



SIKARIA

A SILENT HUNT

GAME DESIGN DOCUMENT

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CONCEPT

OVERVIEW ♦ UNIVERSE ♦ STORY

PILLARS ♦ GAME FEEL

OVERVIEW

SUMMARY 



- ◆ Genre: Infiltration
- ◆ Game mode: 4 players Online versus
- ◆ Target: 19 years old mid-core socializer players
- ◆ Localisation: English & French
- ◆ Playtime: 5-7 min per game

INCARNATE A **GOD** WHO POSSESSES PEOPLE TO **ASSASSINATE**
A TARGET IN **COMPETITION** WITH OTHER PLAYERS



The game takes place in a mystical earth-like world controlled by divinities.

They are separated into 3 categories :

- ◇ **Supreme gods:** highest level of gods, they rule this world and other gods.
- ◇ **Superior gods:** mid level gods, they control regions of this world and minor gods.
- ◇ **Minor gods:** lowest level of gods, they control a few cities of this world.

Gods from lower levels can access higher levels by gaining and showing their power in tests called **Sikaria**.



Image captured in game

STORY

SUMMARY 

Raina, a superior god, has taken control of a kumari in the Pulchowk's market. It plans to release its sister, Bhadra, in order to spread death and destruction in this region.

Shamu, a supreme god, sends 4 minor gods to remove Raina from the kumari's body by shedding its blood. Their powers are limited and the town guards have a way to detect them, they must use stealth and trickery to complete their task.

They must eliminate Raina before it finds the artefact. Otherwise, it can achieve its goal and this part of the world is doomed.



Image captured in game

PILLARS

SUMMARY 



STIMULATING

Never let the
player be passive



FRIENDLY

Friendly competition
without stake



CLEAR

All informations
given to players



THOUGHTFUL



- ◇ Try to discover who is an AI or not
- ◇ Use abilities with caution



TENSE



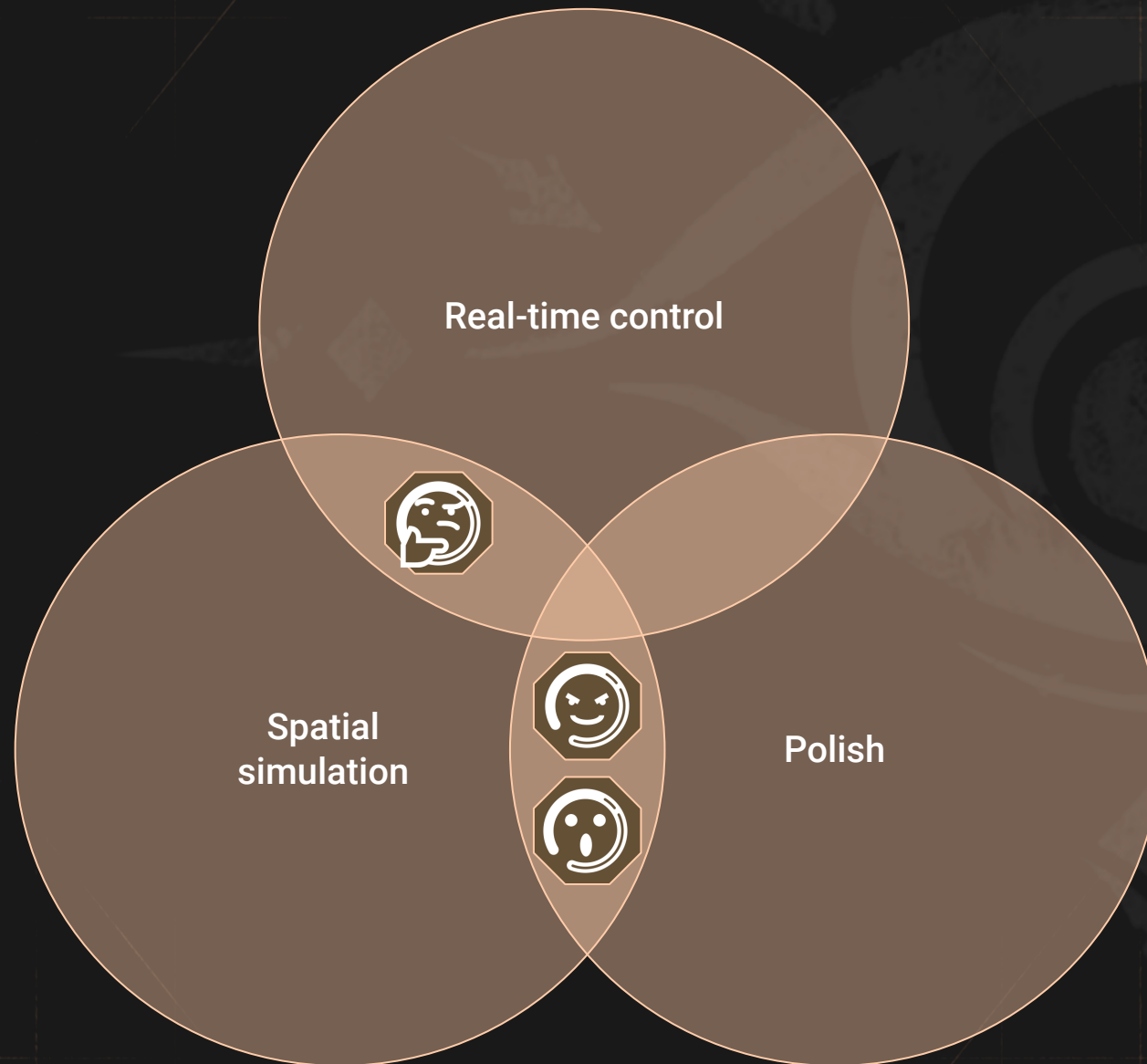
- ◇ Know that there is a player nearby
- ◇ Being chase by the patrol



MISCHIEVOUS

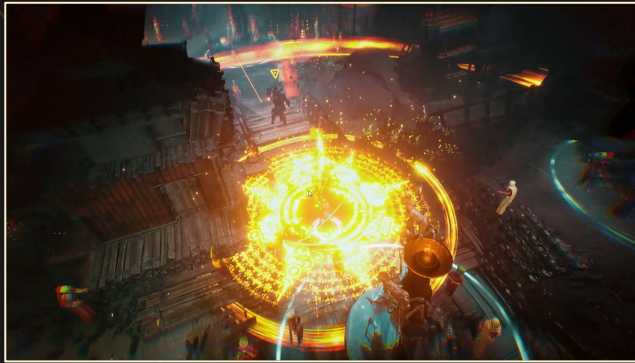


- ◇ Change the avatar you incarnate
- ◇ Make another player detected by the AIs



[Link to Big Picture](#)

EXAGGERATION



- ◇ Screen shake
- ◇ Giant environment
- ◇ God effect

ANTICIPATION



- ◇ Scan target
- ◇ Patrol killing animation

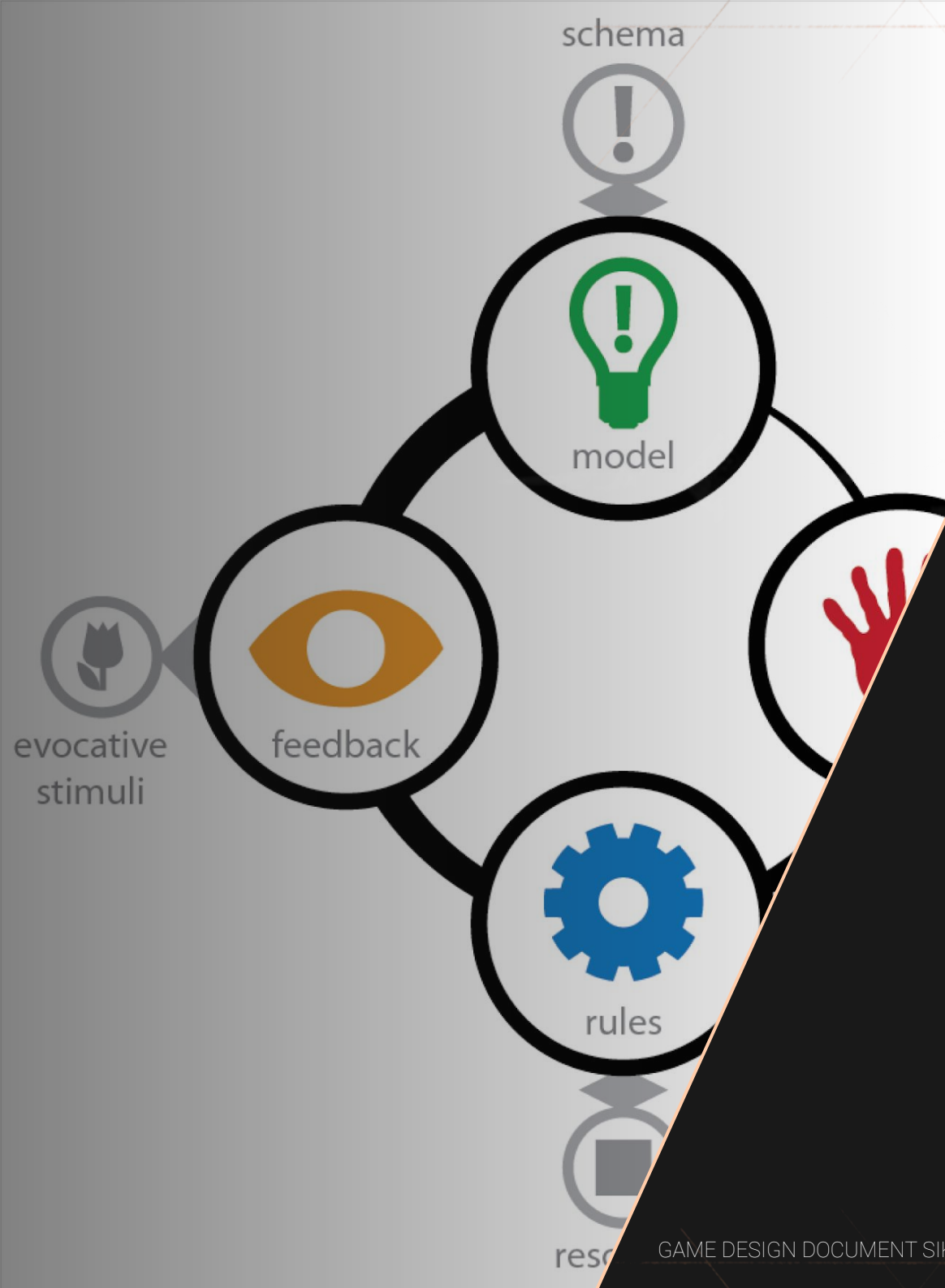
SECONDARY ACTION



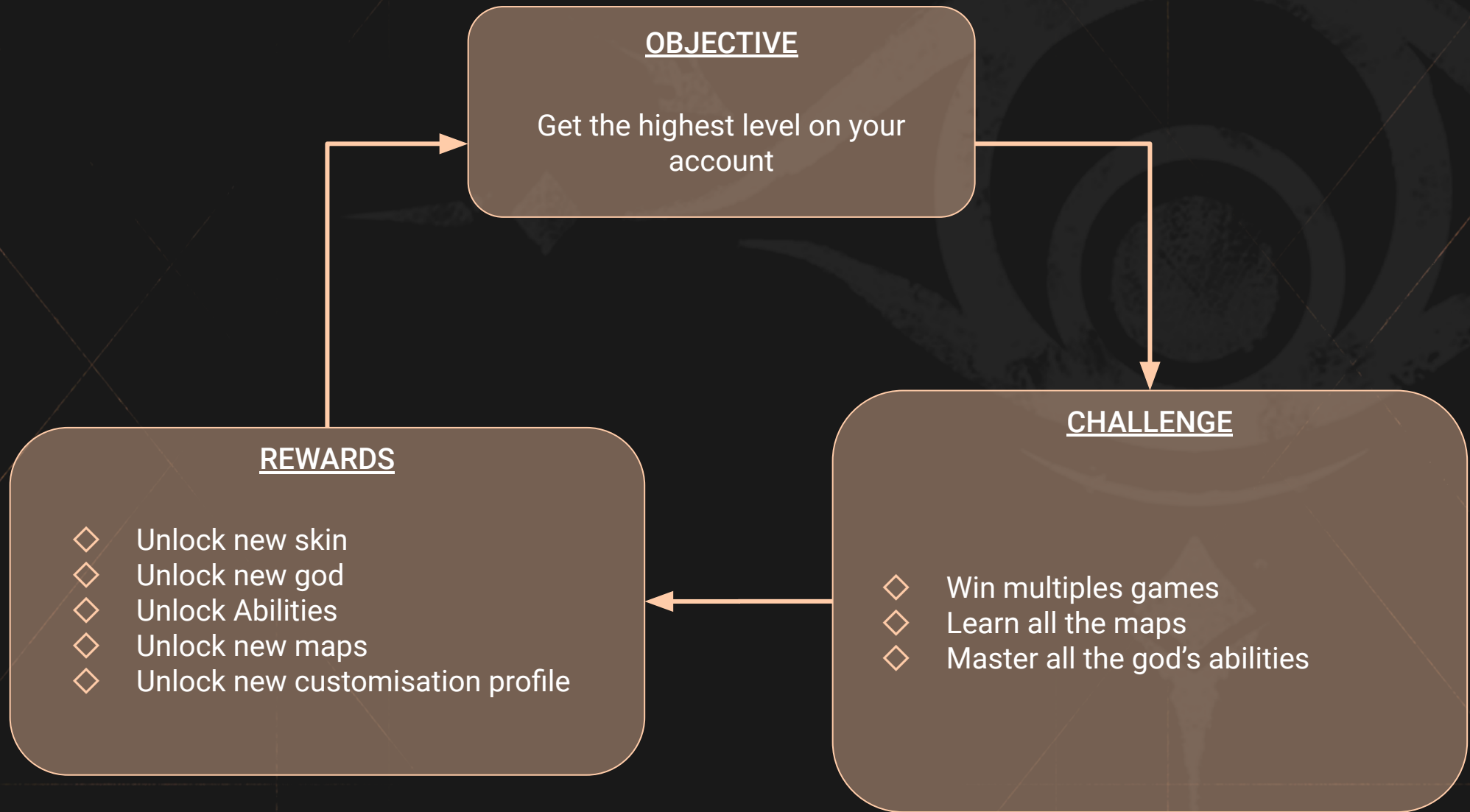
- ◇ Second layer physic (cloth)
- ◇ Environment physics (grass, dust, snow)

