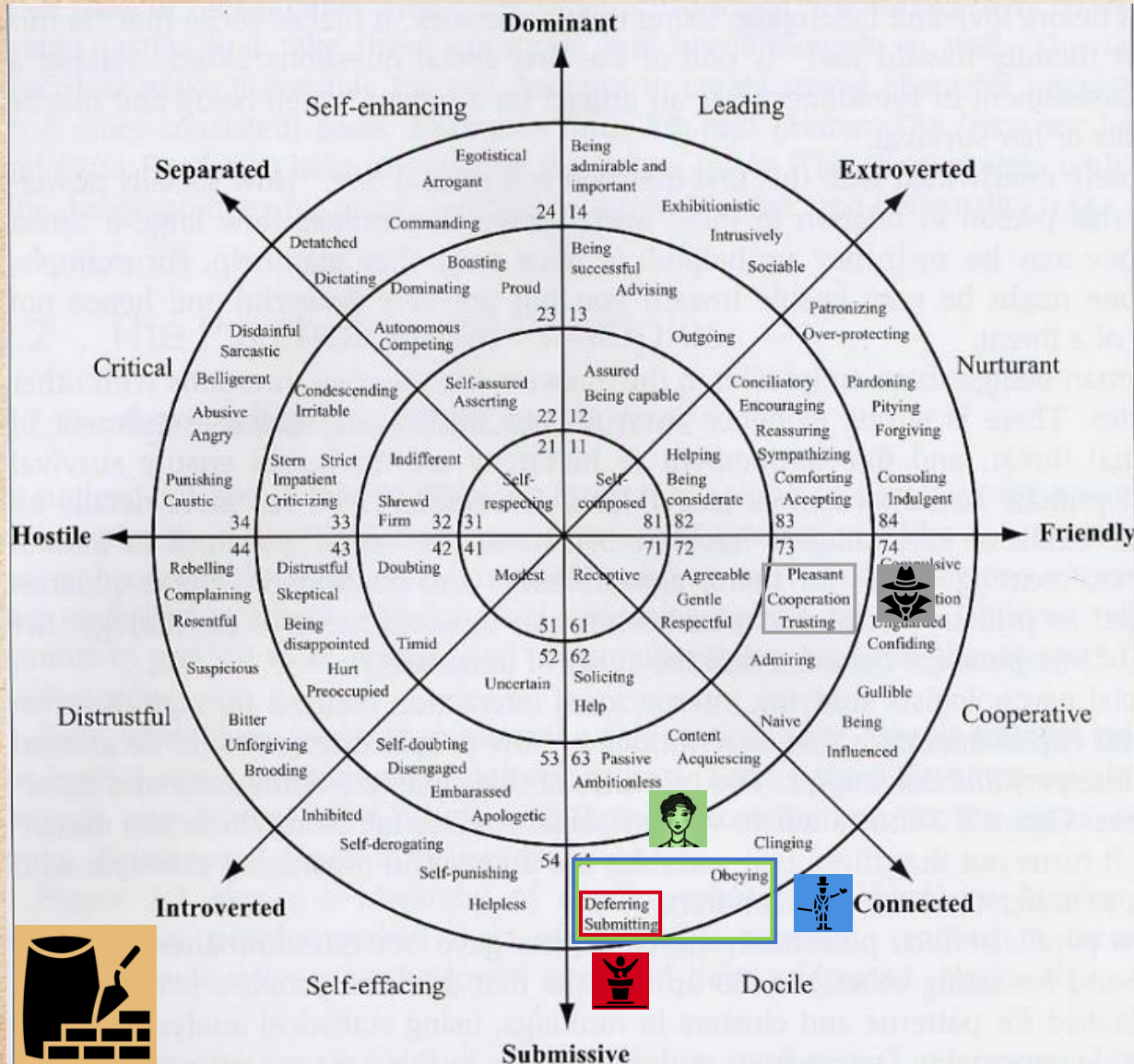
Motivations : Wants to help the Muhle family

Characteristics : Big mustache

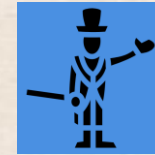
Appearance : Working apron

Description : Employee of the Muhle family, he helps Johan to build secret passages and set traps and cameras

Characters



Dierick Howenland



Johan Muhle



The Builder



the Spy



Louise ROBERTS

Characters



Profile

Name : Unknown aka the Spy

Age : 32 years old

Genre : Male

Alignment : Neutral good

Traits : Resourceful, persistent, dedicated

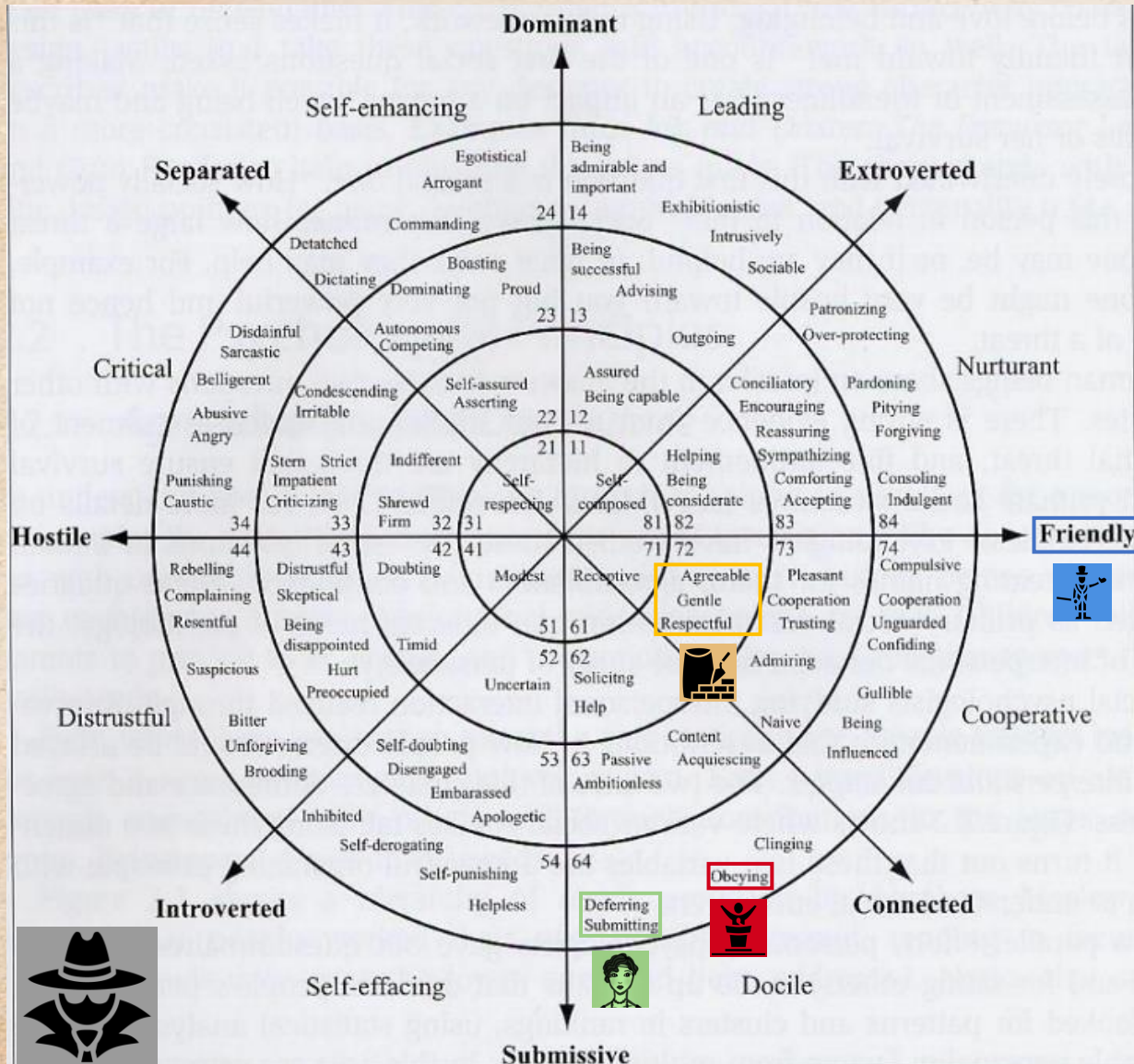
Motivations : Wants to bring down the regime