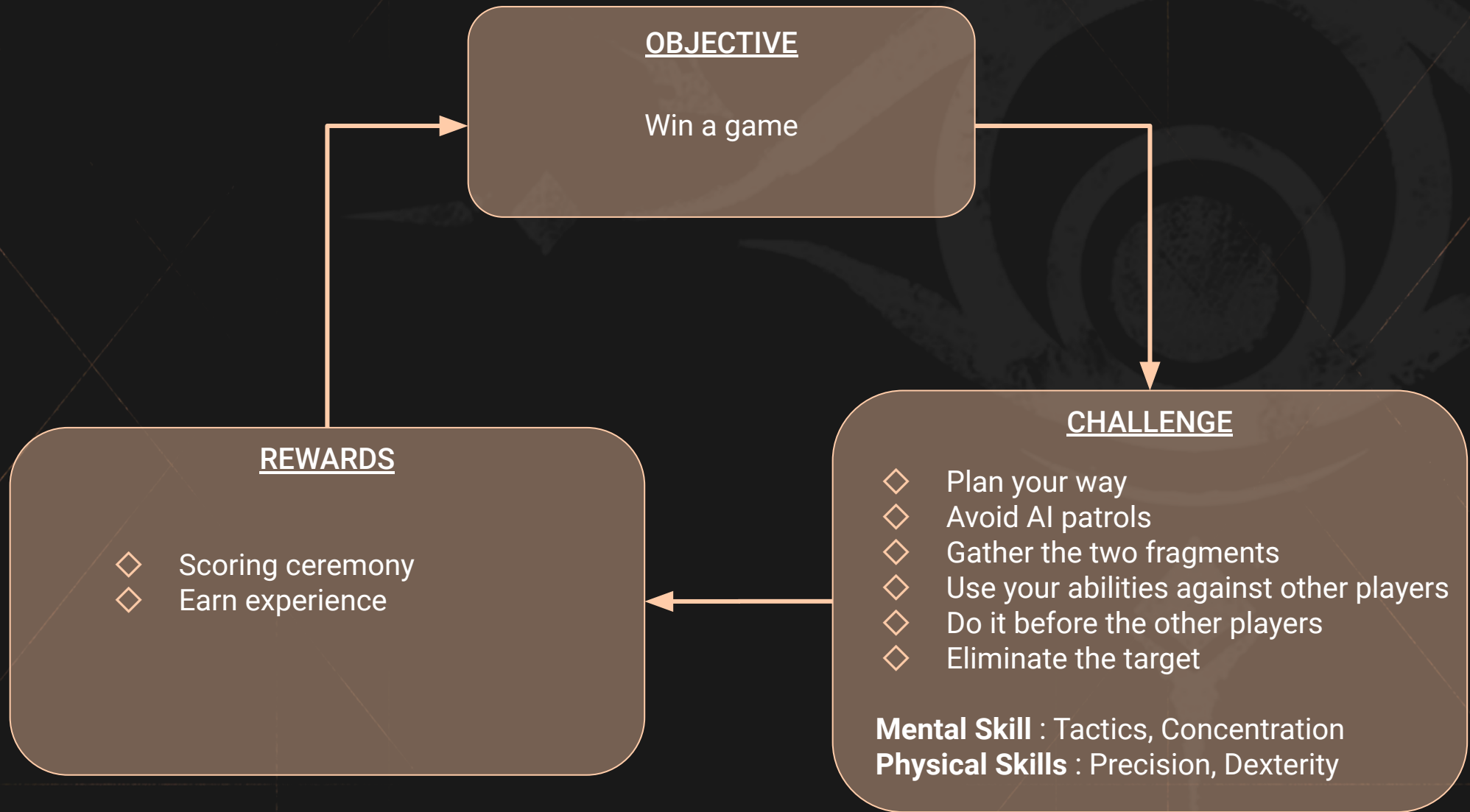
LOOPS

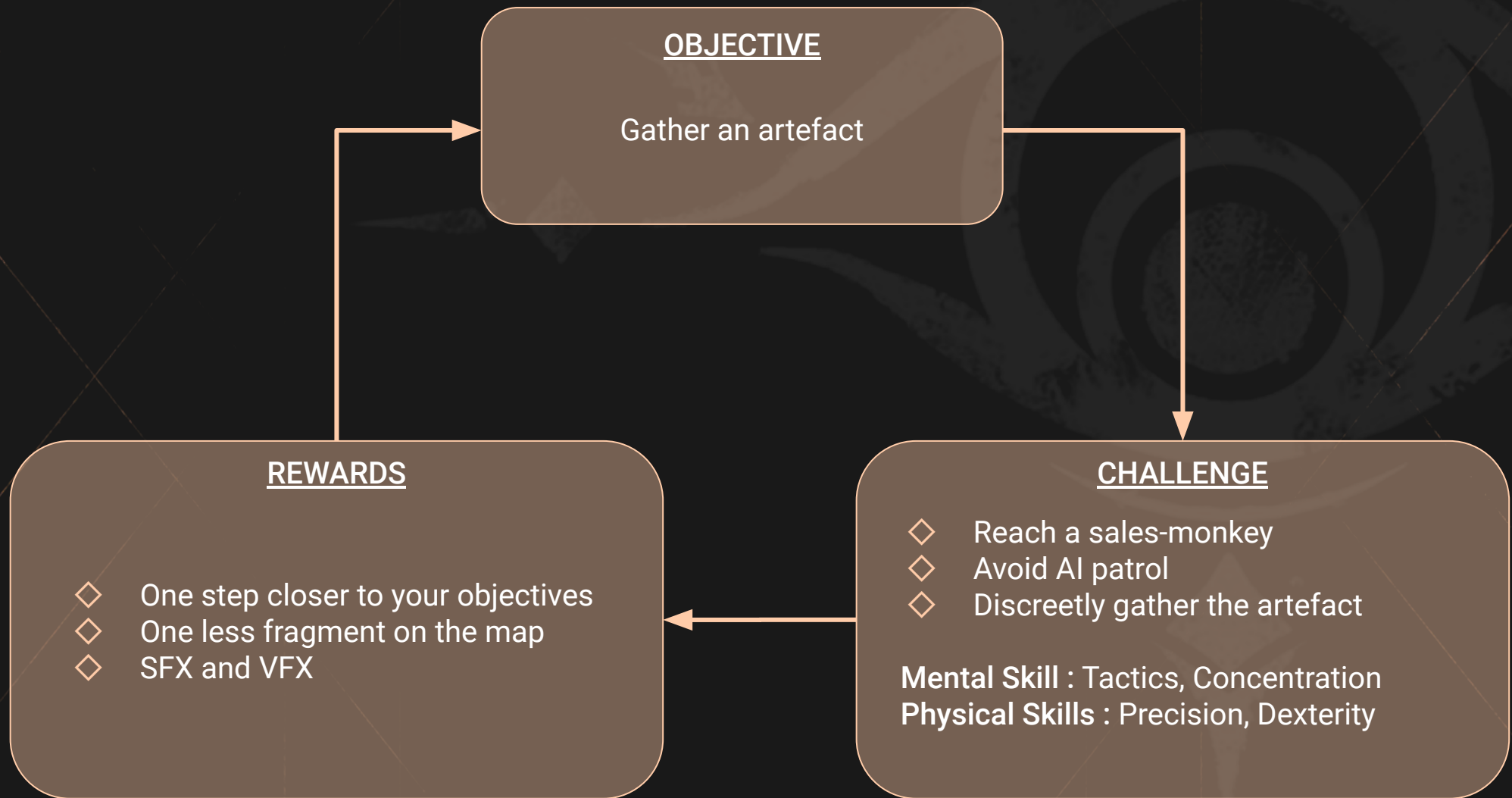
GAMELOOPS ♦ MOTIVATION LOOPS

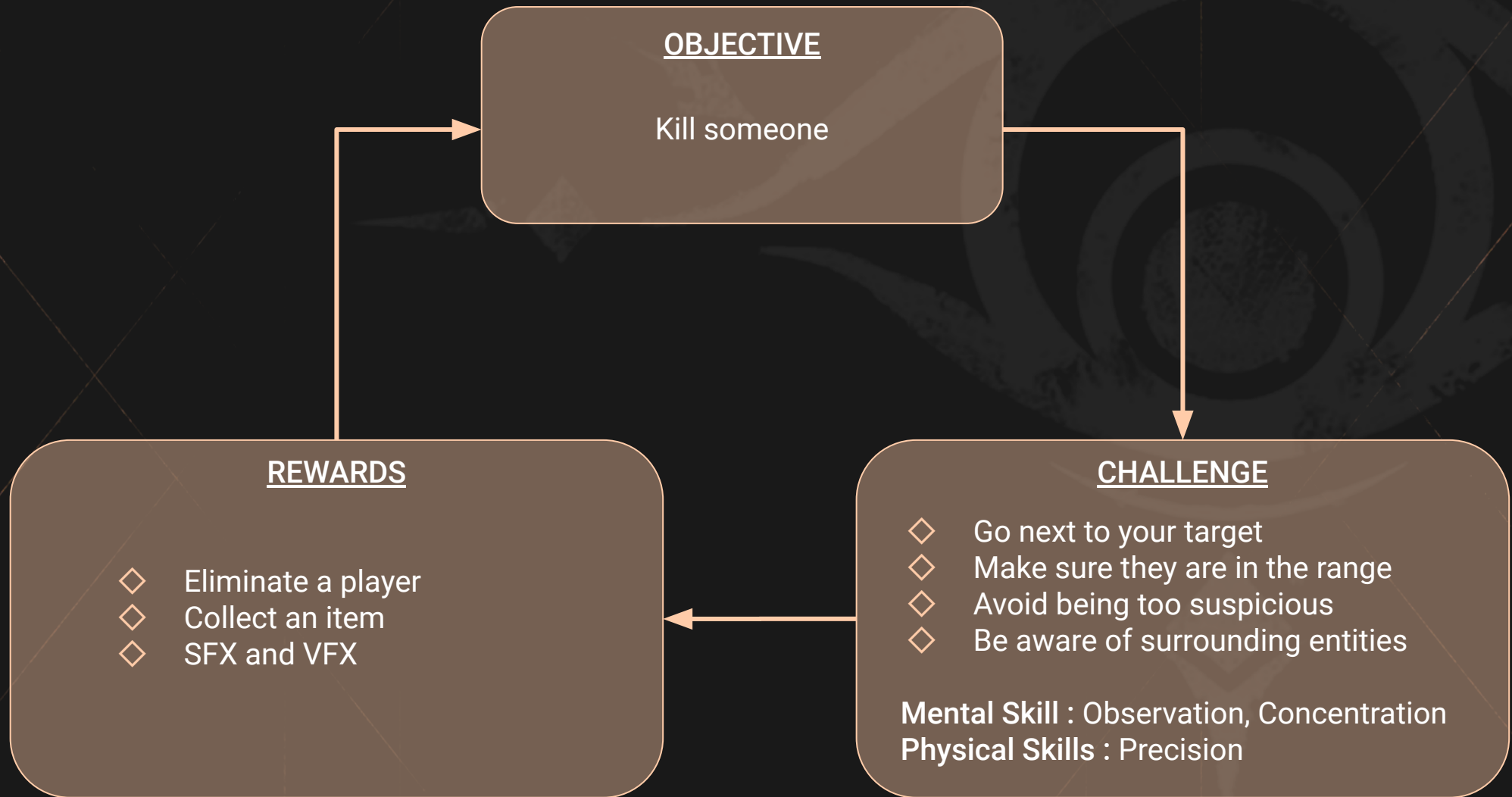


◆ GAME LOOPS ◆





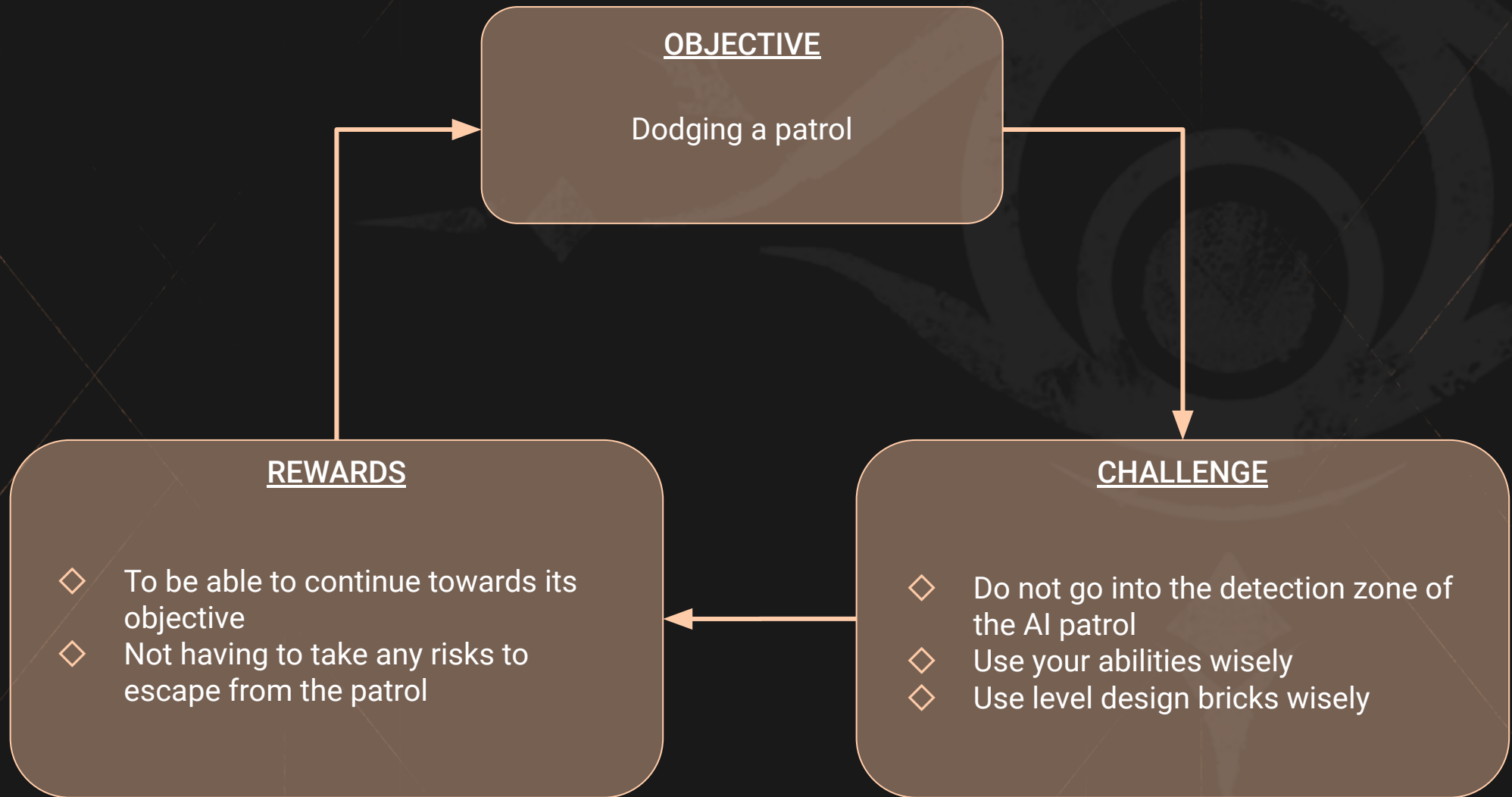




◆ MOTIVATION LOOPS ◆

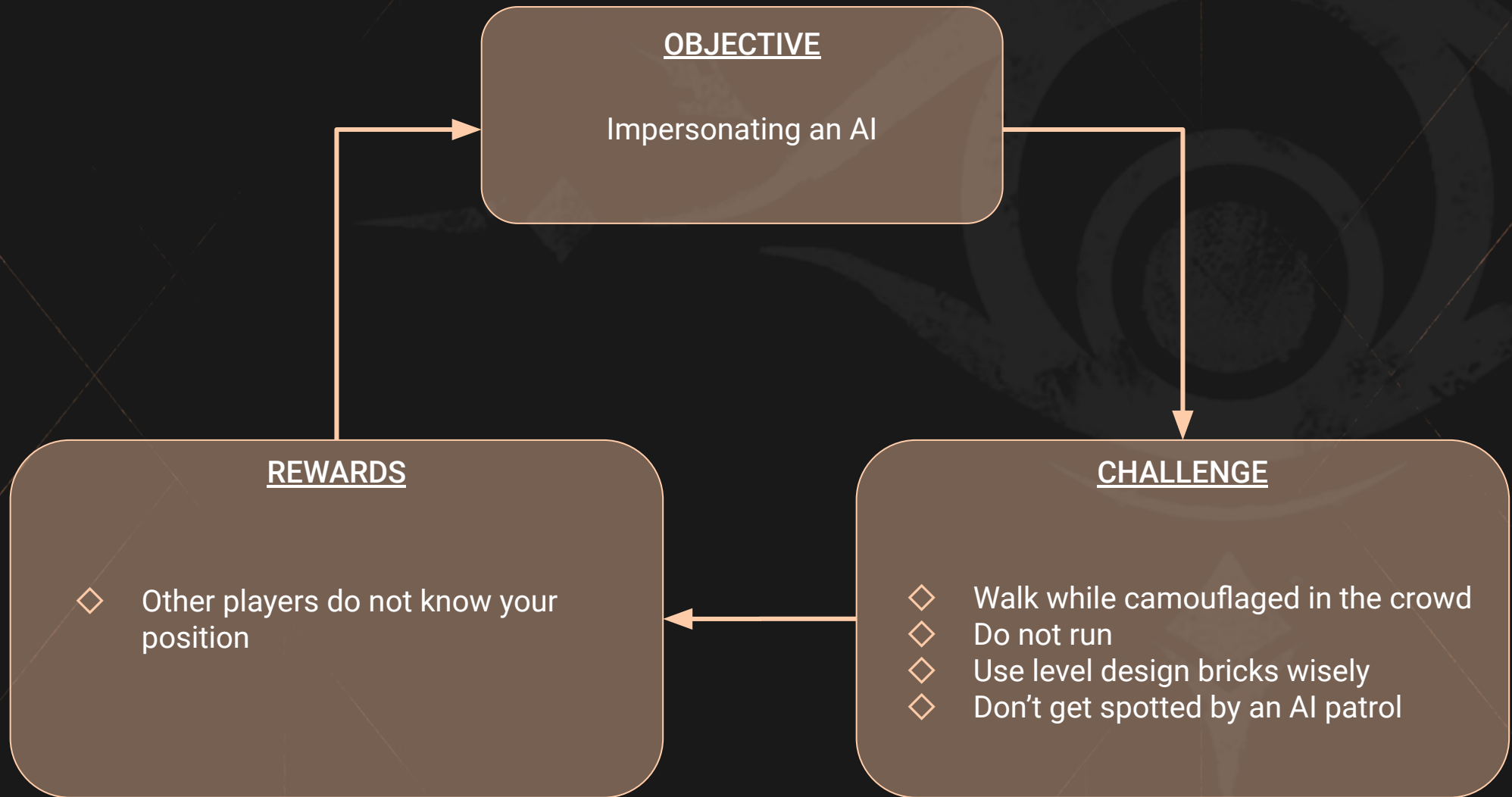
MOTIVATION LOOP | Dodging a patrol

SUMMARY 



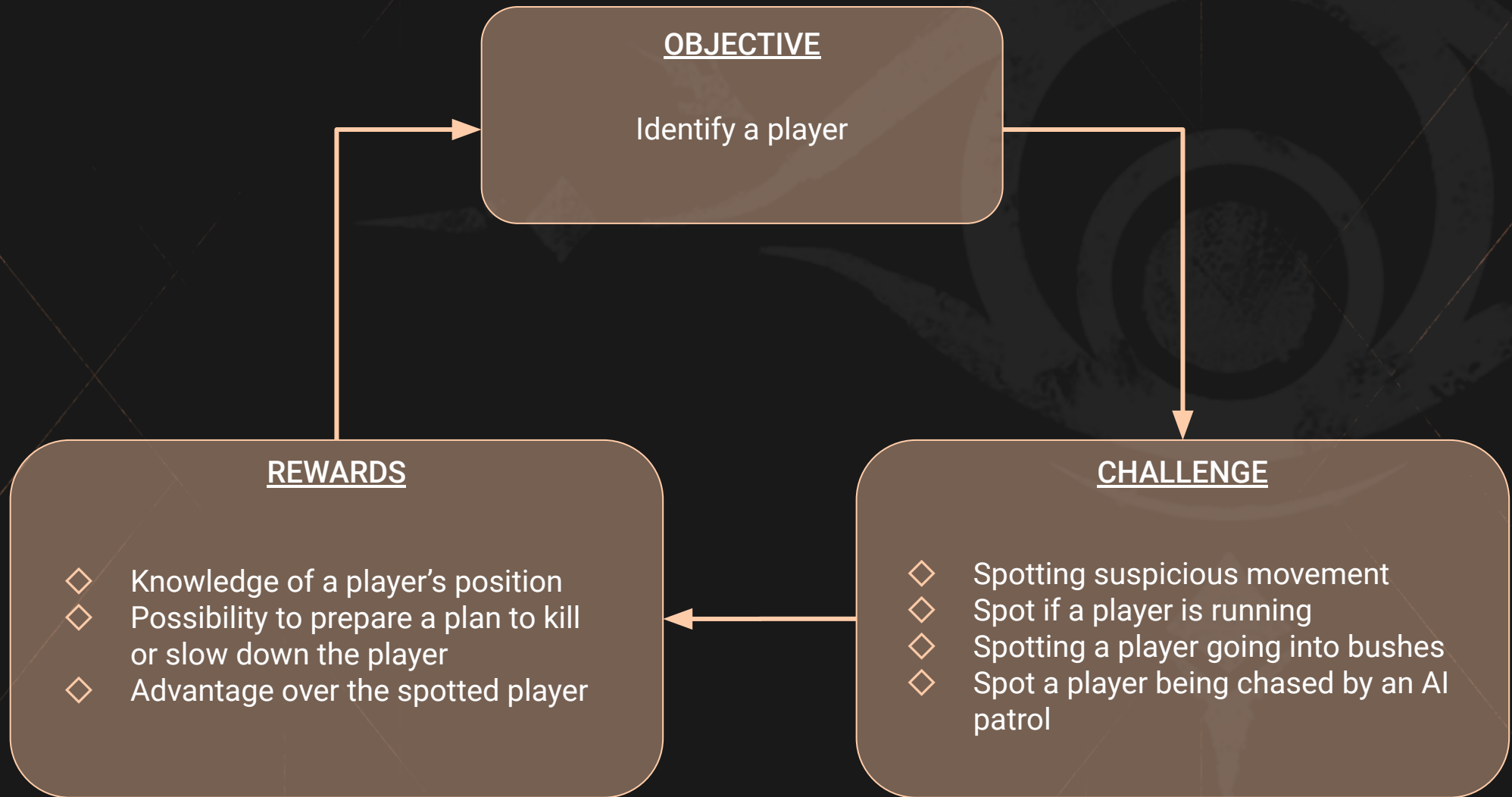
MOTIVATION LOOP | Impersonating an AI

SUMMARY 



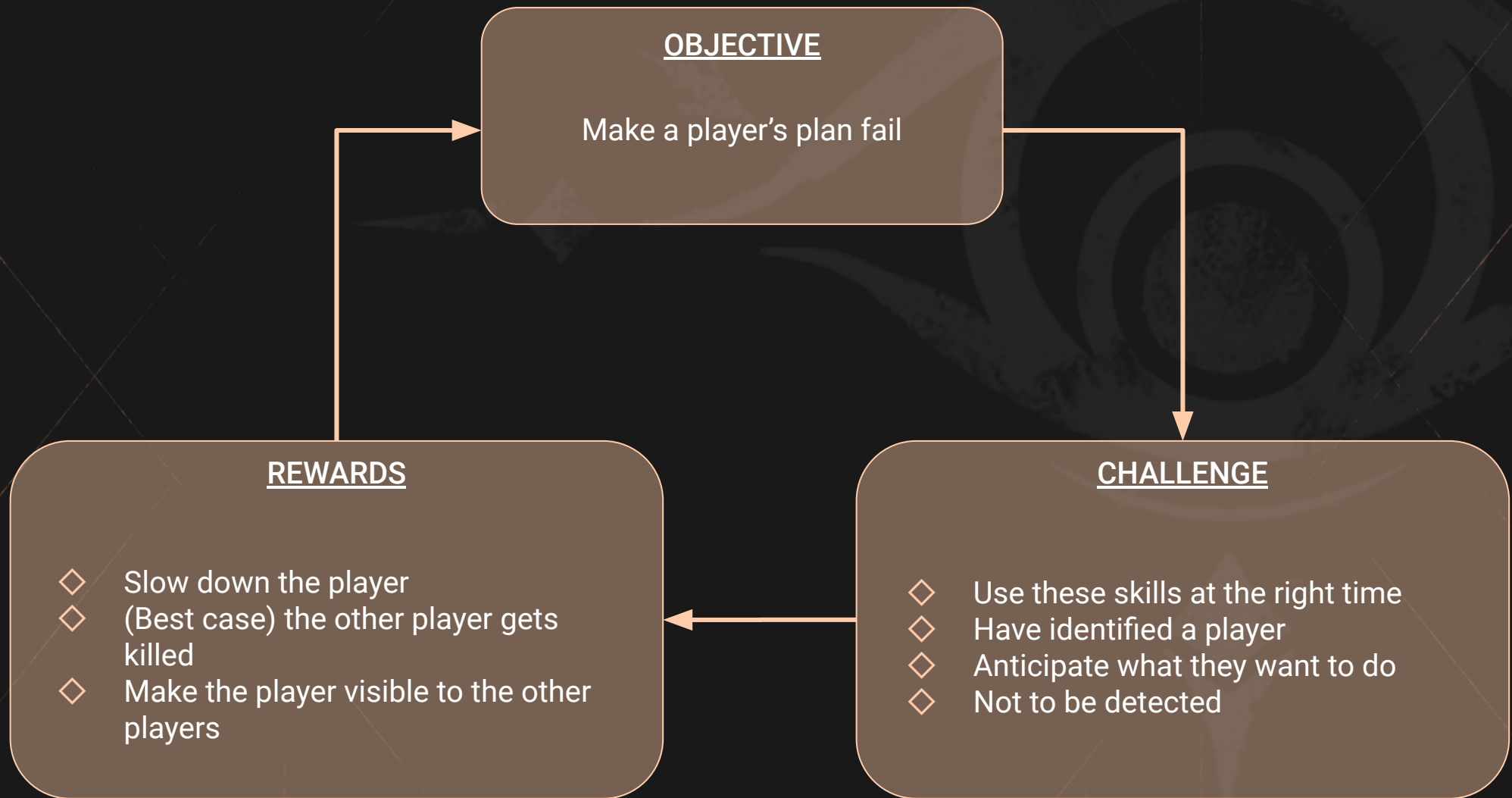
MOTIVATION LOOP | Identify a player

SUMMARY 



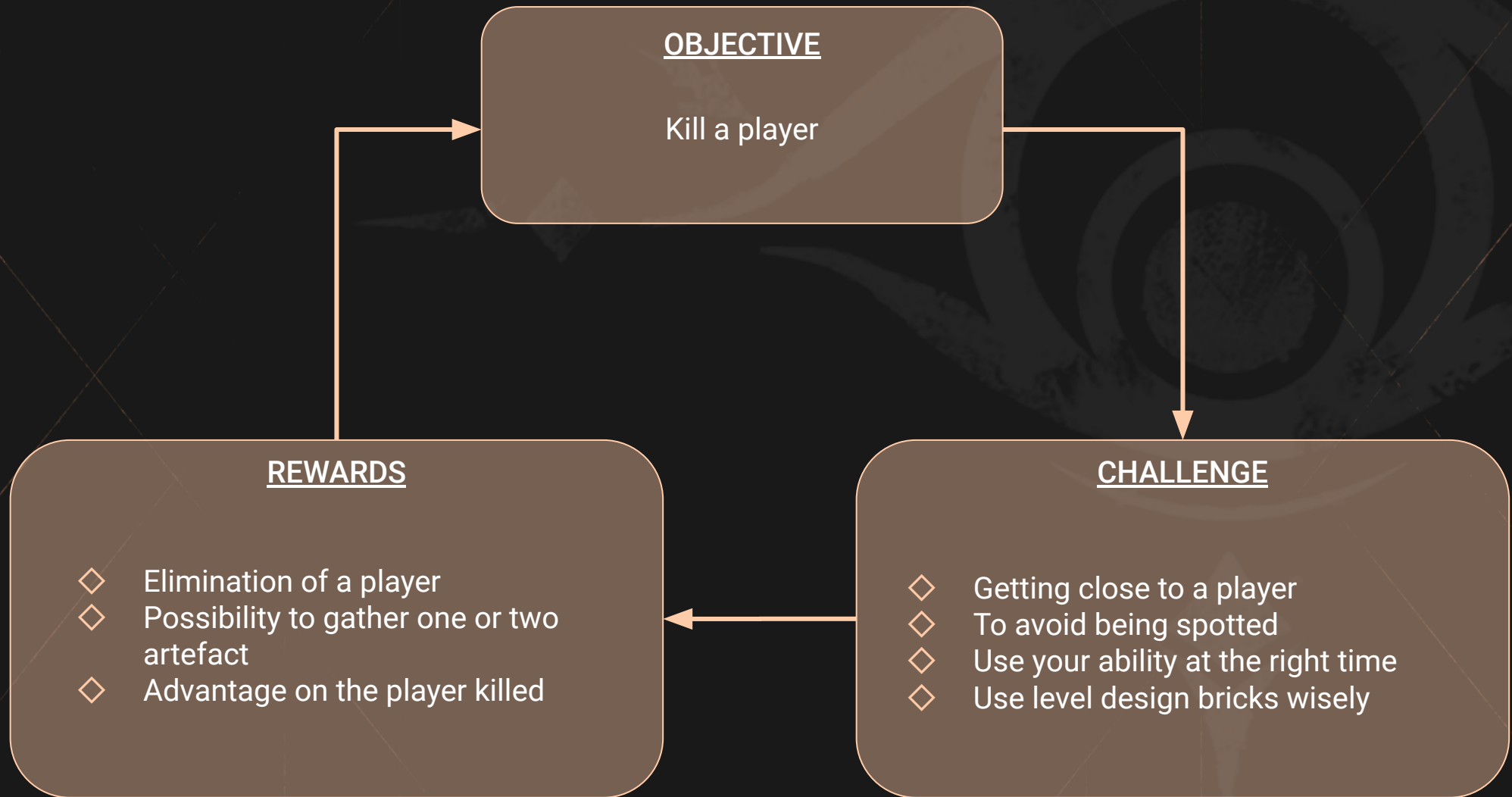
MOTIVATION LOOP | Defeat a player's plan

SUMMARY 



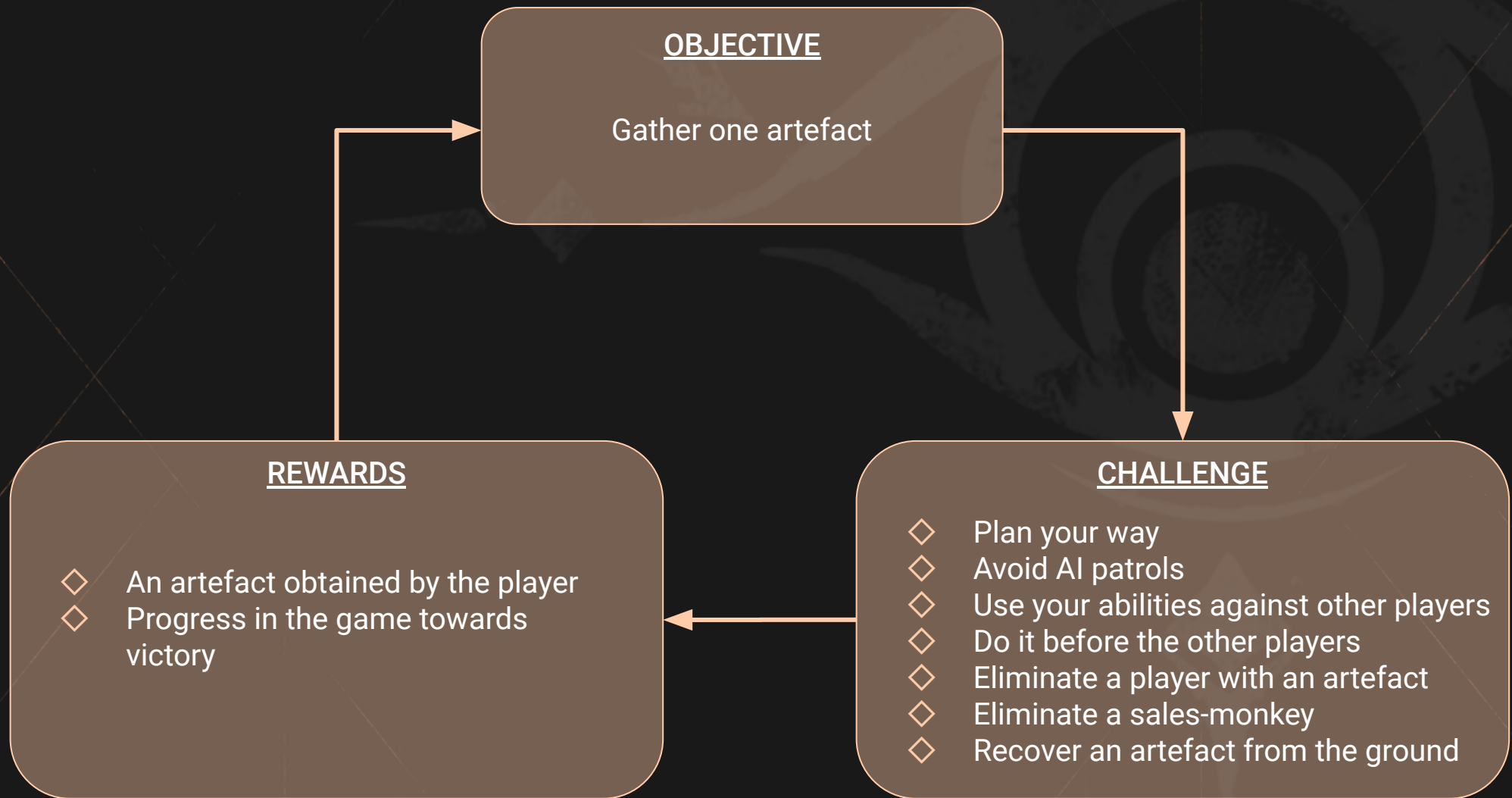
MOTIVATION LOOP | Kill another player

SUMMARY 



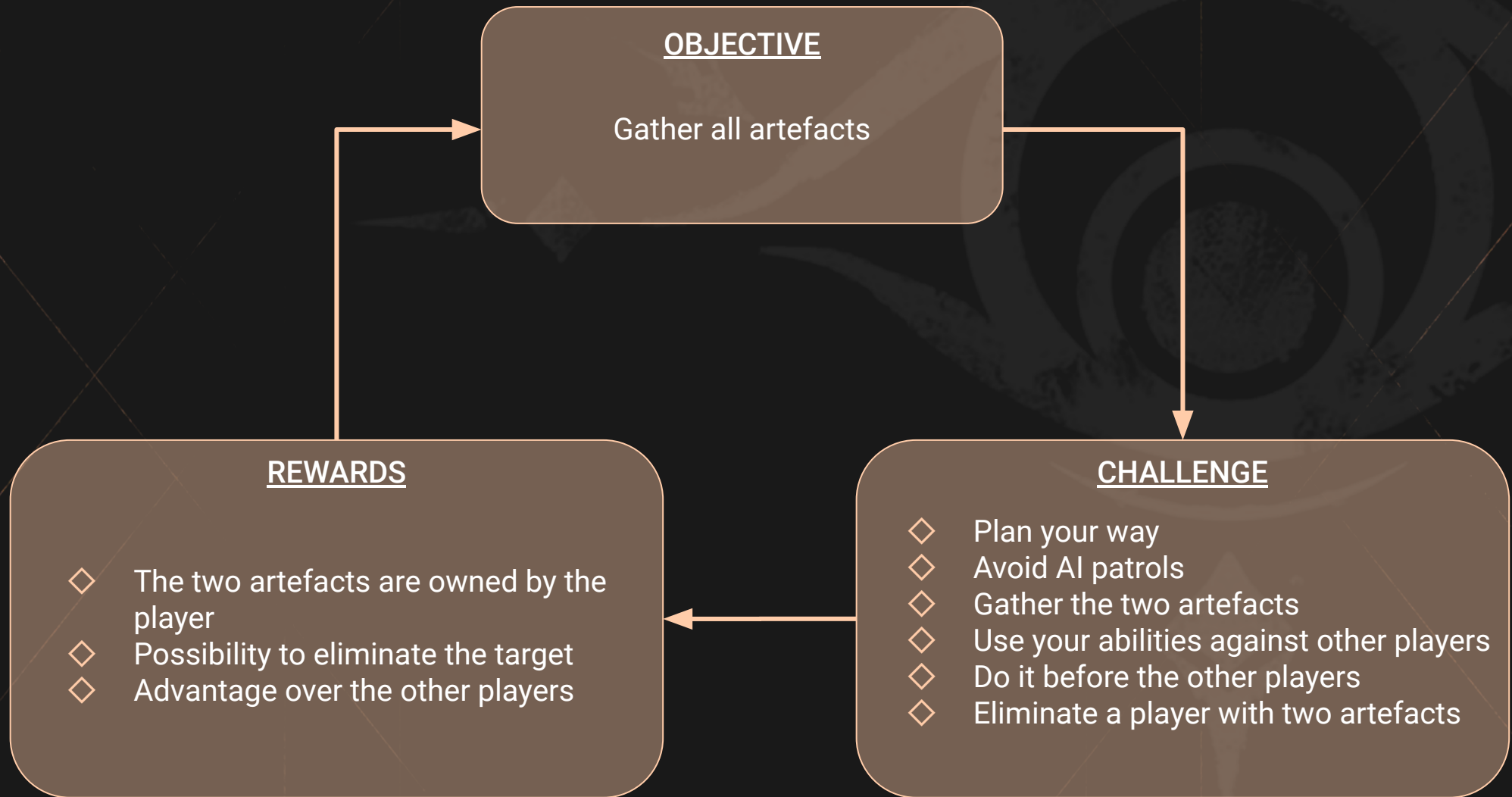
MOTIVATION LOOP | Gather one artefact

SUMMARY 



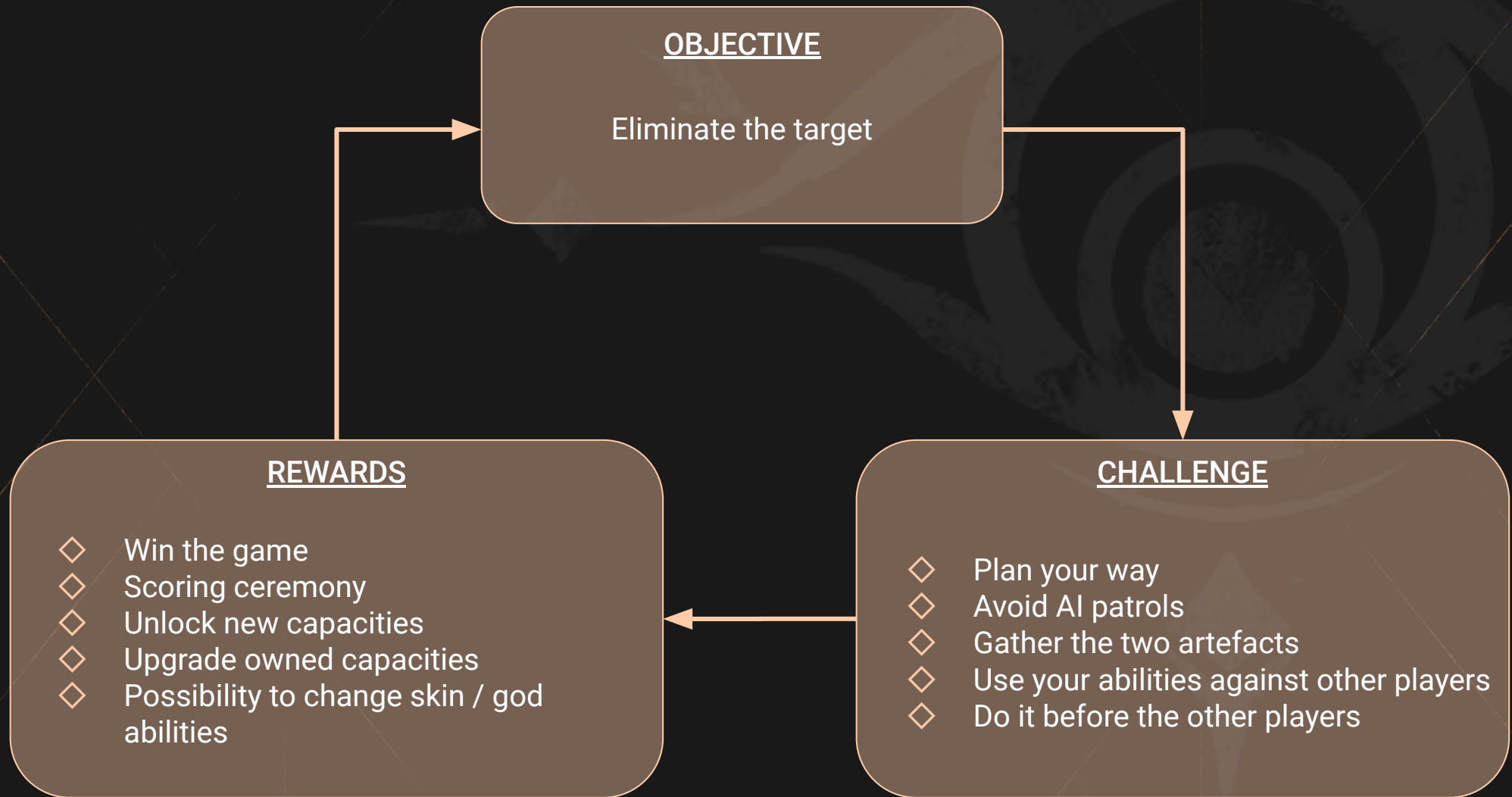
MOTIVATION LOOP | Gather all artefacts

SUMMARY 



MOTIVATION LOOP | Win a game

SUMMARY 



3Cs

CHARACTER ♦ CAMERA ♦ CONTROLS

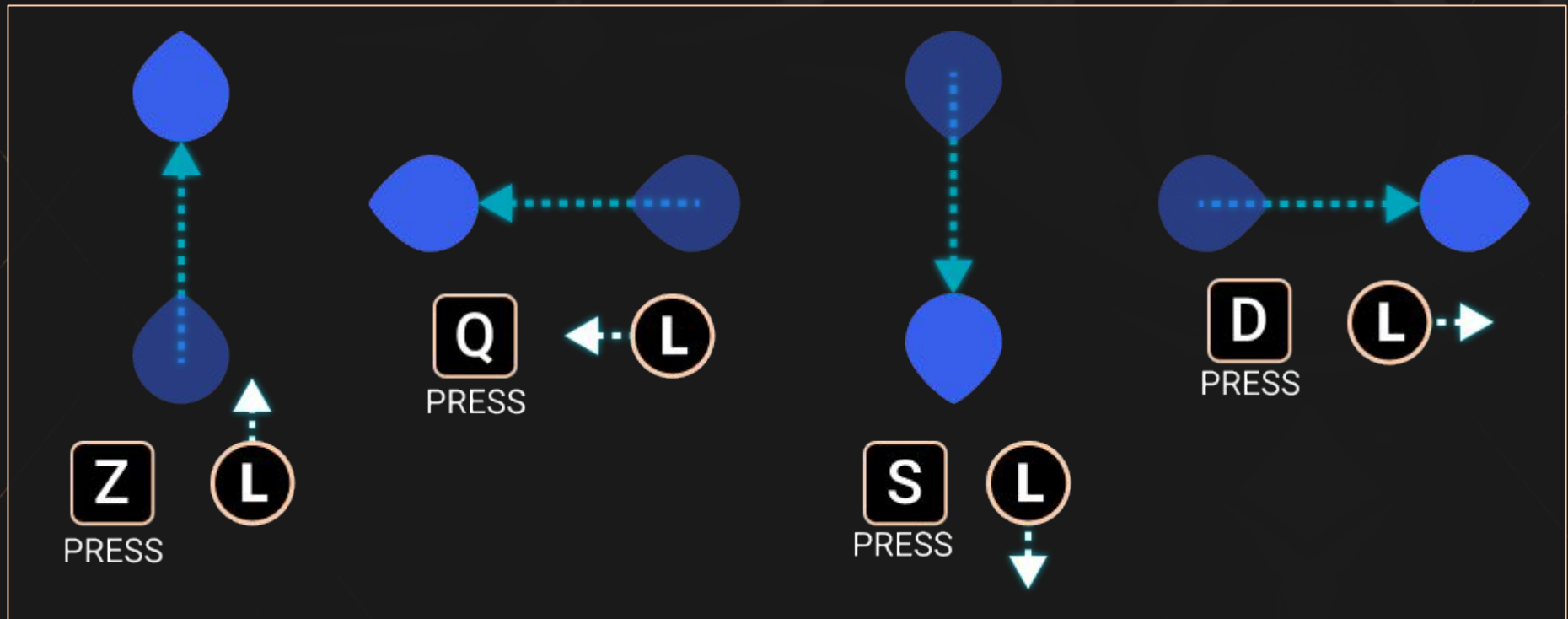
◆ CHARACTER ◆

Each player will be able to own one to several different Neutral AIs during a game.
All AIs owned by a player will have access to a range of actions :



- ◇ Movement
- ◇ Kill
- ◇ Chameleon
- ◇ Death
- ◇ Interaction enviro.
- ◇ Target item

To move their avatar player use direct input.
Either with **ZQSD** on keyboard or with the **Left Stick** on gamepad.



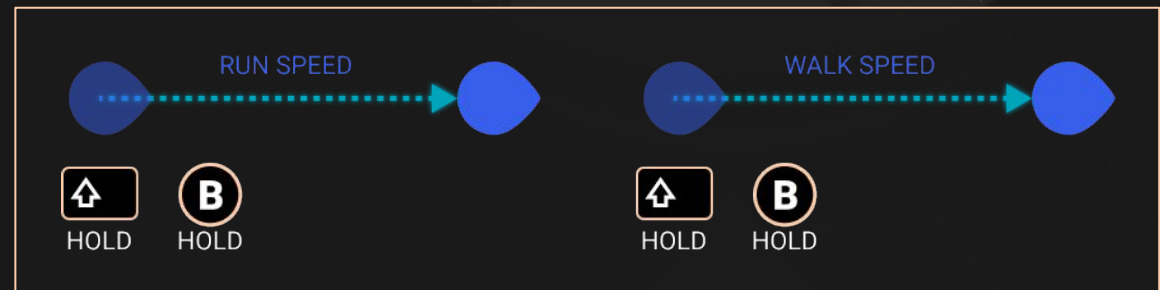
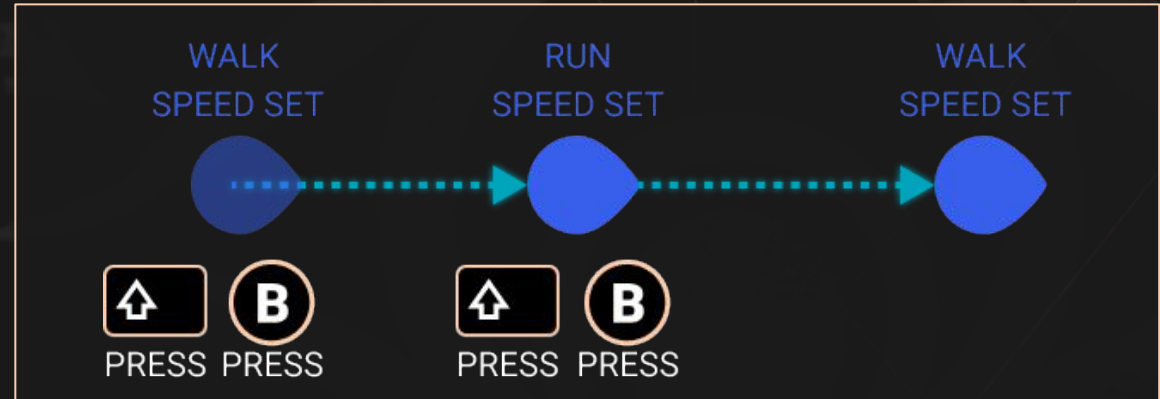
CHARACTER | Movement system

Walk & Run

SUMMARY 

The avatar can either walk or run when pressing the **Left Shift** key on keyboard or **Left Stick/B button** on gamepad.

The default input is a toggle to switch, but players can change it to hold to run is options.





When players gather one or two artefact, their walk and run speed change.

This helps other players to come back during the game and can successfully chase a player with artefacts.

When they no longer hold artefacts, their walk and run speed go back to the default value.





- ◇ **PLAYER WALK SPEED**
Define the player walking speed.
- ◇ **PLAYER RUN SPEED**
Define the player running speed.
- ◇ **PLAYER WALK SPEED WITH ITEM**
Define the player walking speed while holding one or two items.
- ◇ **PLAYER RUN SPEED WITH ITEM**
Define the player running speed while holding one or two items.
- ◇ **INPUT KEY TO RUN**
The input key to switch from walk to run or run to walk.
- ◇ **TOGGLE OR HOLD TO RUN**
Define if switch to walk/run is a toggle or a hold input.



DESCRIPTION:

When players, more precisely their avatars die, they are disintegrated and the player's God will take possession of another avatar (neutral AI) on the map in the respawn zones. Once done, the player is back in the game and continues playing.

TAKE POSSESSION OF OTHER BODY



PATROL AI:

If players are spotted by a patrol AI, and it hits them in close combat (defined area), they die.



TARGET AI:

If the player is spotted by the target AI (defined distance), he dies instantly, without the need for hand-to-hand combat.



CHARACTER | Death

Death condition by other players

SUMMARY 

PLAYERS CAN BE KILLED BY ANOTHER PLAYER:

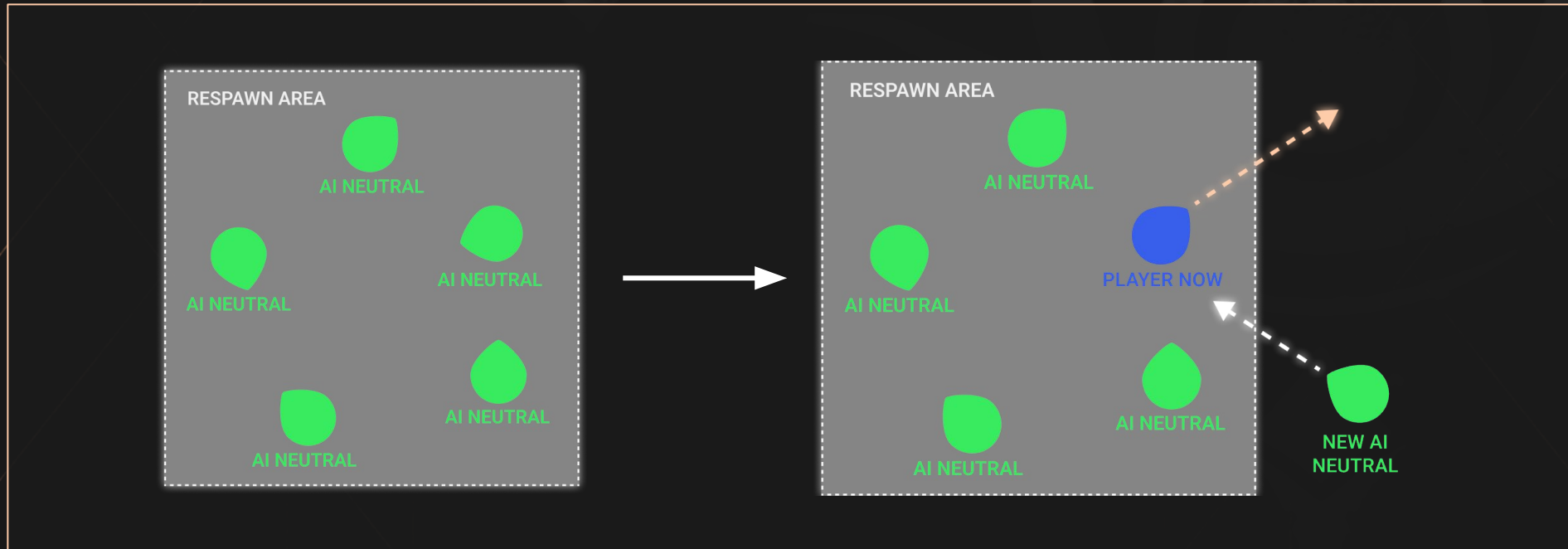
If player "A" gets close to another player "B" and decides to use his elimination skill, Player "B" dies.