Characteristics : Unknown

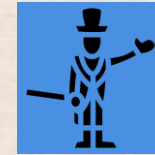
Appearance : Unknown

Description : Friend of Johan who is undercover in the Habrait government.

Characters



Dierick Howneland



Johan Muhle



The Builder



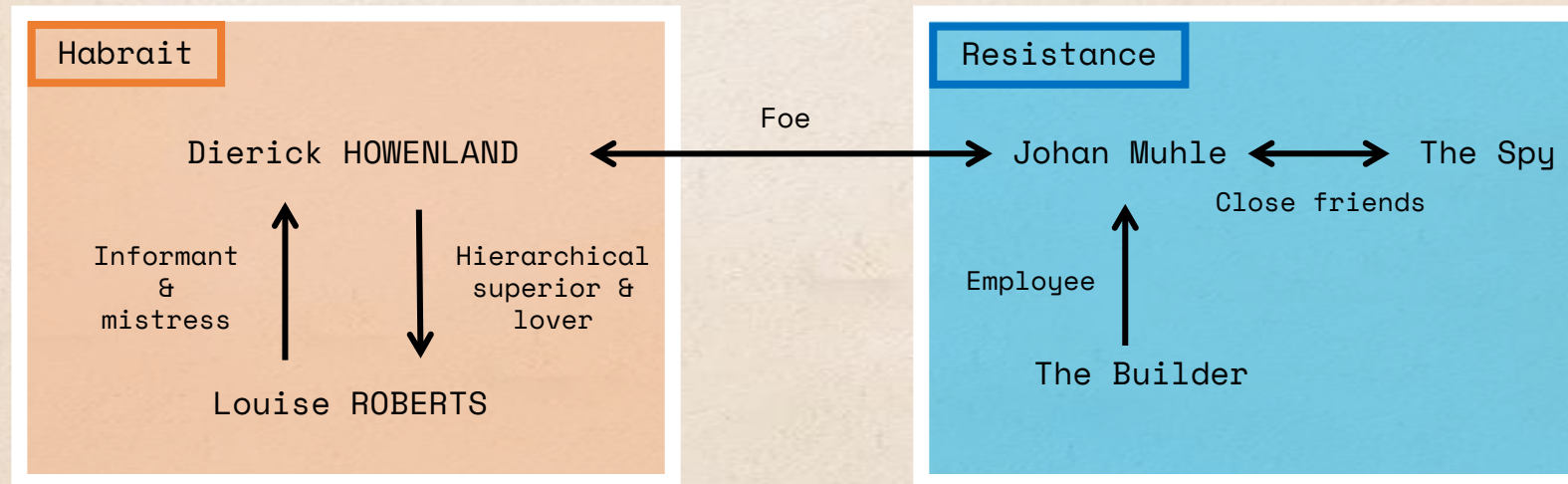
the Spy



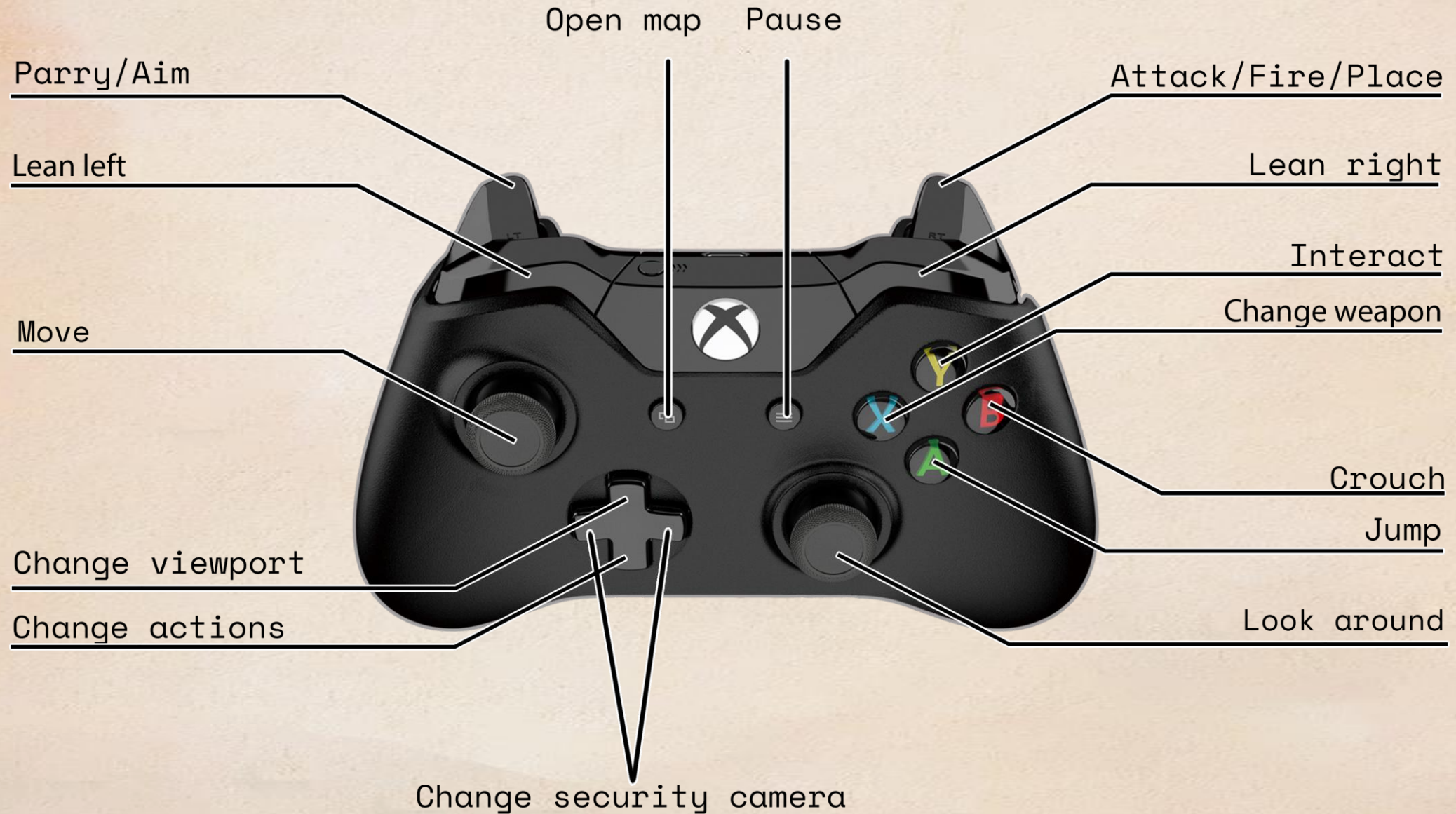
Louise ROBERTS

Characters

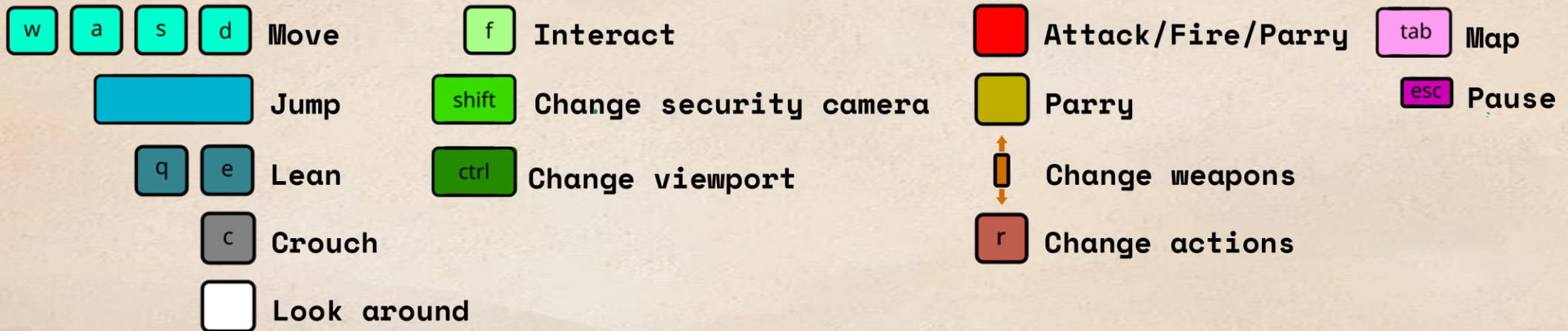
- Character web



Controls



Controls



Core Features



Fortnite

• **Build**

Thief 2



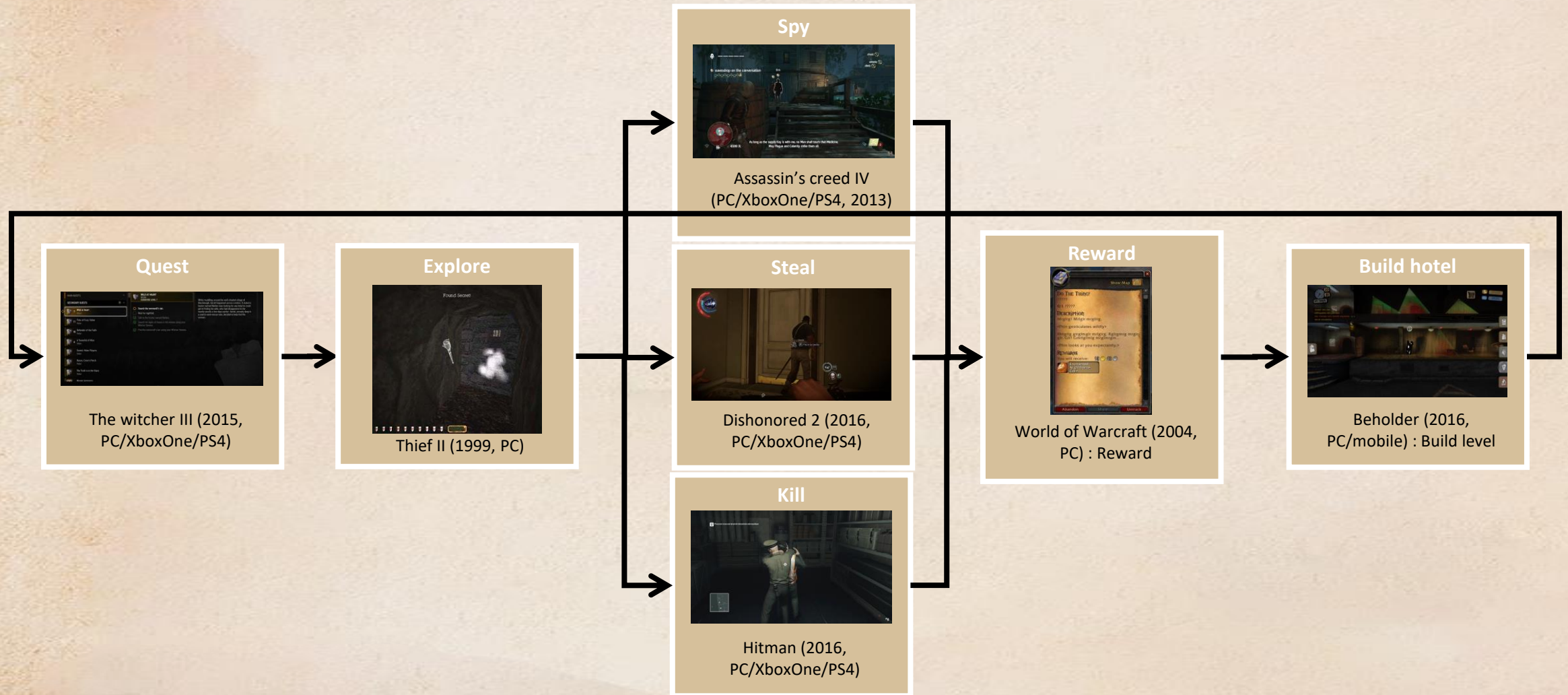
• **Stealth**

Assassin's creed : Black Flag



• **Combat**

Core Gameloop



Stealth



Escape from Tarkov



Orc Must Die 2

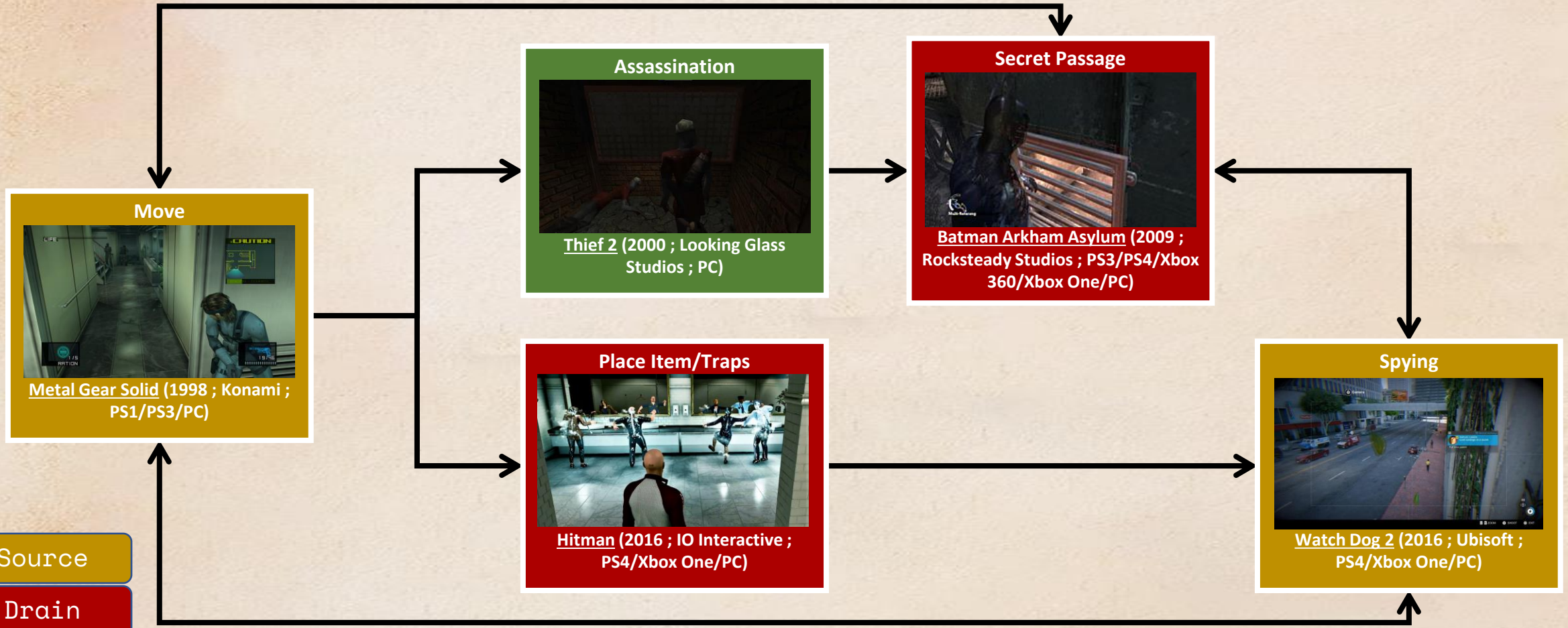
The Character can :