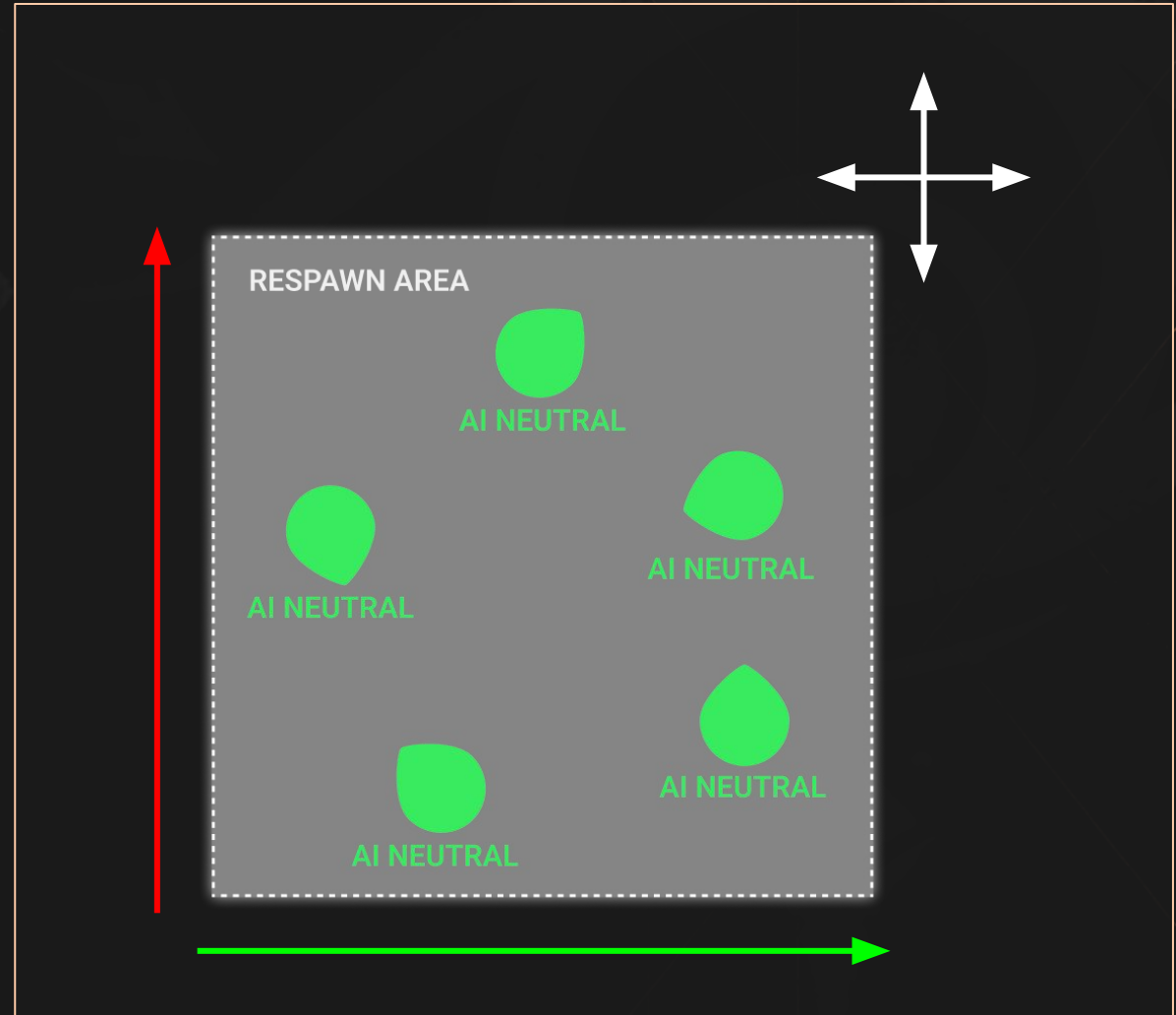
DESCRIPTION:

The respawn zones are hitboxes that can be positioned on the map. The system chooses an AI from the range of the zone. The zones always contain at least 5 AI (in case all players respawn in them). When an AI is owned, a new one takes its place.



PARAMETERS:

- ◇ Position on the map
- ◇ Width
- ◇ Length
- ◇ Minimum number of AIs in the area





MOMENT OF DEATH:

Avatar disintegration shader + celestial explosion with shockwave.

The explosion is more powerful if it is the target AI that kills the player.

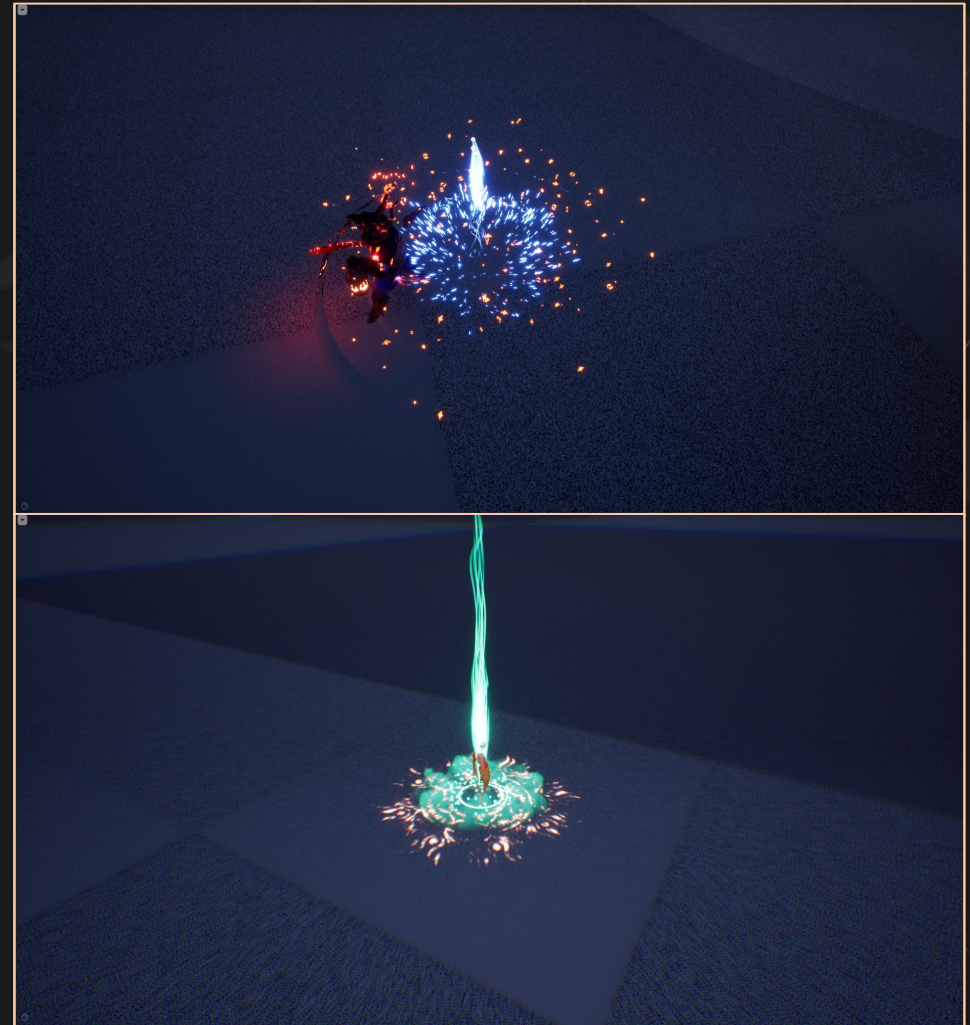
AVATAR TRANSITION:

The camera moves to the respawn area, centers an AI, vignette effect + slight shake screen (give the feeling that the God is focusing on an avatar to possess it) + Black and white post process.

Voice line of the God during the transition.

POSSESSION :

FX of celestial possession, the avatar is possessed, the aura is activated.





Players can eliminate other players or any type of AI on the map, except merchants, in **close combat**.

The kill preview system always **highlight the AI** with the highest "targeting score", if no AIs are in range, there is no highlight. Players will kill the highlighted AI once they press the input key.

On input pressed, the targeted AI is stopped. Players quickly get closer to the targeted AI and the animation is played. **No action can be performed during this time**.

Players take back control of their character at the end of the animation.

When players are killed, they will respawn in another body.

The kill ability has a cooldown.

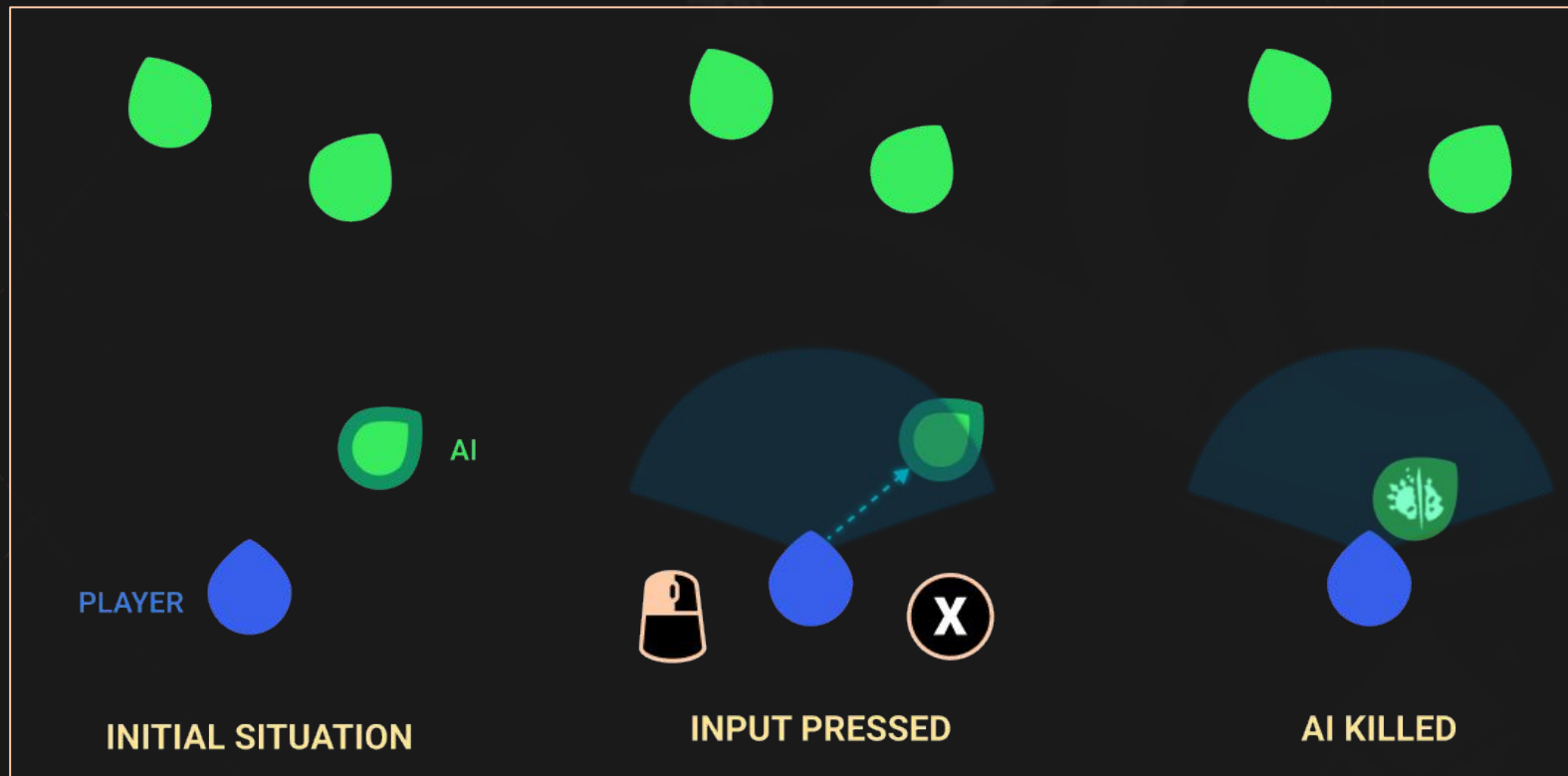


CHARACTER

Kill

Step by step

SUMMARY



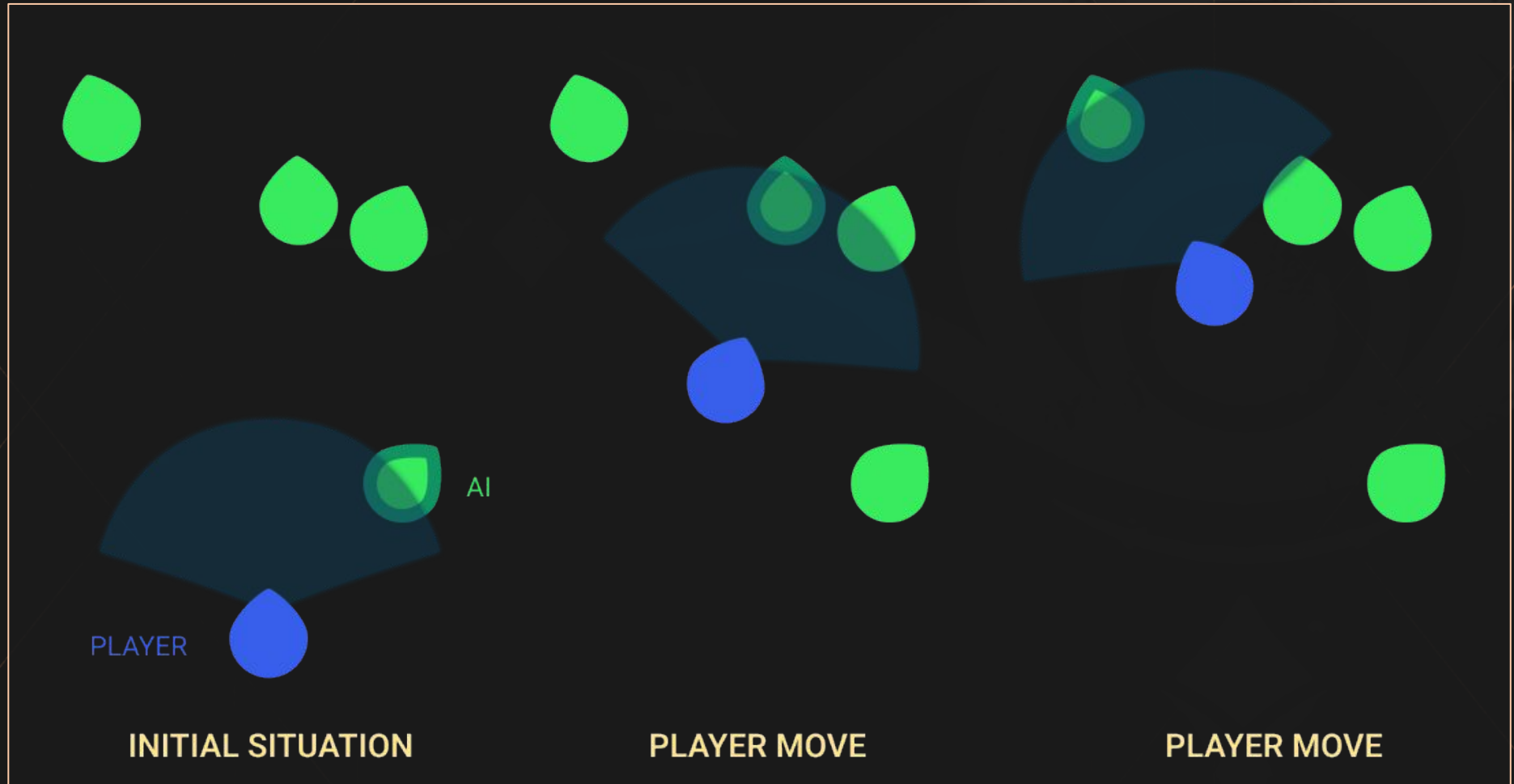
The preview system always highlight the AI with the highest "targeting score", if no AIs are in range, there is no highlight.

During cooldown, the highlight is visible but in red.

The system check different parameters to choose the AI to be highlight and goes from one parameter to another, only if there are multiple AI possible to be highlighted.

1. **Distance priority:**
 - ◇ The closest AI is always chosen.
2. **Angle priority:**
 - ◇ If two AIs are at the same distance of the player, the more in front of the player is chosen.
3. **Priority of AI type:**
 - ◇ If multiple AI are at the same distance in front of the player, the system use a priority system:
 - ◇ Target AI > Neutral AI





The preview system switch from AI to AI as players move

KILL DETECTION AREA

- ◇ Angle
- ◇ Distance
- ◇ Highlight colors

KILL

- ◇ Duration of the kill
- ◇ Cooldown of the ability
- ◇ Player speed to reach target

INPUT

- ◇ Keyboard or gamepad key



SOUND DESIGN

- ◇ Kill ability
- ◇ Cooldown finished
- ◇ Ability can't be used
- ◇ Voiceline

SIGNS & FEEDBACKS

- ◇ Highlight that indicate which NPC the player is gonna killed
- ◇ Kill Animation
- ◇ UI Button:
 - ◇ Can be used
 - ◇ Used
 - ◇ Can't be used
 - ◇ Cooldown



This ability allows players to **change the character** they are controlling on the map.

There are **two possible inputs**:

- ◇ Press right mouse button, it randomly choose an NPC in the direction of the camera.
- ◇ Hold right mouse button, players can choose the NPC in the direction of the camera.

The neutral AI chosen by the game or players become the **new avatar controlled by the player**.

During the travel to the new avatar, the camera follow the transition FX.

When the player switches bodies, the AI they were previously controlling go back to the AI behavior.

The ability has a cooldown before it can be used again.



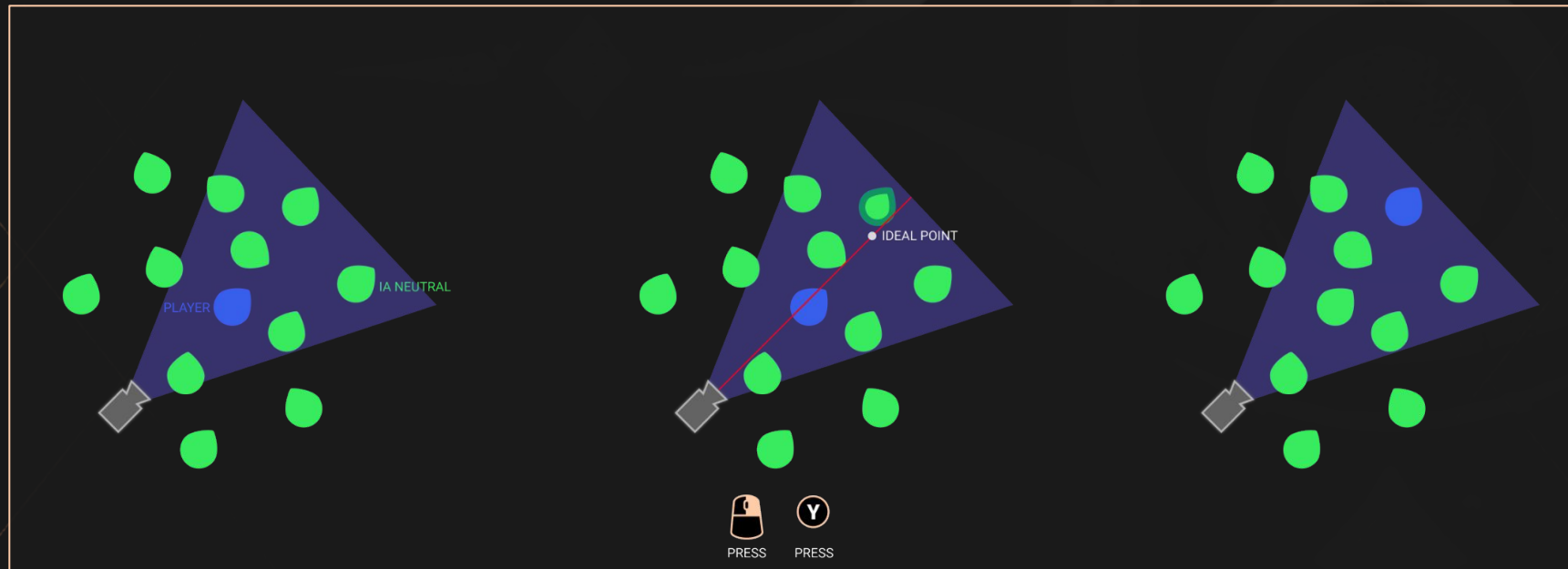
KILL

If the player use the ability and is eliminated during their vulnerability window, then the ability is interrupted and they die.