- Lean
- Crouch
- Kill (without sound)
- Place traps and camera

GTA V

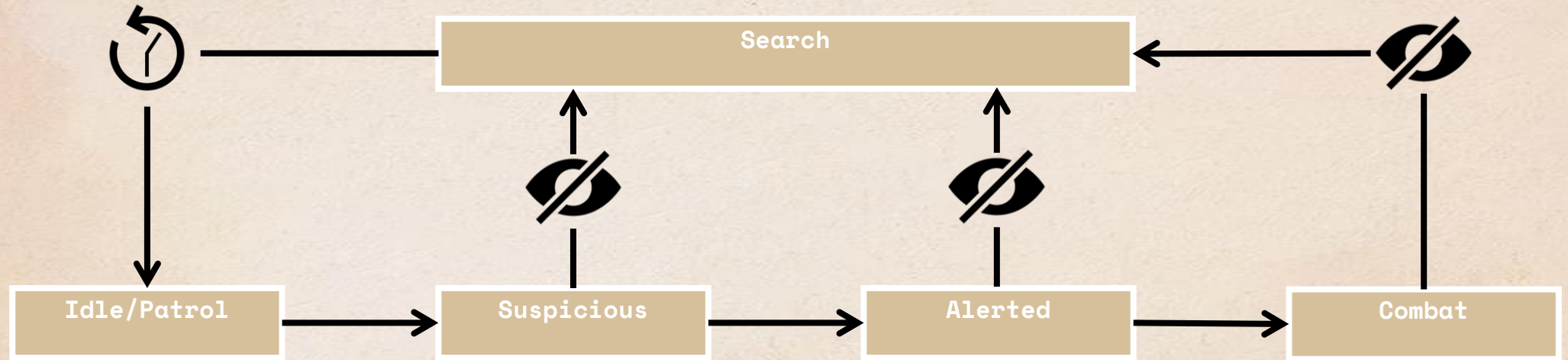


Stealth Gameloop

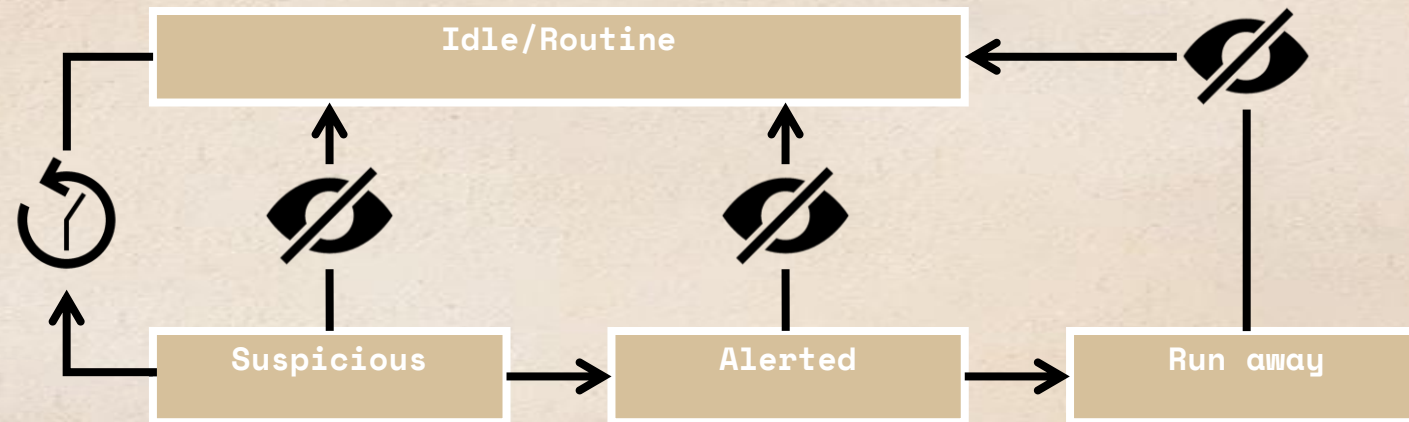


Enemy Detection

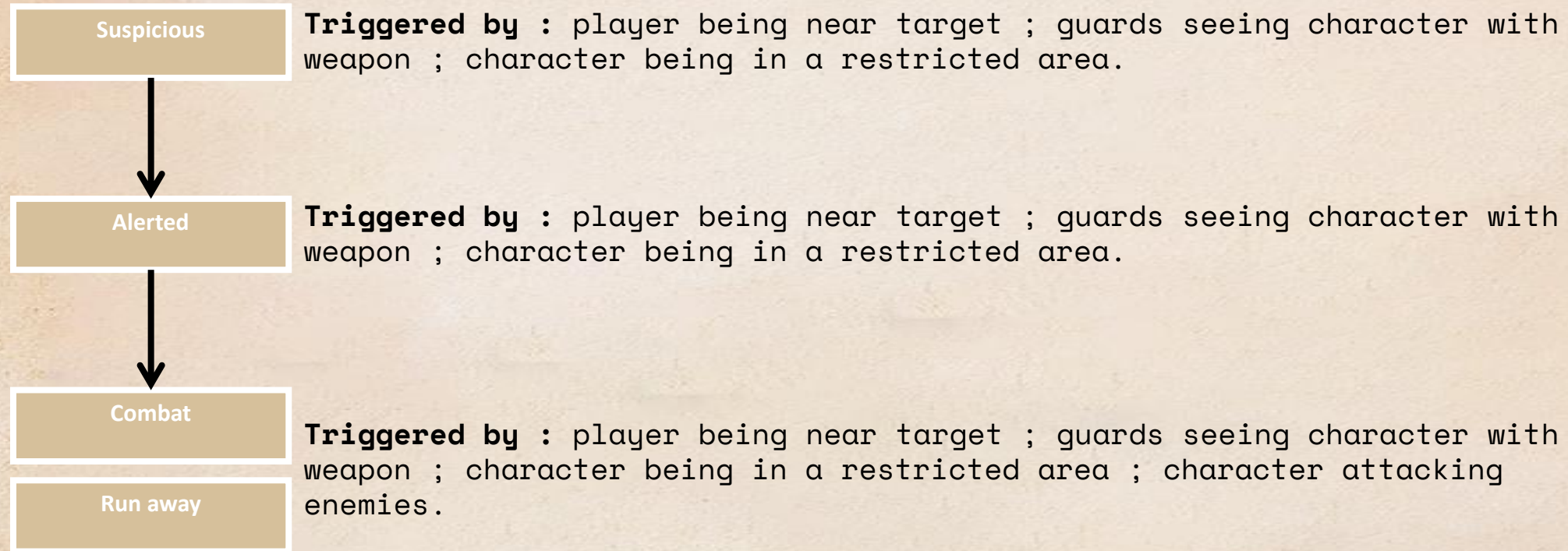
Guards



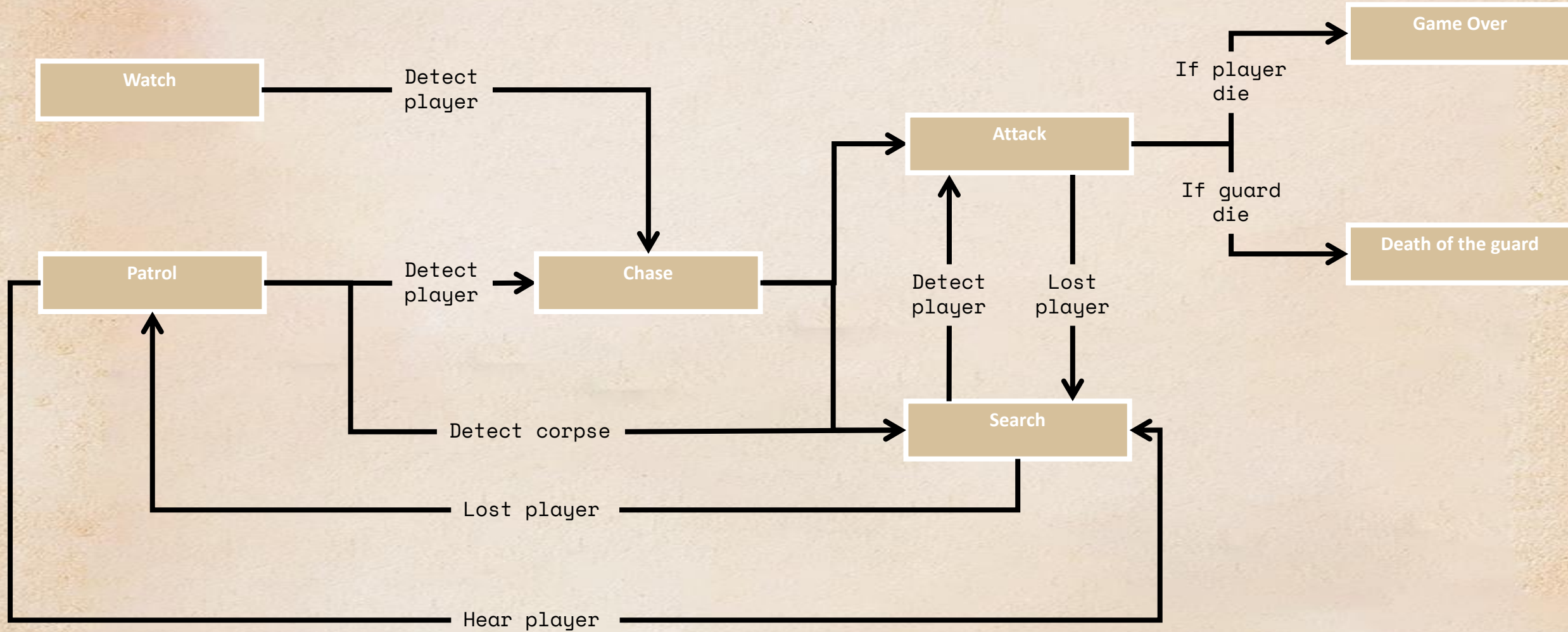
Target