CHARACTER | Chameleon

Press input step by step

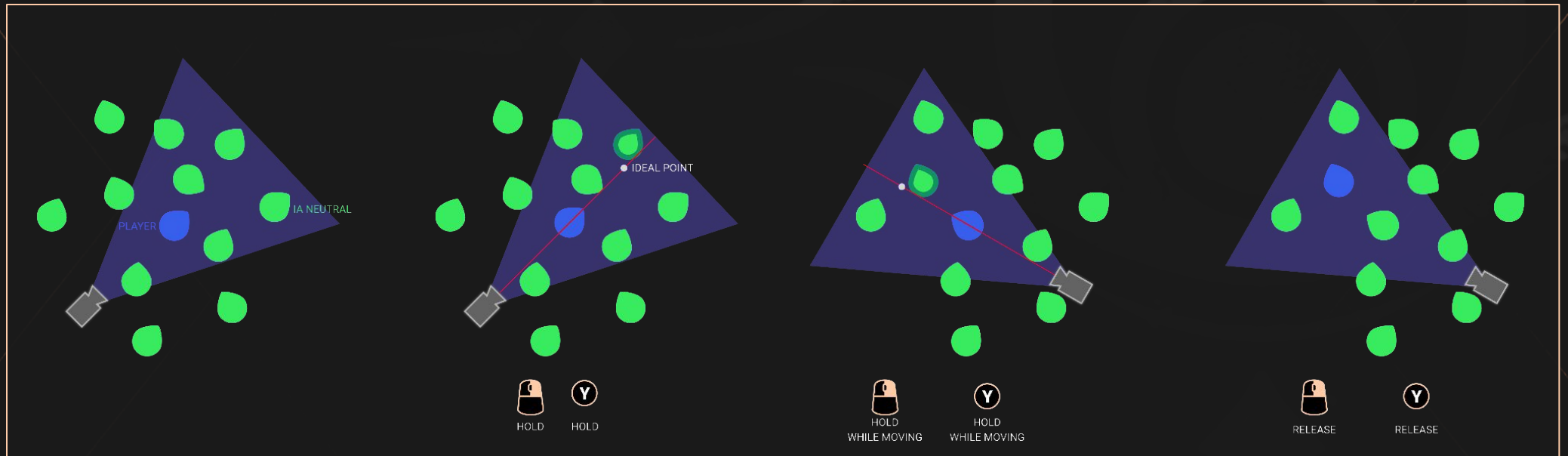
SUMMARY 



CHARACTER

Chameleon
Hold input step by step

SUMMARY 



CHAMELEON DETECTION

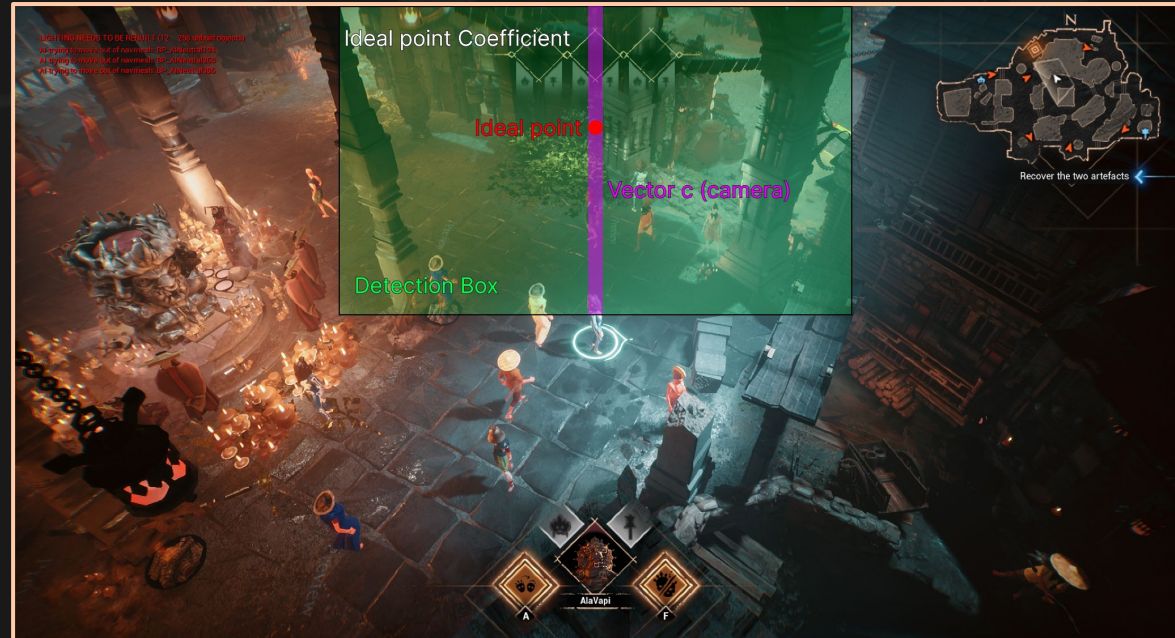
- ◇ Detection Box
- ◇ Ideal point
- ◇ Ideal point coefficient
- ◇ Alignement coefficient

CHAMELEON

- ◇ Duration of the change body
- ◇ Cooldown of the ability
- ◇ Vulnerability window :
 - ◇ Time during which players can be interrupt on input pressed

INPUT

- ◇ Keyboard or gamepad key



SOUND DESIGN

- ◇ Ability launched
- ◇ Player's soul travel to the new NPC
- ◇ Players takes control of the new NPC.
- ◇ Cooldown finished
- ◇ Ability can't be used

SIGNS & FEEDBACKS

- ◇ Highlight that indicate which NPC the player is gonna take control once ability launched.
- ◇ Billboard above targeted NPC
- ◇ Feedback player's soul leaving the NPC.
- ◇ Feedback travel to new NPC (Soul that goes from the controlled NPC to the other one).
- ◇ Feedback player's soul taking control of the new NPC.
- ◇ UI Button:
 - ◇ Can be used
 - ◇ Used
 - ◇ Cooldown
 - ◇ Can't be used
- ◇ Camera follow the soul during travel
- ◇ Ability can't be used.

CHARACTER | Target artefacts

Description

SUMMARY 

The target artefacts are artefacts that players can gather in order to kill the target.

There are 2 artefacts in the level. Players have to gather both of them to be able to kill the target.

Artefacts can be gathered on special NPCs, on the ground or on other players.

The artefacts are a prayer wheel and a mask.



Concept by Marine Serre

Players have **three ways to gather** artefacts.

1. SPECIAL NPCs:

Players can gather artefacts from special NPCs on the map at the start of the game.

2. ON THE GROUND:

When players are killed by an AI, they drop their artefacts on the ground. Other players can recover them.

3. ON PLAYERS:

If players killed a player whose got artefacts, they steal them from them

Once a player gather **2 artefacts**, they can kill the target.

CHARACTER

Target artefacts

Gathering on a special NPC

SUMMARY 

To gather an artefact on a special NPC, players must **kill that NPC**.
The artefact is automatically gathered after the kill.



CHARACTER

Target artefacts

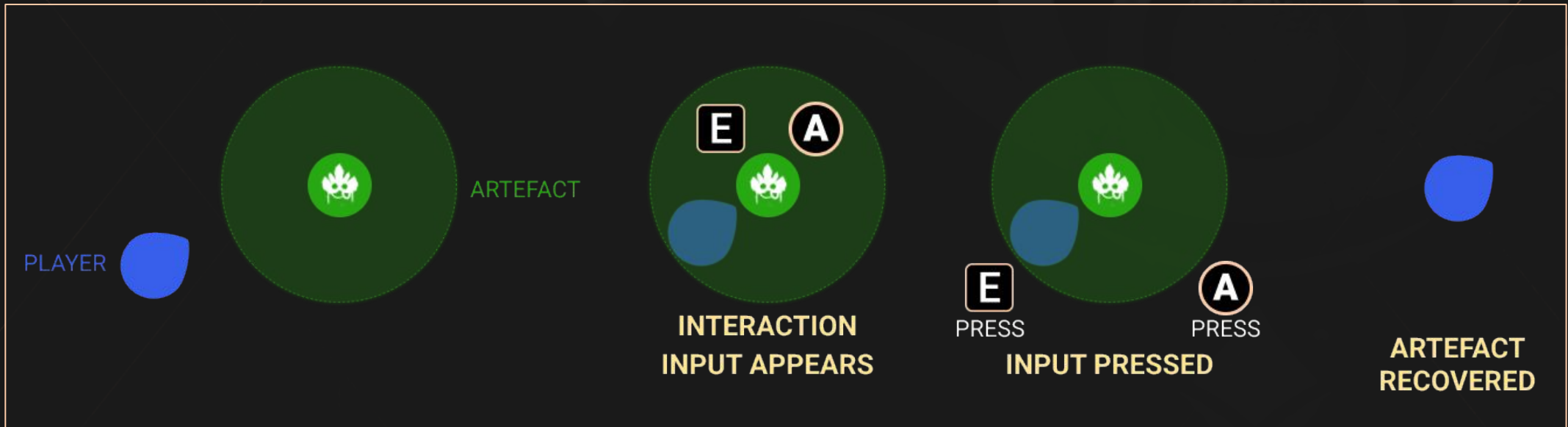
Gathering on player

SUMMARY 

To steal pieces or the item from other players, players must **kill other players**.
The piece/item is automatically gathered after the kill.



When players enter the **interaction range** of an item on the ground, the interact input appears above the item. Players must press the **interact input** button to recover the item.

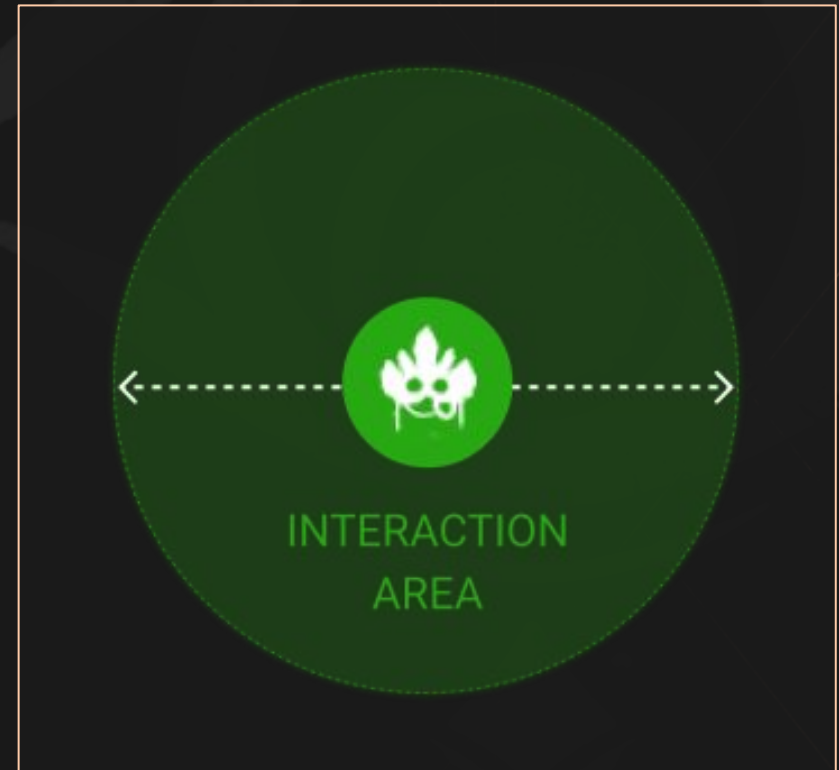


ITEM ON GROUND INTERACTION ZONE

- ◇ Radius

INPUT

- ◇ Keyboard and gamepad key



PLAYER IS KILLED

- ◇ If a player killed you, then that player gather your pieces or the item if it was forged.
- ◇ If a patrol NPC or the target NPC killed you, then pieces or the item drop on floor and can be gathered by other players

CHAMELEON

If player use chameleon, pieces/item follow on the new body.

TRY TO KILL THE TARGET WITHOUT ITEMS GATHERED

Players who try to kill the target without the item is killed by the target.



SPECIAL NPCs

Special NPCs have a special skin to differentiate them from other NPCs.

ARTEFACTS GATHERED

When players gathered an artefact, it is visible on their avatar.

ARTEFACTS DROPPED

If one or two artefacts are dropped on the floor after a NPC killed a player. An UI element highlights it on the screen.



PIECE GATHERED: (Announce sound and text)

An announcement is made to players when someone has gathered a piece. (Everyone)

A sound is triggered when a player gathered a piece. (Only for that player)

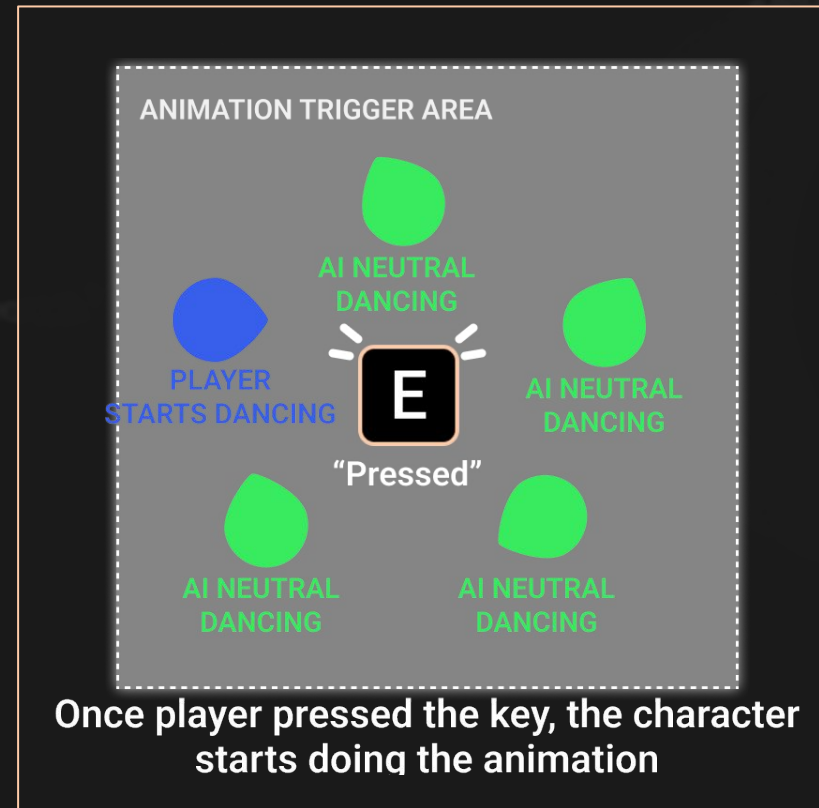
ITEM IS FORGED: (Announce sound and text)

An announcement is made to players when someone has forged the item. (Everyone)

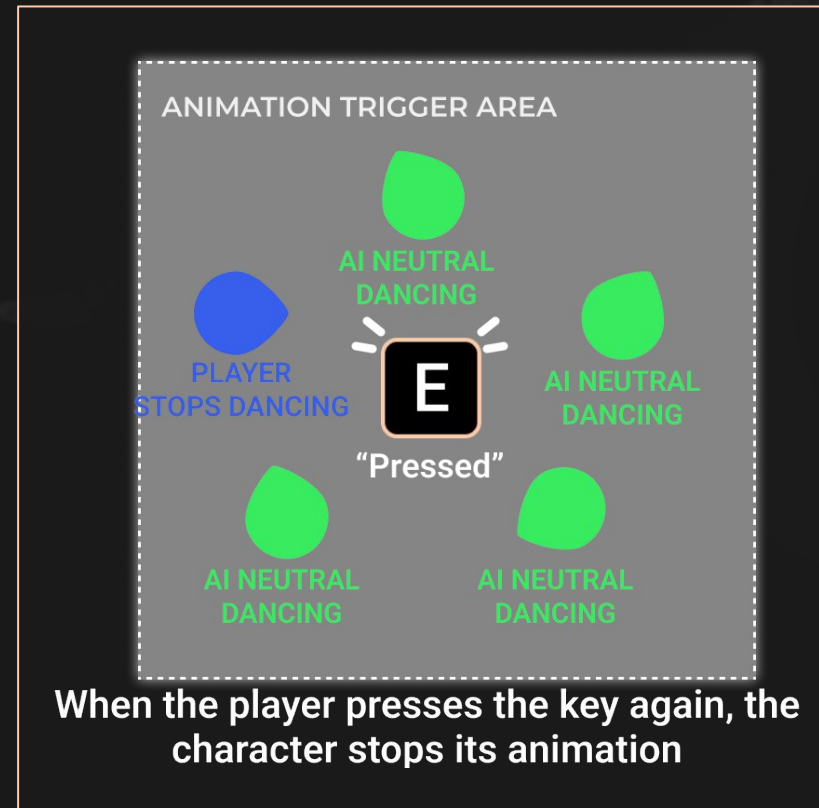
A sound is triggered when a player forged the item. (Only for that player)

ITEM/PIECES DROPPED: (Announce sound and text)

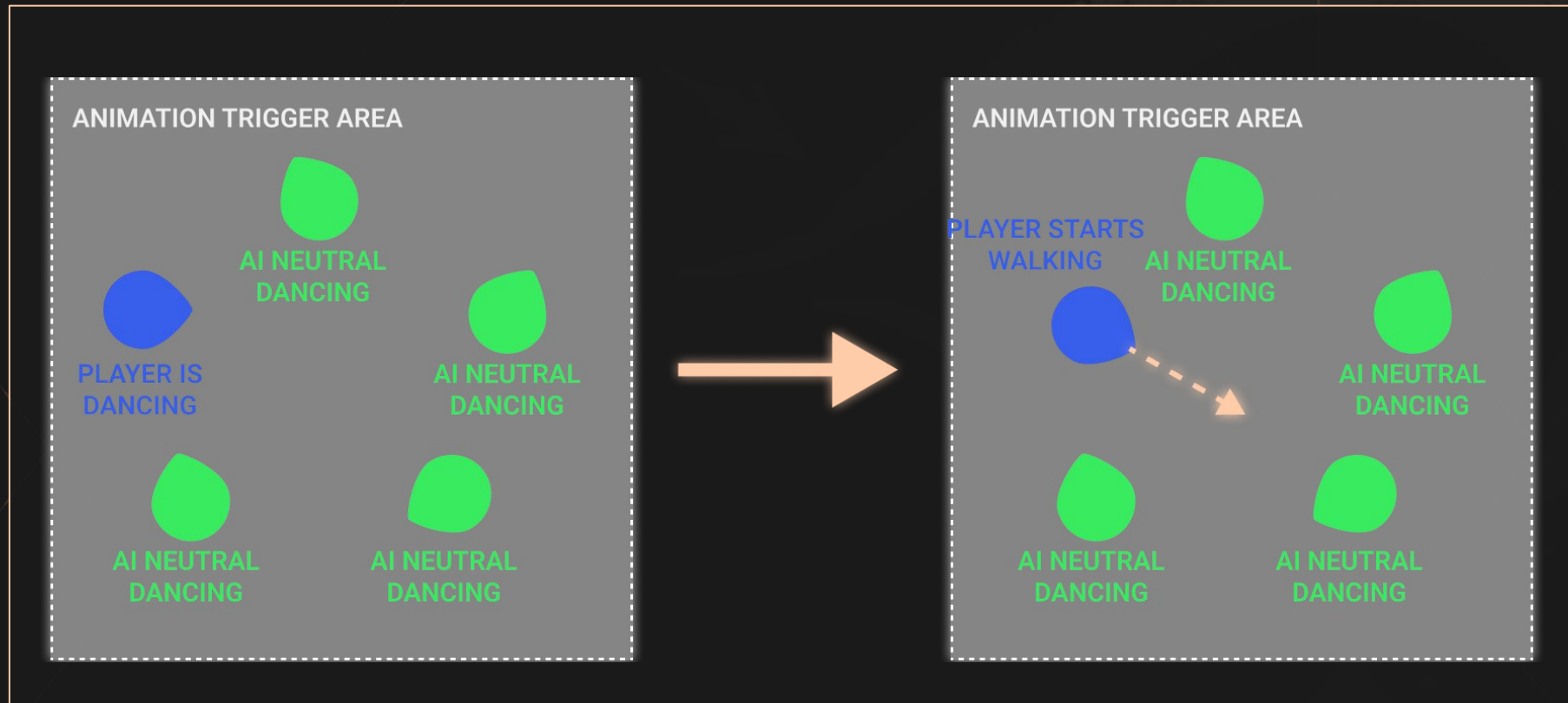
An announcement is made to players when the item is dropped by a player. (Everyone)



Once you're in the trigger box, if you press the E key, the character will start playing the animation registered in the blueprint.

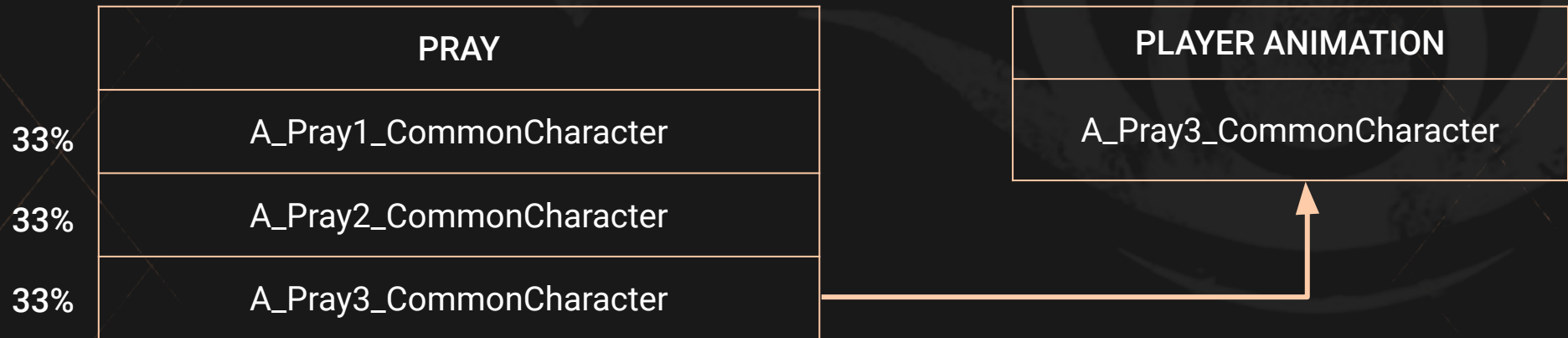


If the player presses the E key again while playing the animation, it will be cancelled and they will return to idle.

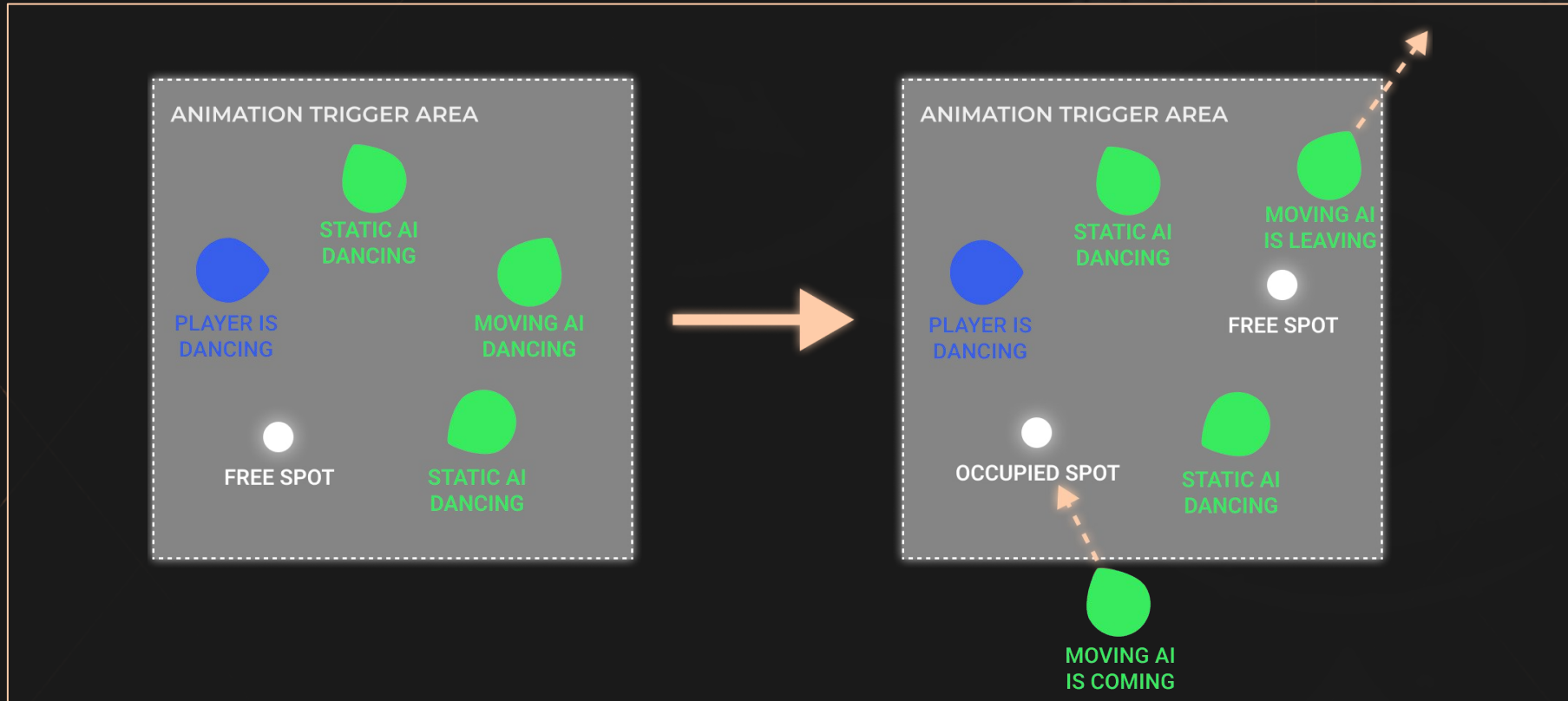


Likewise, if they move somewhere else, the movement will cancel the animation.

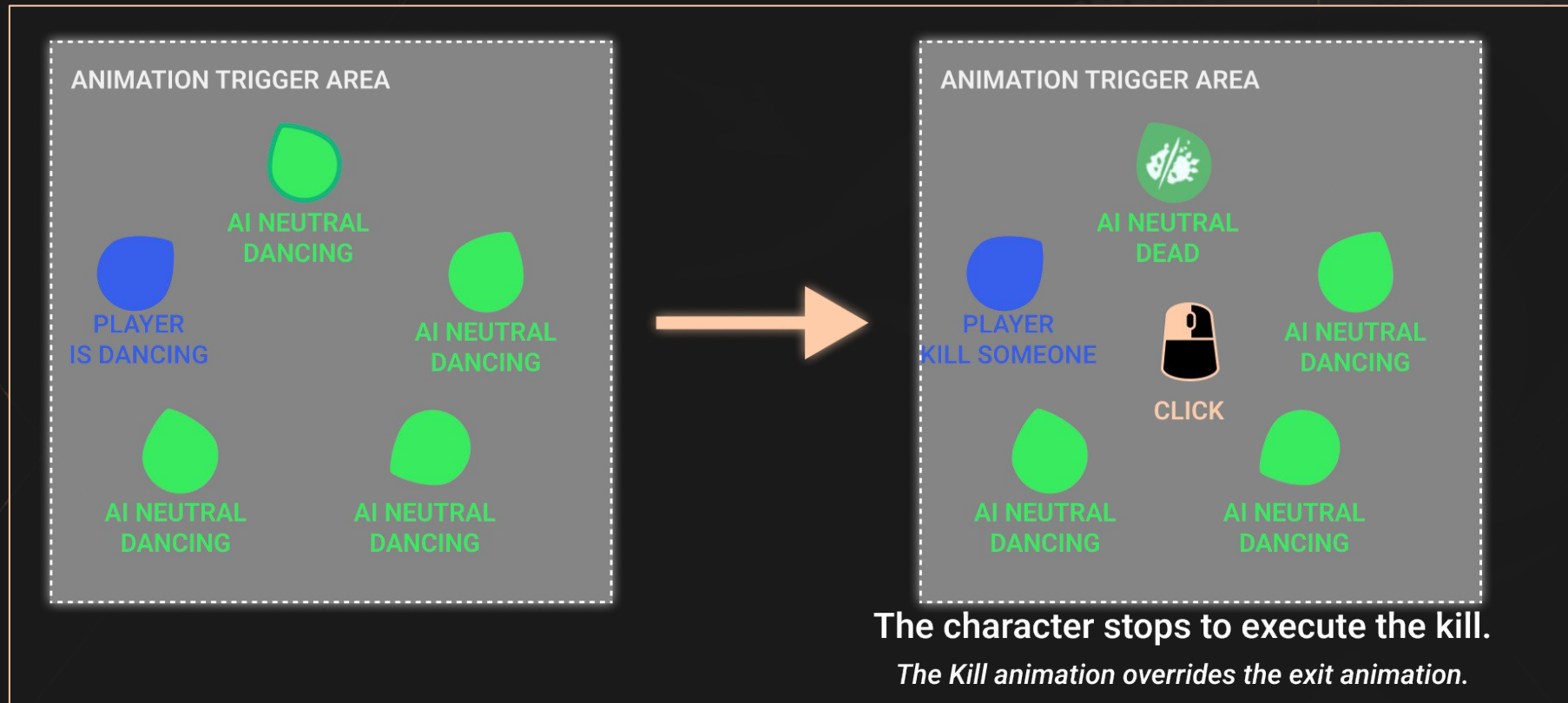
ANIMATION
Dance
Talk
Pray



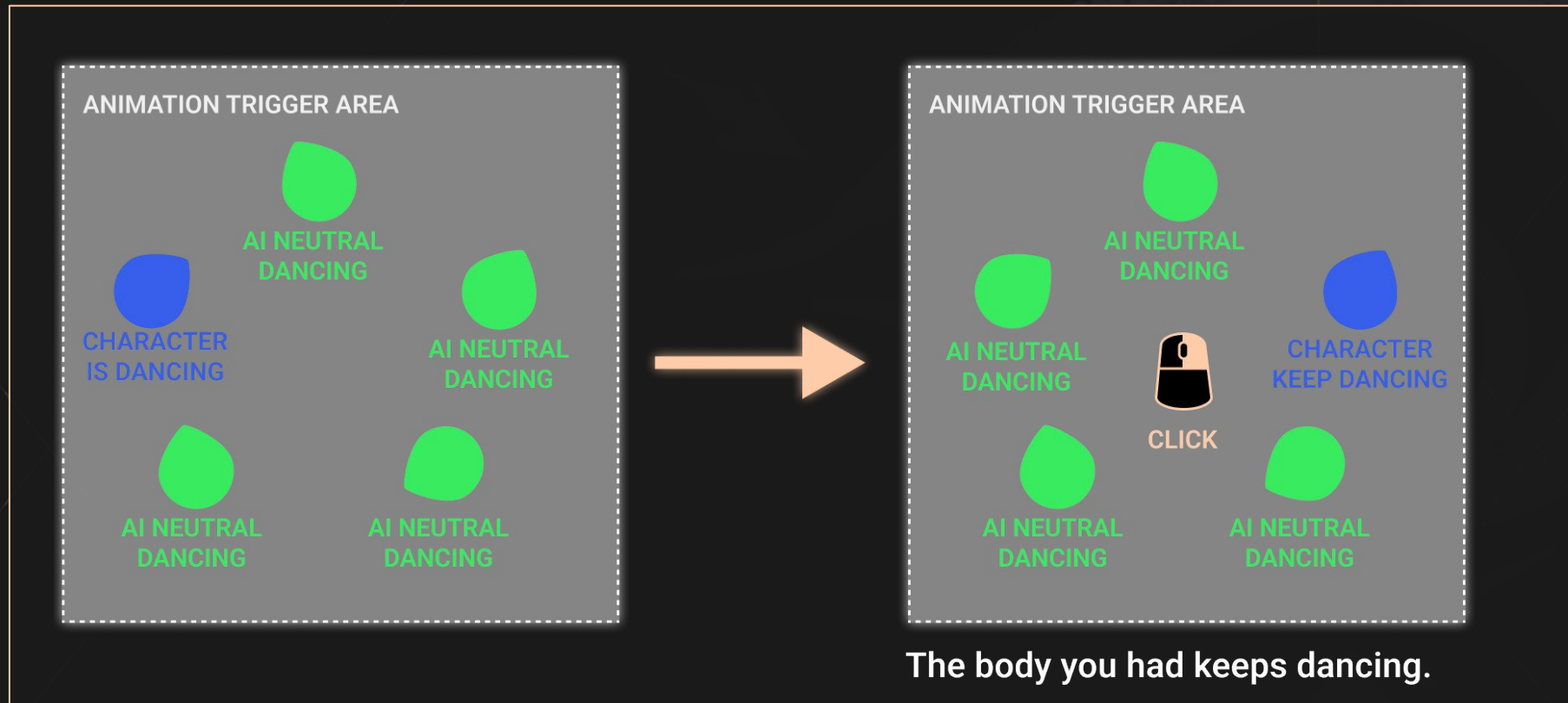
To avoid creating repetitive patterns or a single animation that excludes all other NPCs, it is important to have a randomization of animations.



In order not to betray the player coming and going from these areas, the AIs will have to be able to come and go as well.

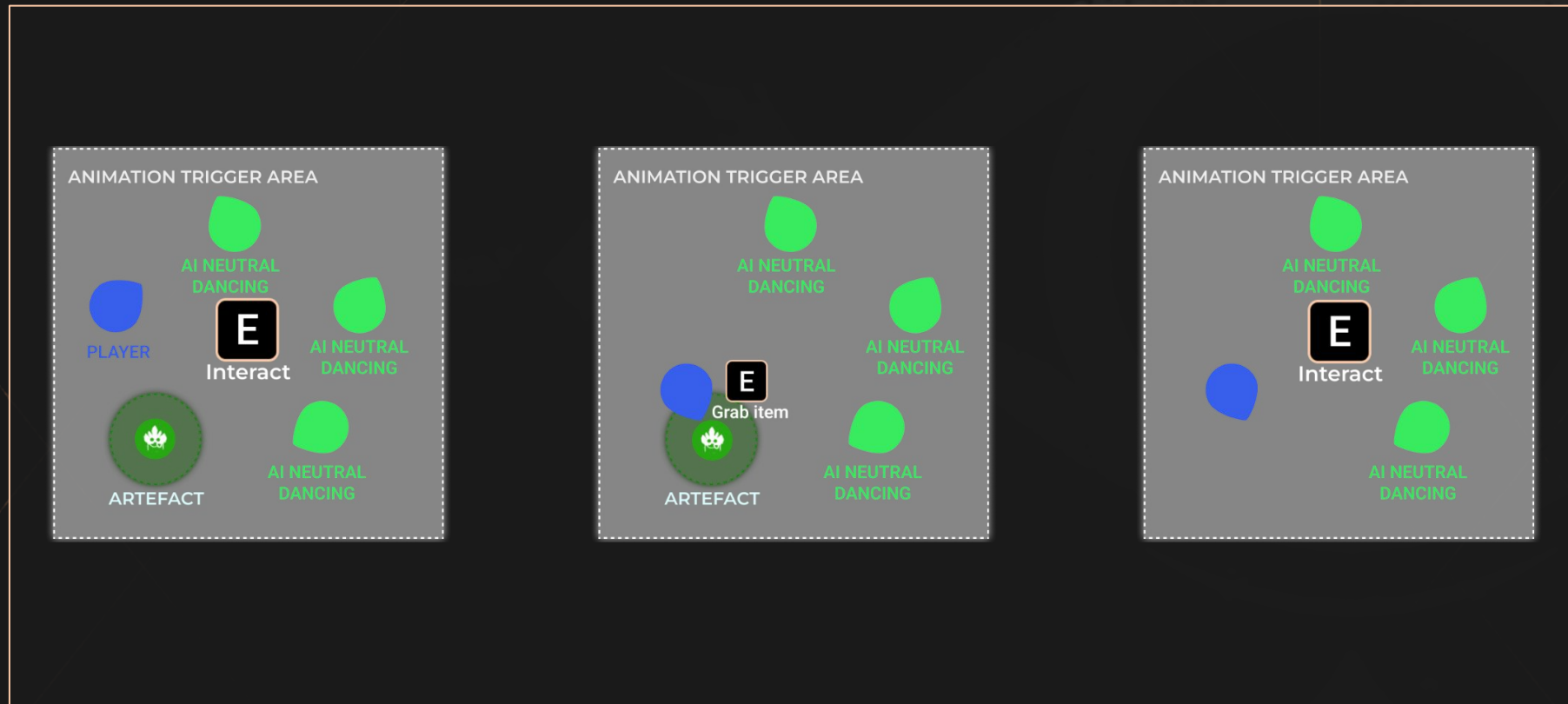


Likewise, if they move somewhere else, the movement will cancel the animation.

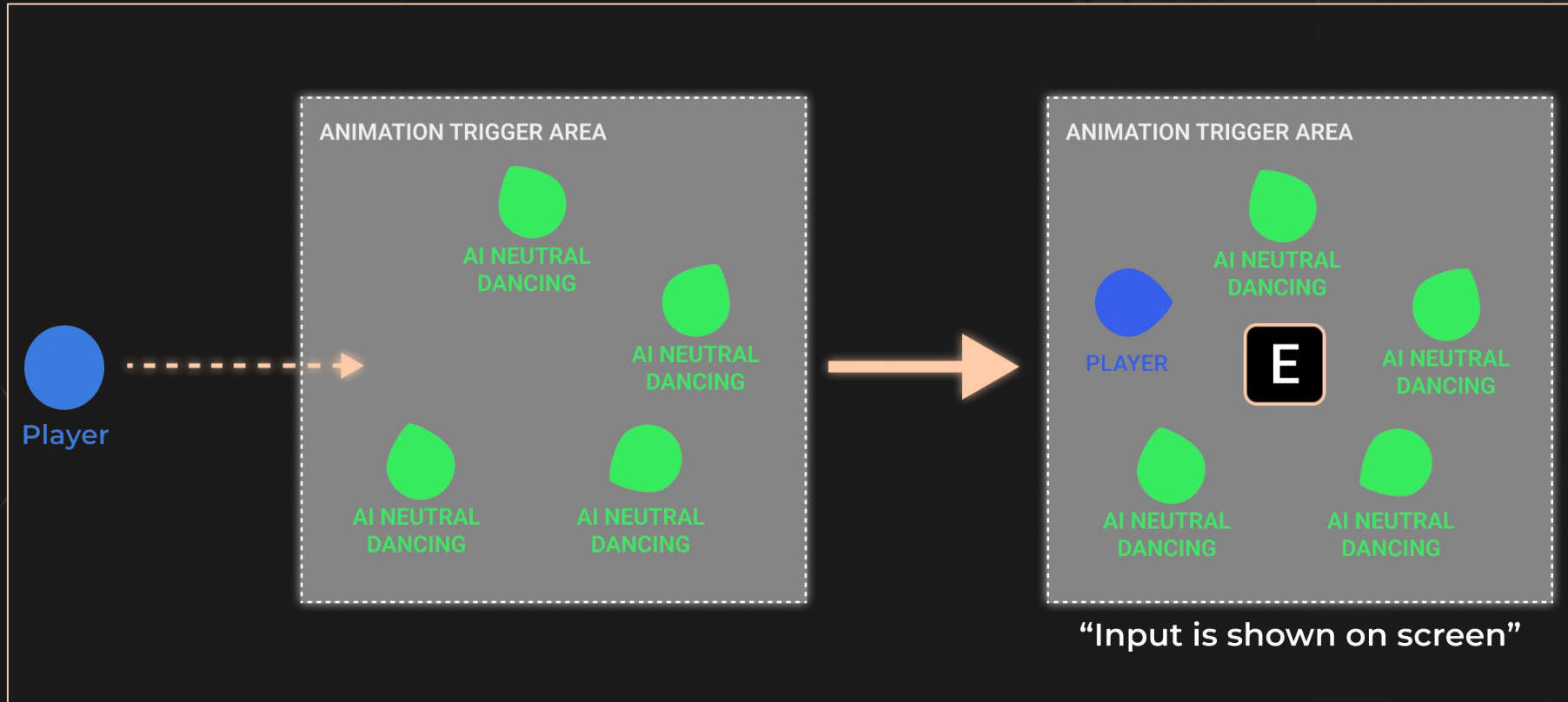


Likewise, if they move somewhere else, the movement will cancel the animation.

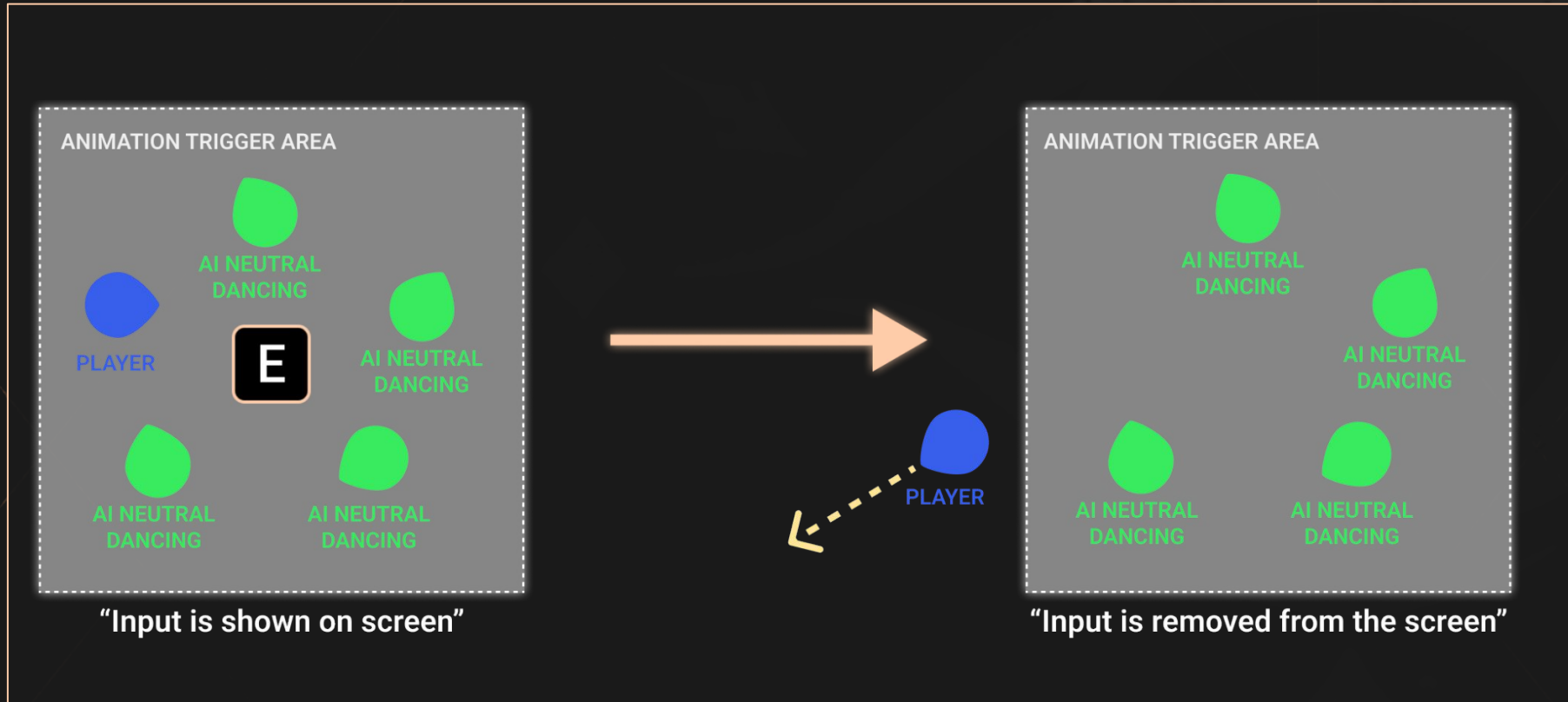




If an artefact is in the zone, it takes the priority.
Once the artefact is gathered by the player, the interact input for the zone comes back



The input is display on the screen, when the players enter the trigger box.
As long as you stay in the area, the input is displayed on the screen.