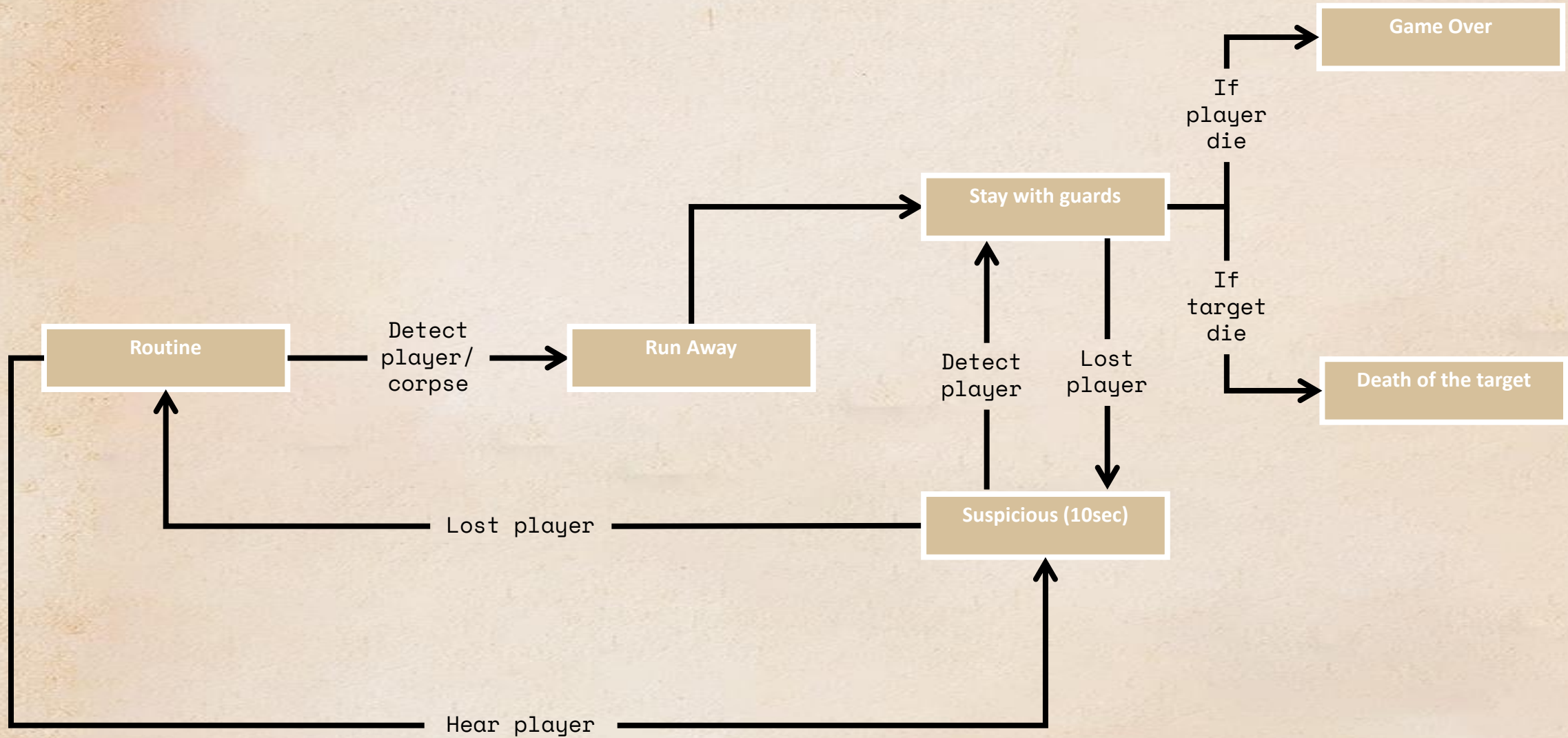
Enemy Detection



Guards Behaviour



Target Behaviour



Stealth Rhythms

**Spy on the
enemies
with :**

The lean &
the crouch



Dishonored



The camera
& the GPS

Observation

Execution

**Approach &
execute
with :**

The traps, the
offensive items &
the secret passages



Bioshock

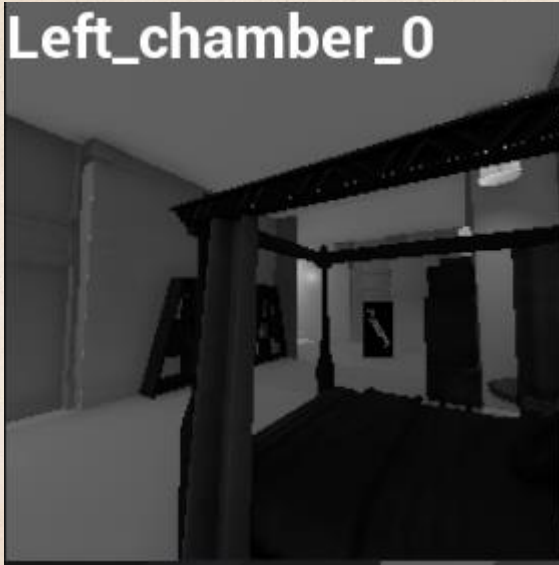


Splinter Cell

The player
himself

Camera

Left_chamber_0



- With this item, the player can **track and spy** enemies.



- He can also **switch** between all the camera he placed.

Build



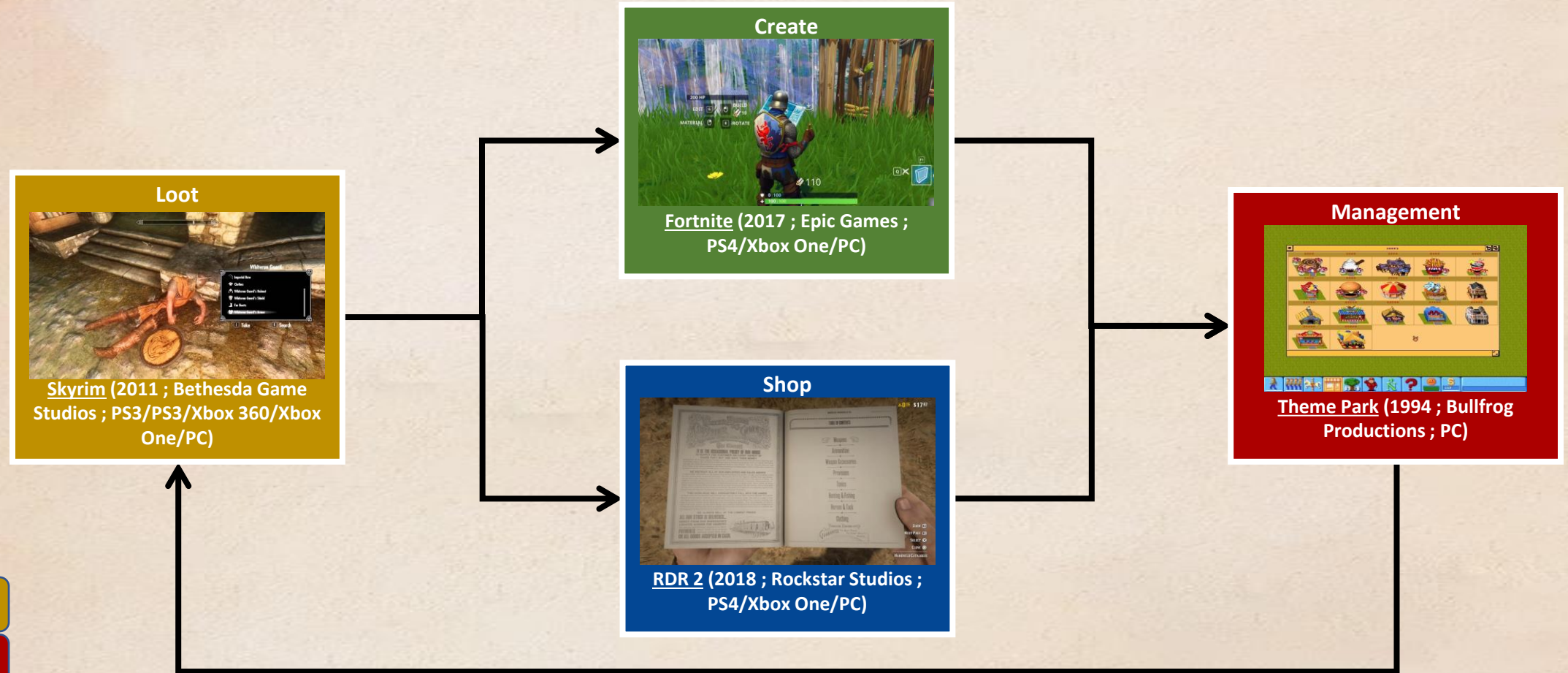
The Character can :