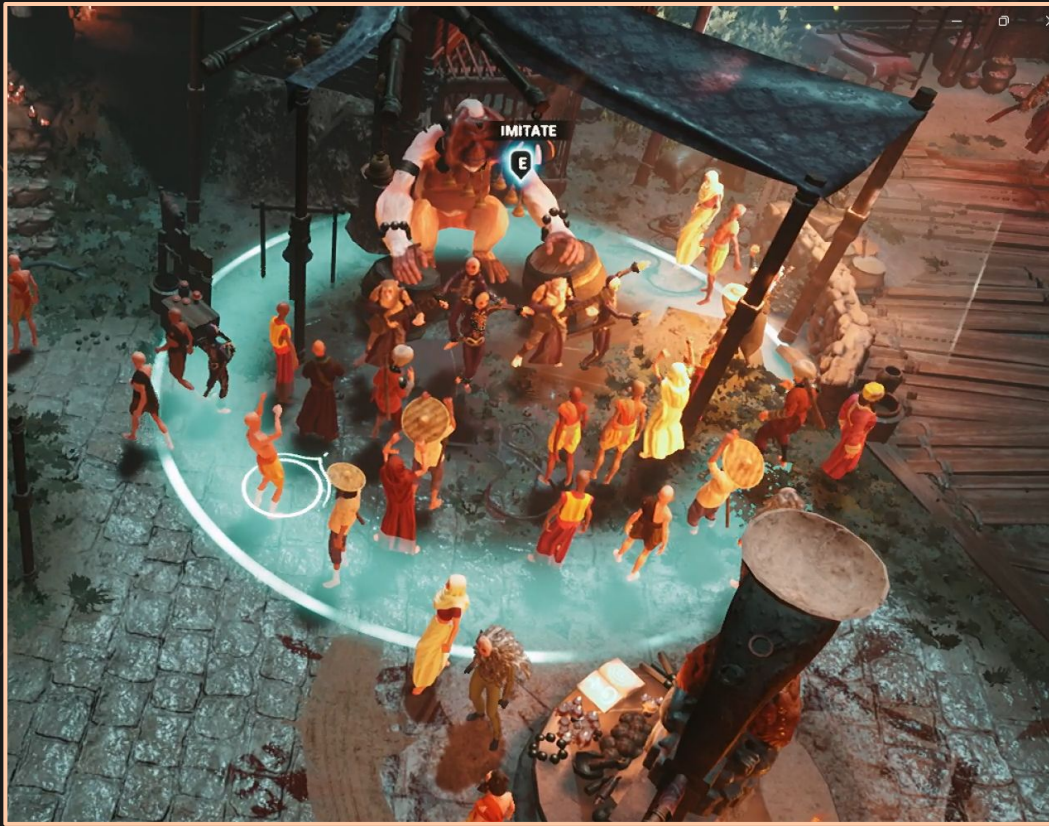


The input is removed from the screen, when the players leave the trigger box.



ANIMATION AREA UNIVERSAL SIGN:

To show the player there is an intractable area, there will be a decal under the Als dancing.



BOX AREA FEEDBACKS:

As soon as players enter the box, the input is displayed on their screens.

◆ CAMERA ◆

CAMERA

Main Camera

Objective

SUMMARY 

- ◇ Give the player as much information as possible.
- ◇ Give control to the player on their experience.
- ◇ Give the feeling of being omniscient.



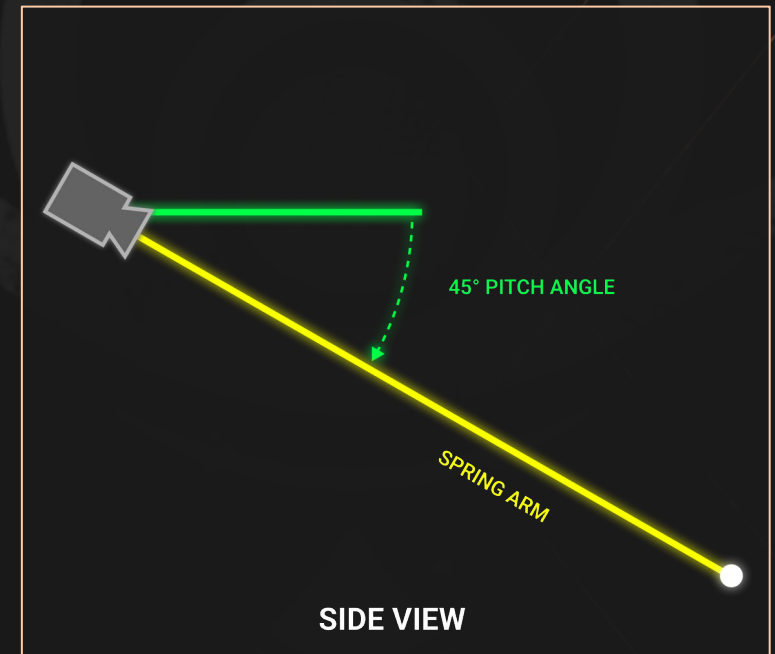
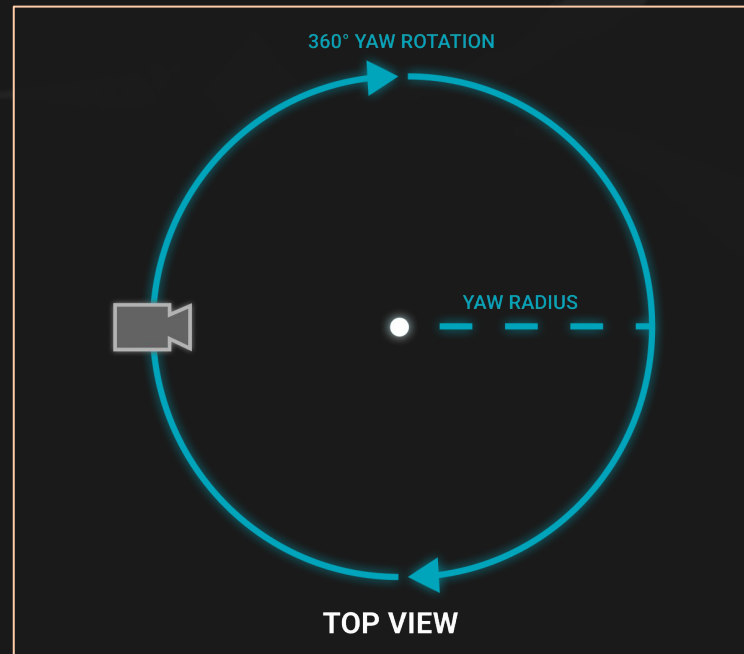
ROTATION:

- ◇ Rotation speed
- ◇ Rotation curve in
- ◇ Rotation curve out

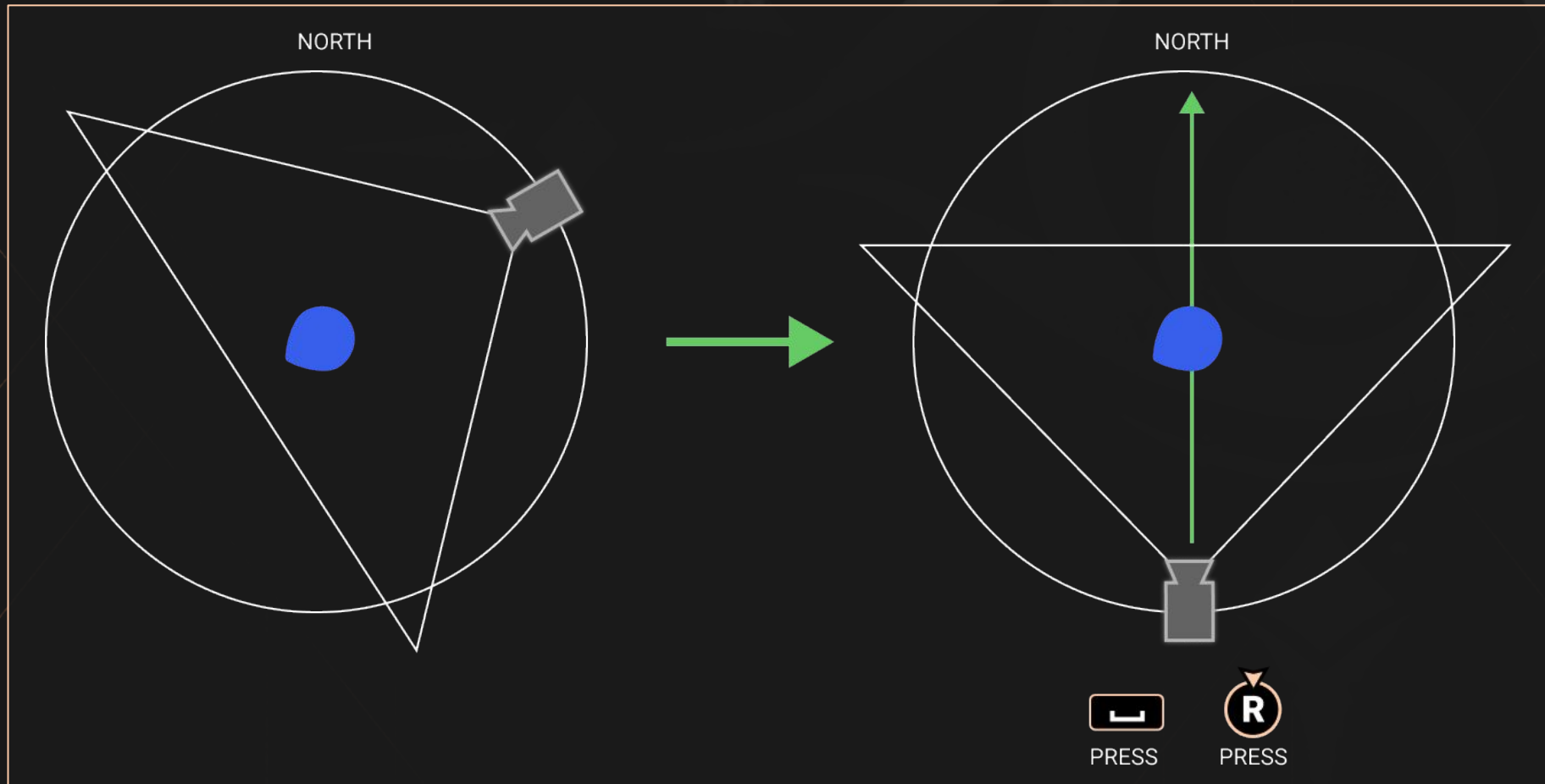
DEFAULT PITCH ANGLE

SPRING ARM:

- ◇ Location
- ◇ Distance



By pressing Space, the camera resets its rotation with the north of the map.



To avoid the camera being repositioned too often for scattered objects in the scenery, an occlusion shader is designed to make the elements that may interfere with the path or sight on the character.



Without Occlusion



With Occlusion

When you activate the chameleon, the camera lerp between its initial position and its new position.
The controls are blocked while the camera is lerping.



Starting point



Lerp



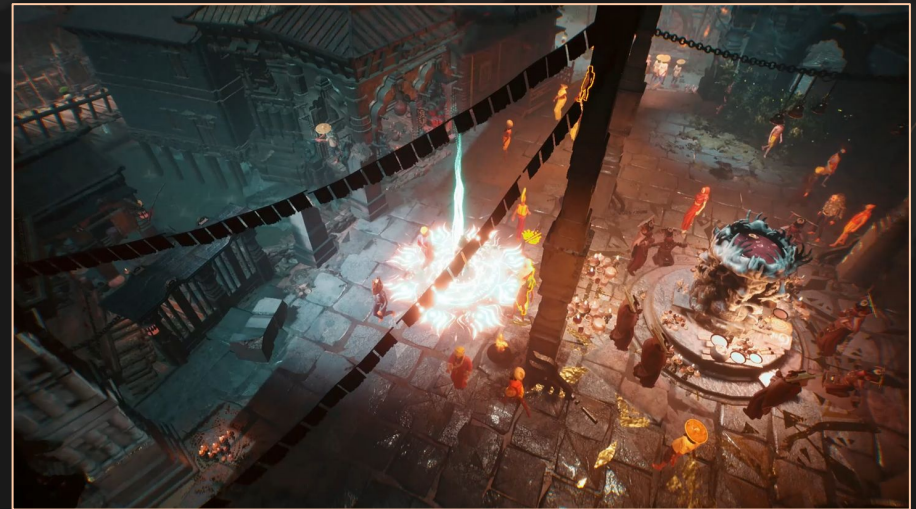
Arrival point



When you die, you can't control the camera anymore.
When the character respawn, the camera refocus on the character



On death + Post process



Refocus on character in spawn

When you activate an environmental interaction area, the camera zooms in slightly as long as you use it



Normal zoom



Interaction zoom

First plan - Pulchowk



Second plan - Target



End Second plan - Intro artefact



Third plan - First monkey



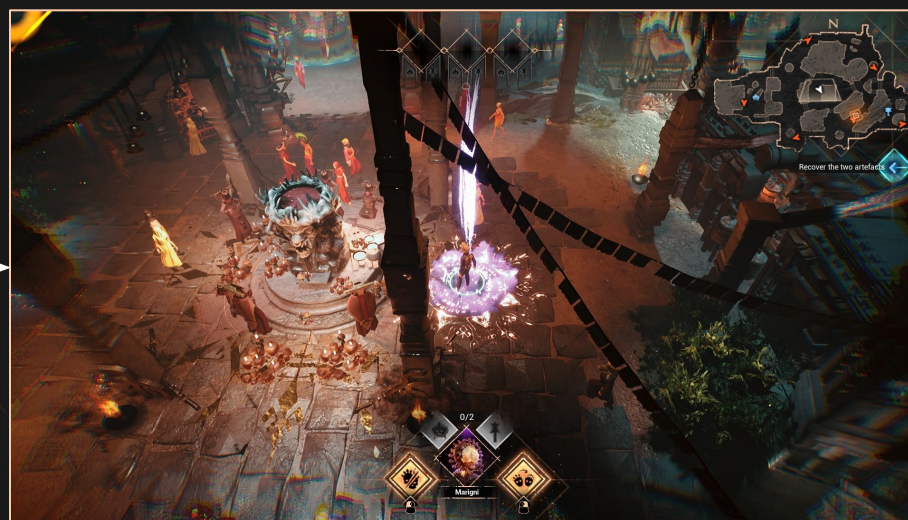
Fourth plan - Second monkey



End Fourth plan - Intro game



Start game - Spawn player



When a player kill the target, all the four player's camera are refocus on the target.



Focus on player



Lerp



All player focus on target death

◆ CONTROLS ◆

CONTROLS | Keyboard

SUMMARY 



Illustration by Pierre Seigne

CONTROLS | Gamepad

SUMMARY 

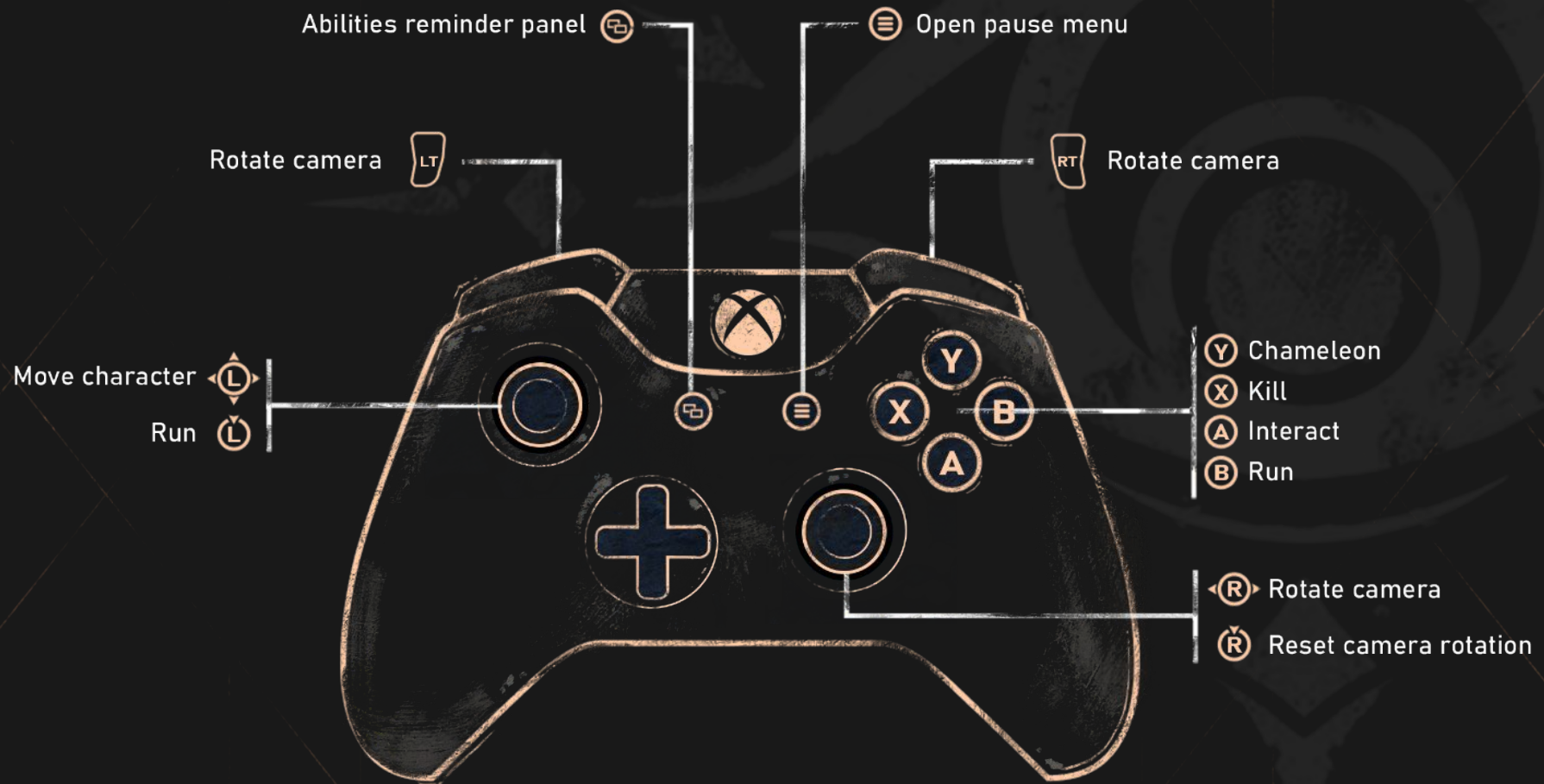


Illustration by Pierre Seigne



AI

NEUTRAL ♦ PATROL ♦ TARGET

◆ NEUTRAL ◆

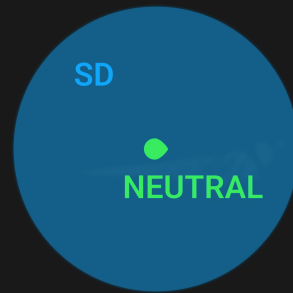


Civilians

Archetype:

“CIVIL” - An AI that is not meant to fight the player, their main goal is to populate the world and make players stand out from the crowd. They will not have a very good sense of the environment and will quickly revert to their routine.

AUDIO	VISION
Kill	



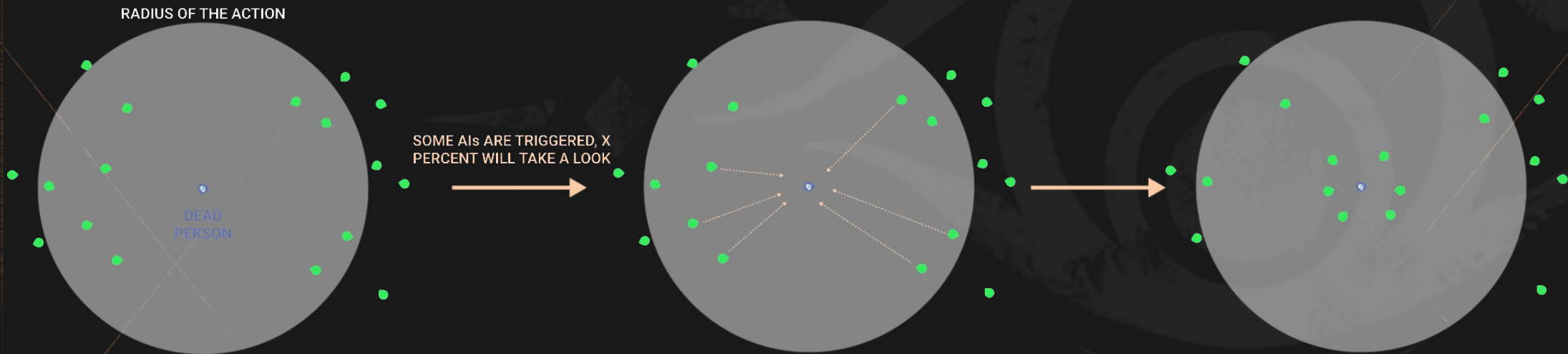
TOP VIEW



SIDE VIEW

KEY:

SD : The Sound Detection area defines the range in which an audio stimulus can draw AI's attention.



FUNCTIONNING:

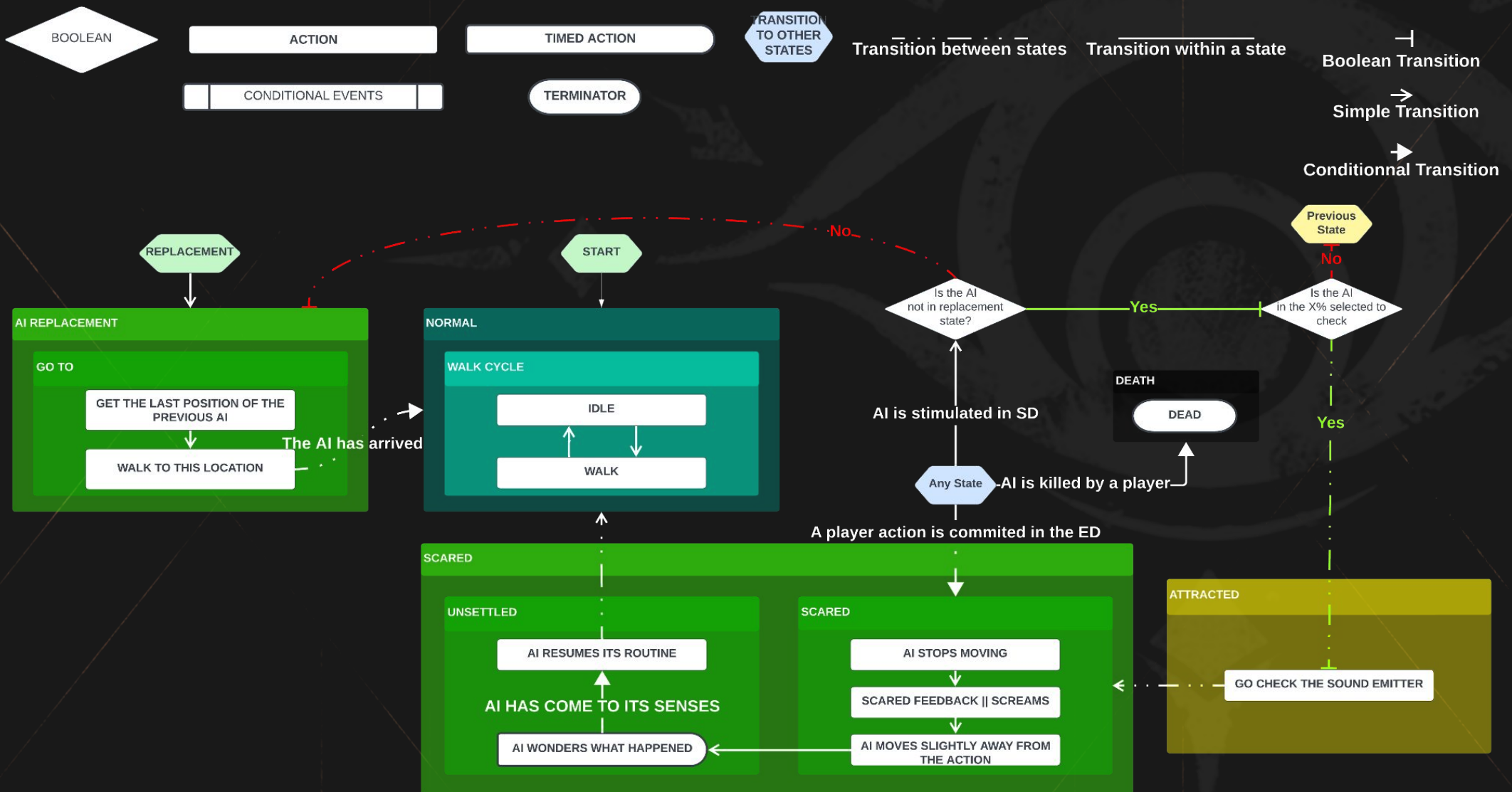
If the AIs are close to a player's action, such as a kill, they will move aside and make a slight warning sound, then after a while, they will return to their routine.