- Buy items (traps and camera)
- Create secret passages
- Buy ammo

Resident Evil : Village



Build Gameloop



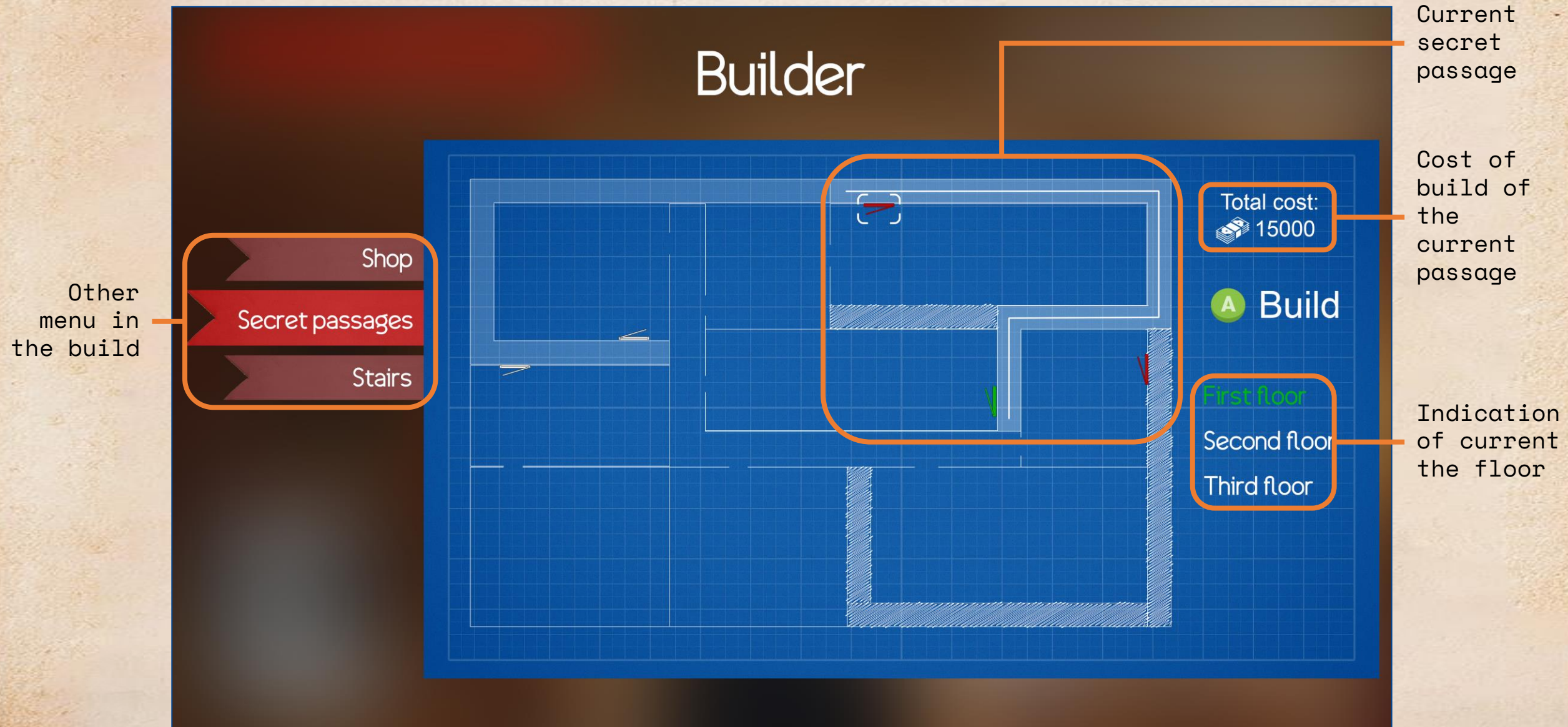
Source

Drain

Trader

Converter

Build HUD (secret passages)



Build HUD (place item)



▼ Steal the manifesto

Objectif
of the
mission

Number of
camera
available

Number of
arrows
available

Tools to
create a
secret
passage

Pre-
render of
the
camera

View of
the
camera
being
placed

Combat



The Character can :

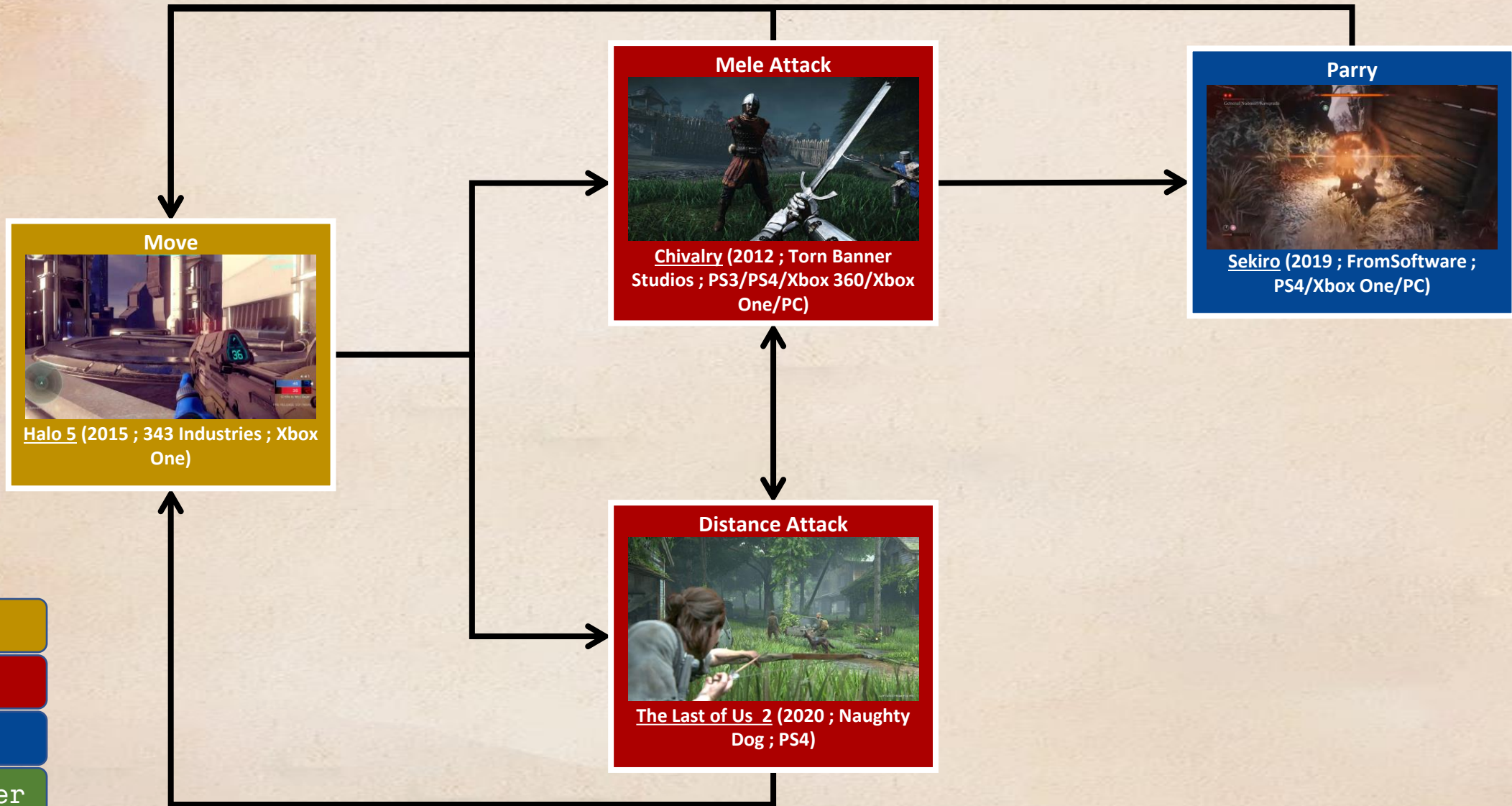
- Carry two weapons
- Use only one weapon
- Parry & attack (sword)
- Aim & shot (crossbow)

PUBG



Cyberpunk 2077

Combat Gameloop



Enemies



- “Target” Utility

- On each mission, a target will **always be present** in the map and have a **link with the objective**. It's either :
 - The objective is to **kill** the target.
 - The objective is to **rob** something **from** the target.
 - The objective is to have a precise **information says from** the target.
- Target **can't see** and **take** secret **passages**.

Enemies

Daily Schedule

6h - 10h : Breakfast in my room

10h - 13h : Rest in the sitting room

13h - 17h : Lunch in the dinning room

17h - 20h : Stroll in the mansion

20h - 23h : Dinner in the dinning room

23h - 6h : Sleep in my room

• “Target” Pattern

- The pattern of the target **change** among every **mission**.
- The target has a **specific** and a **fixed schedule**. She/he will move from **room to room**, **waiting** in some, **joined** by guards or not.
- If the target **see** the player's character, she/he will **run away** toward the **guards** and stay with them until a certain amount of time.

Enemies



- “Guard” Utility

- The guards are here to **protect** and **assist** the **target**.
- There are two types of guards:
 - The one that **follow** the **target** in almost every rooms.
 - The one that does **patrol** over the mansion.
- All guards can only **have** and **carry one sword**.
- Guards **can't take** and **see** secret **passages**.

Weapons Behaviour

Weapons	Number of hit to kill in <u>stealth</u> phase	Number of hit to kill in <u>combat</u> phase	Reload / Delay before attack	Ammo
Sword	1	3	1,2 sec	x
Crossbow	1	4	1,5 sec	10
Dagger Traps	1	4	2 sec	1

Game Elements



At Dead at Night



The Witcher 3



Borderland 3

Interactive elements :

Doors : can be locked

Light : can be turn off

Collectables :

Gold : buying items/weapons

Ammo : weapons/traps


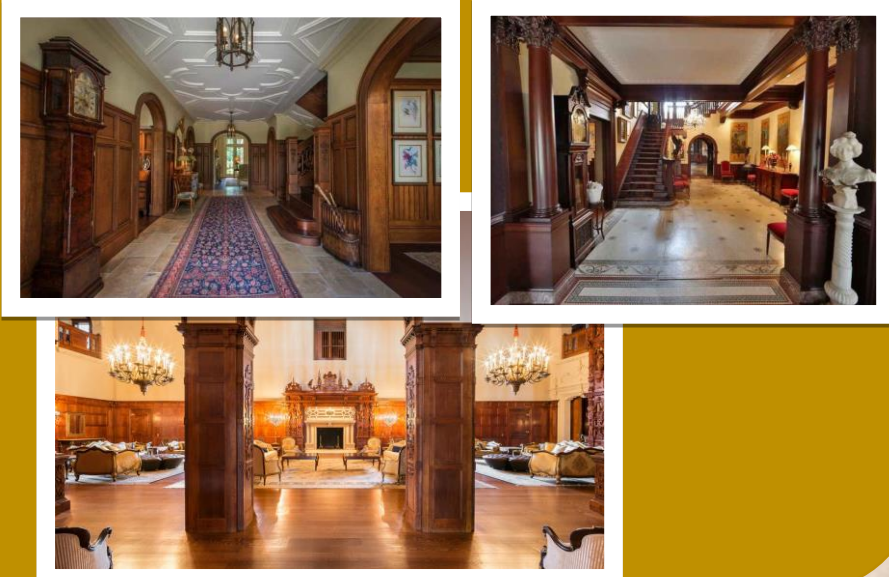
Weapons : shop/on bodies

Camera : spying

Collectibles :

Posters : historic context

Cutscene

Where in the game Time	Intro 1min	M e n u	Beginning of a mission ~20sec
Type	Impart Information	M e n u	Setup
Technical Aspect	Comic-Strip	M e n u	Ingame
References	 		

What's Not



Baba is You

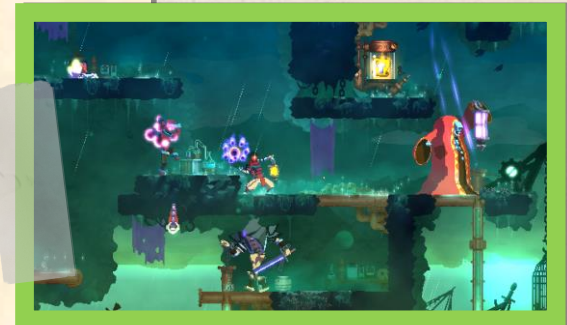


RDR 2

Open World



Diddy Kong Racing



Dead Cell



It Takes Two

Multiplayer

Puzzles

Racing

Metroidvania

Beat them all

Rail Shooter



Street of Rage



Star Fox 64

Gameplay Pillars

Gameplay	%age	Game mechanic	Detail	%age	Reference
Stealth	40	Movement	Crouch & lean	20	Thief 2
		Assassination	Execute	20	Assassin's creed Syndicate
		Traps	Dagger thrower	20	Tomb Raider
		Items	Camera	20	Outlast 1
		Secret passages	Door & corridor	20	Watch Dogs 2
Combat	20	Weapons	Sword & Crossbow	50	Dishonored
		Items	Dagger thrower	50	Batman Arkham Asylum
Managment	40	Building	Secret Passages	50	Evil Genius
		Shop	Traps, Items & Ammos	50	Dungeon Keeper

Business model

Type : Premium

Prize : 29,99 \$