PARAMETERS:

AI Ratio
AttractionRadius
WonderingTimer

NEUTRAL | Finite State Machine

SUMMARY



[Navigable version of the FSM here](#)

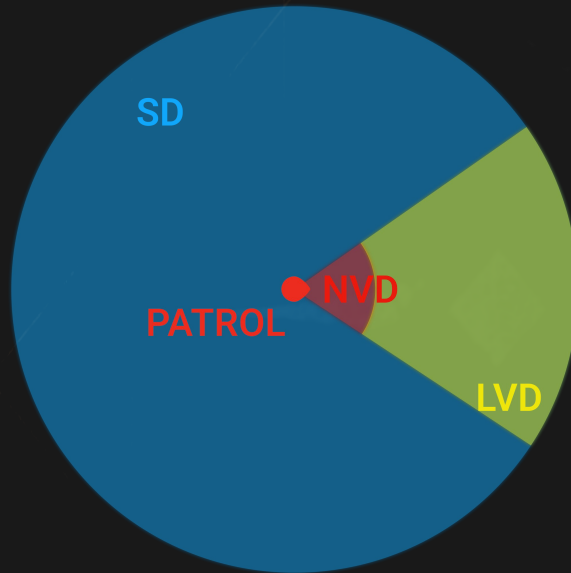
◆ PATROL ◆



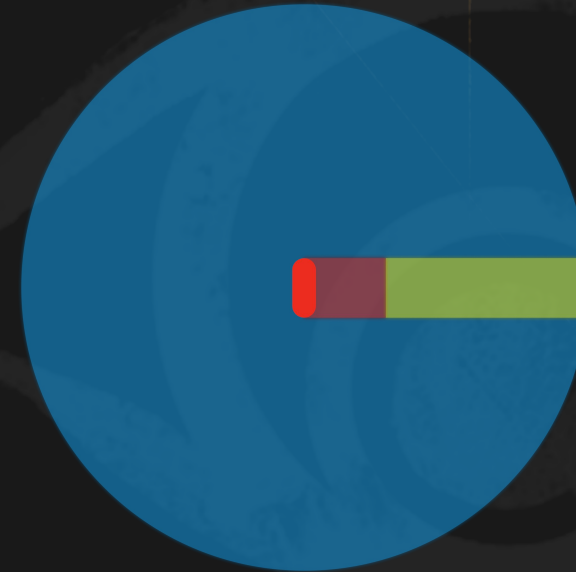
City Guard of Pulchowk

Archetype:

“HUNTER” - An AI that will detect a player and trace him down to eliminate him.



TOP VIEW



SIDE VIEW

KEY:

SD : The Sound Detection area defines the range in which an audio stimulus can lure the AI to the location from which the sound is emitted.

NVD : The Near Vision Detection area defines the range, angle and height at which players will be immediately detected (override LVD).

LVD : The Long Vision Detection area defines the range, angle and height at which the Attention Gauge will fill up until detection.



FUNCTIONNING:

When an AI has detected a player the angle of view is reduced and there is only the NVD area.

PARAMETERS:

Angle
Max Distance



FUNCTIONNING:

When a player is in the range of the patrol vision, the vision of the AI will be clamped to the player position.



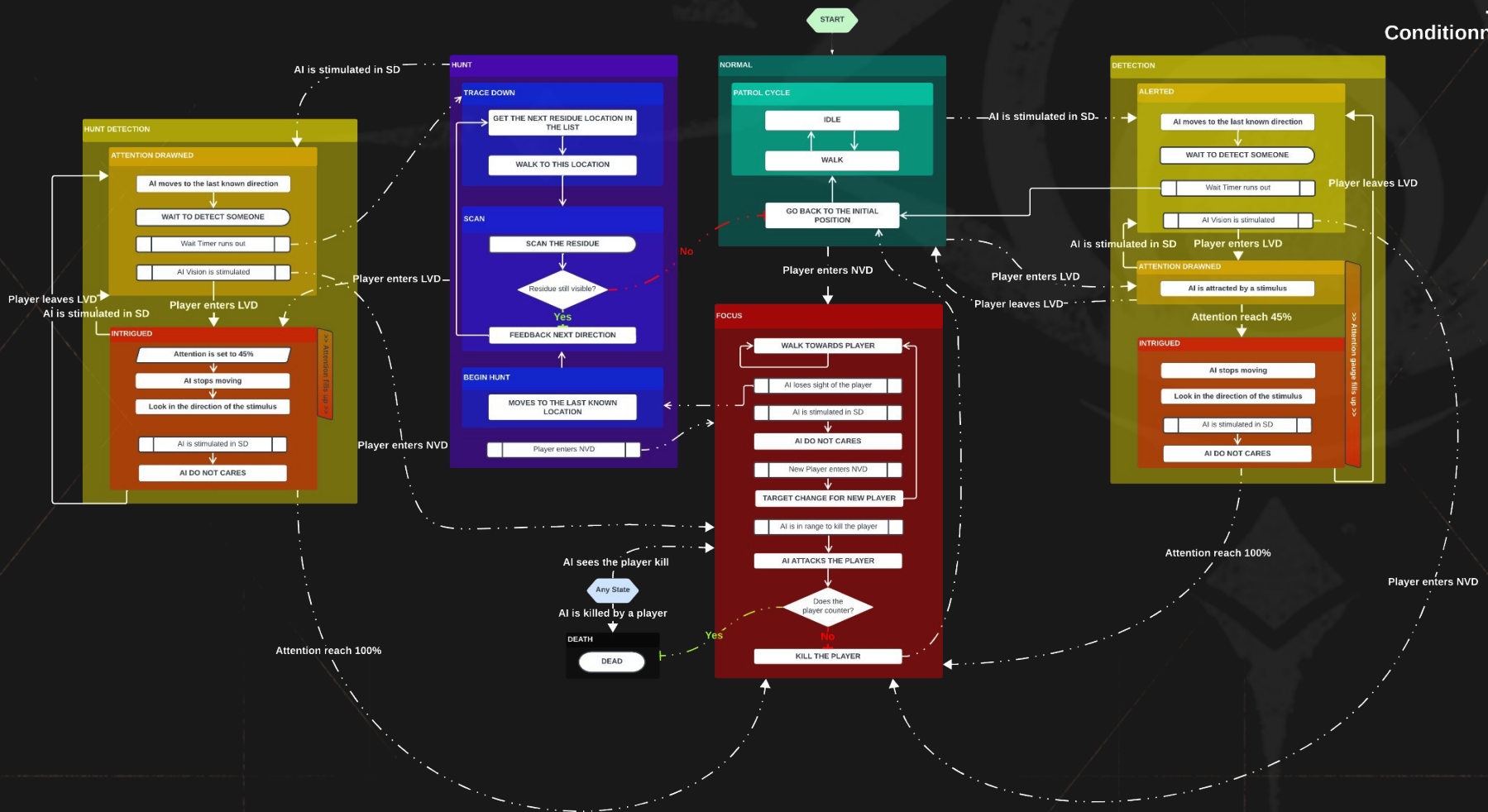
FUNCTIONNING:

AI will use their lantern to detect the player, thus it will be how the players will know if they will be detected or not. The light beam may vary depending on the state of the AI.

AUDIO	VISION
Kill	Player character walking
	Kill
	Aura residue
	Player running

PATROL | Finite State Machine

SUMMARY 



[Navigable version of the FSM here](#)



RUNNING ACCUMULATION



NORMAL ACCUMULATION

FUNCTIONNING:

When the AI sees a player in the LVD, its attention immediately starts to increase. The number of players in the detection area will not affect the speed of detection.

The AI will charge its attention on the closest player.

If the players running, the attention will increase faster.

If the AI is already in the focus state, its radius will only be a NVD between the AI and the player. If new players enters this area they will become the new target for the AI.

WAIT

DEPLETION

FUNCTIONNING:

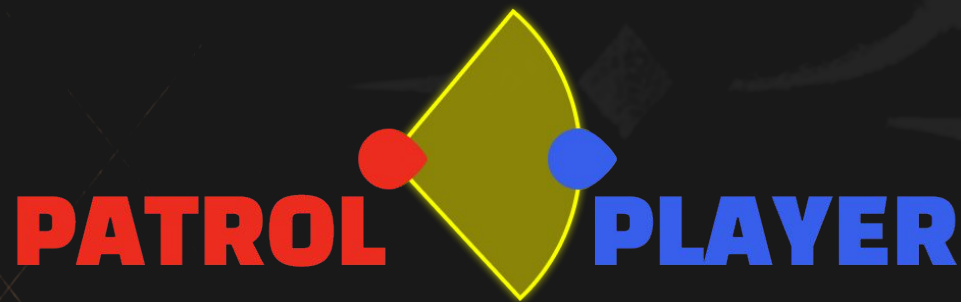
When a player leaves an AI vision and there is no more player in the detection area, the AI will stay at the same level of attention for few seconds and then start decreasing the attention value linearly.

Otherwise if there is another player, the AI will charge its attention on the new one, keeping the same level of attention.



FUNCTIONNING:

If a kill action is performed, Patrol will go check to the location of the sound



ATTACK RANGE

FUNCTIONNING:

When the AI is in Focus state and a player enters the range of the AI. It will launch its attack. The attack works the same as the player kill and can be countered.



FUNCTIONNING:

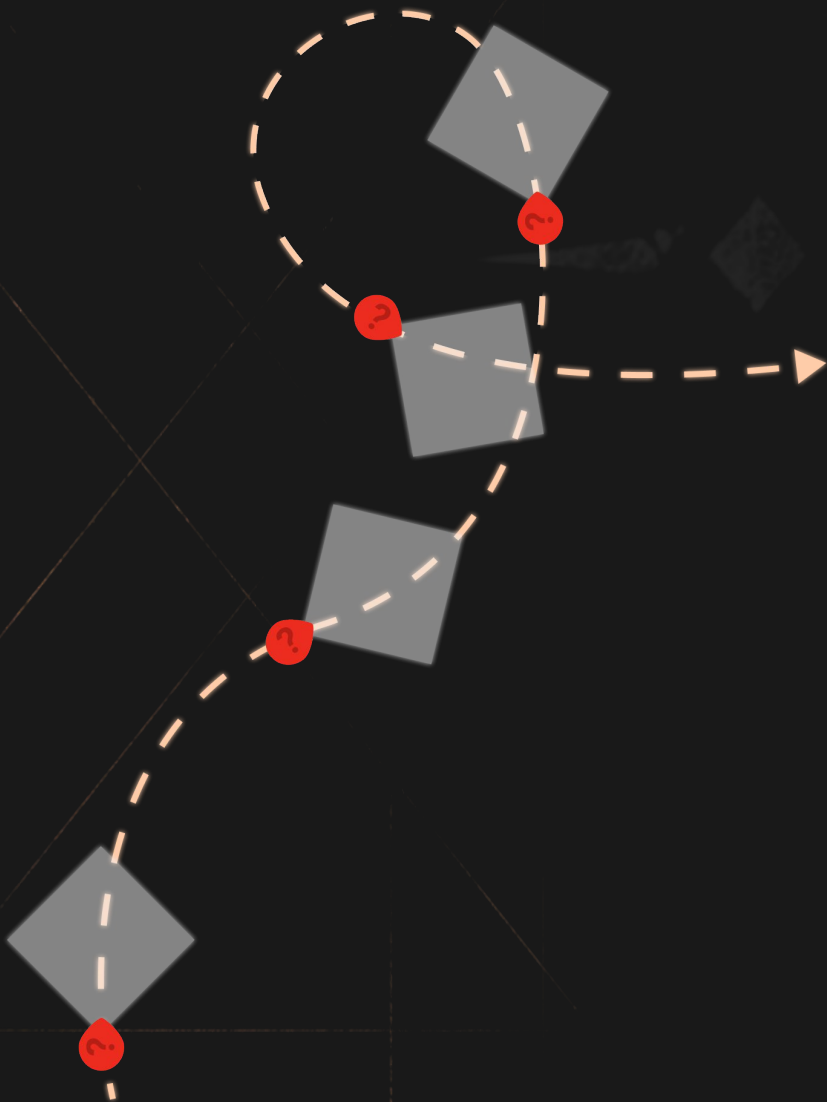
If a kill action is performed by players in the patrol's sight, the patrol immediately goes after the murderer.

ACTIVE**RECOVERY**

FUNCTIONNING:

When the AIs have lost track of players, they will be able to scan the area and trace the player's tracks (these tracks do not have to be 100% accurate to the player's true path but can be fake in the environment), these tracks are a feedback of why the AI is able to trace players when they have lost them from sight and also allow to slow down the AI during its search.

The residue as a lifetime, thus combine with the time an AI takes to scan a residue, we should control how long it takes to stop the AI tracing down players.



FUNCTIONNING:

When the AIs have lost track of players, they will be able to scan the area and trace the player's tracks (these tracks do not have to be 100% accurate to the player's true path but can be fake in the environment), these tracks are a feedback of why the AI is able to trace players when they have lost them from sight and also allow to slow down the AI during its search.

The residue as a lifetime, thus combine with the time an AI takes to scan a residue, we should control how long it takes to stop the AI tracing down players.

PARAMETERS:

- ◇ TraveledDistance (between residue)
- ◇ HuntWalkSpeed
- ◇ TimeToScan
- ◇ WaitAfterScan
- ◇ ResidueLifetime

LANTERN COLOR:

The lantern changes color depending on the state of the AI:

- ◇ Normal (Any light color)
- ◇ Detection states (Yellow to Orange)
- ◇ Focus (Red)

STATE TRANSITION SYMBOLS:

The AI will have symbols that appear and disappear quickly when the AI change state:



Intrigued



Attack



Hunt

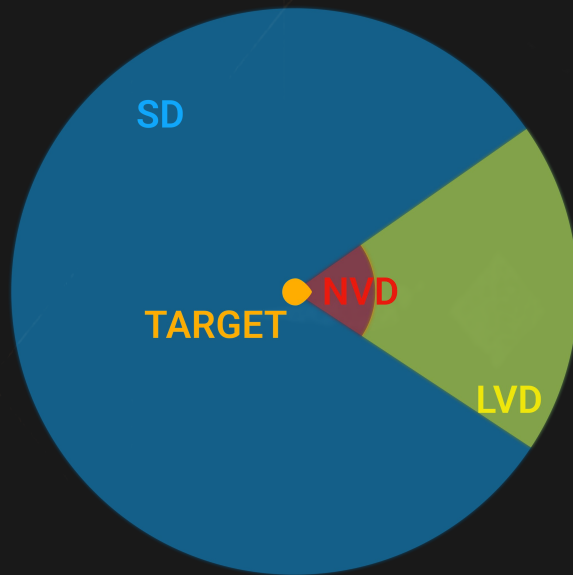
◆ TARGET ◆



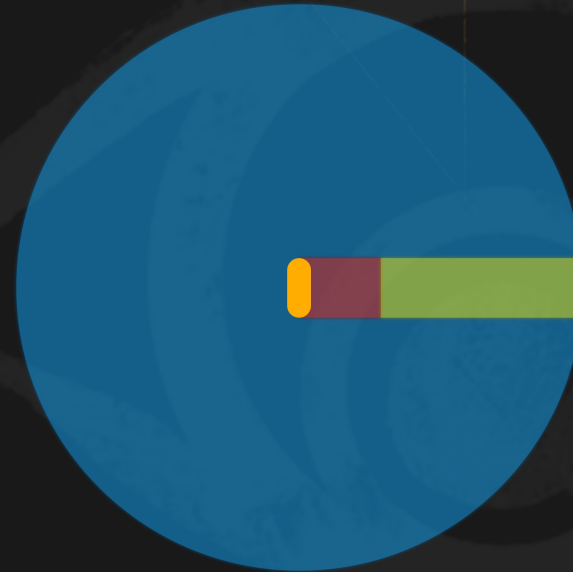
Raina

Archetype:

Paranoid - A powerful AI that is suspicious of its surroundings and rarely puts itself in danger .



TOP VIEW



SIDE VIEW

KEY:

SD : The Sound Detection area defines the range in which an audio stimulus can lure the AI to the location from which the sound is emitted.

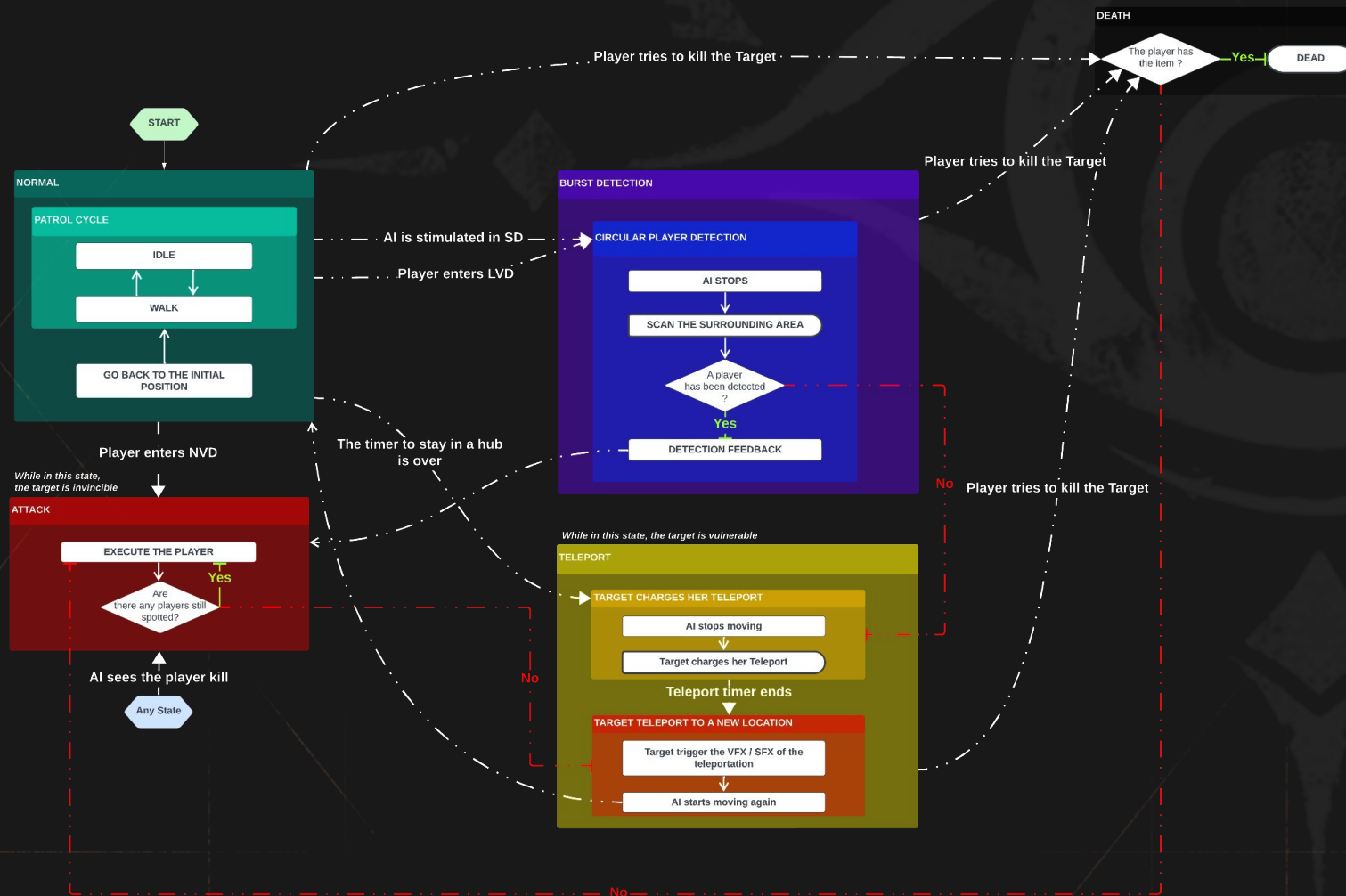
NVD : The Near Vision Detection area defines the range, angle and height at which players will be immediately detected (override LVD).

LVD : The Long Vision Detection area defines the range, angle and height at which the Attention Gauge will fill up until detection.

AUDIO	VISION
Kill	Player Character
	Kill

TARGET | Finite State Machine

SUMMARY



[Navigable version of the FSM here](#)



RUNNING ACCUMULATION



NORMAL ACCUMULATION

FUNCTIONNING:

When the AI sees a player in the LVD, its attention immediately starts to increase. The number of players in the detection area will not affect the speed of detection.

Depending on whether the player is running or walking, the attention will not increase in the same way.

WAIT

DEPLETION

FUNCTIONNING:

When a player leaves an AI vision and there is no more player in the detection area, the AI will stay at the same level of attention for few seconds and then start decreasing the attention value linearly.



TOP VIEW



SIDE VIEW

FUNCTIONNING:

When the AI as a doubt, it can scan the surrounding area to detect a player.

There will be a long startup phase to give the player time to leave / try to kill the target.



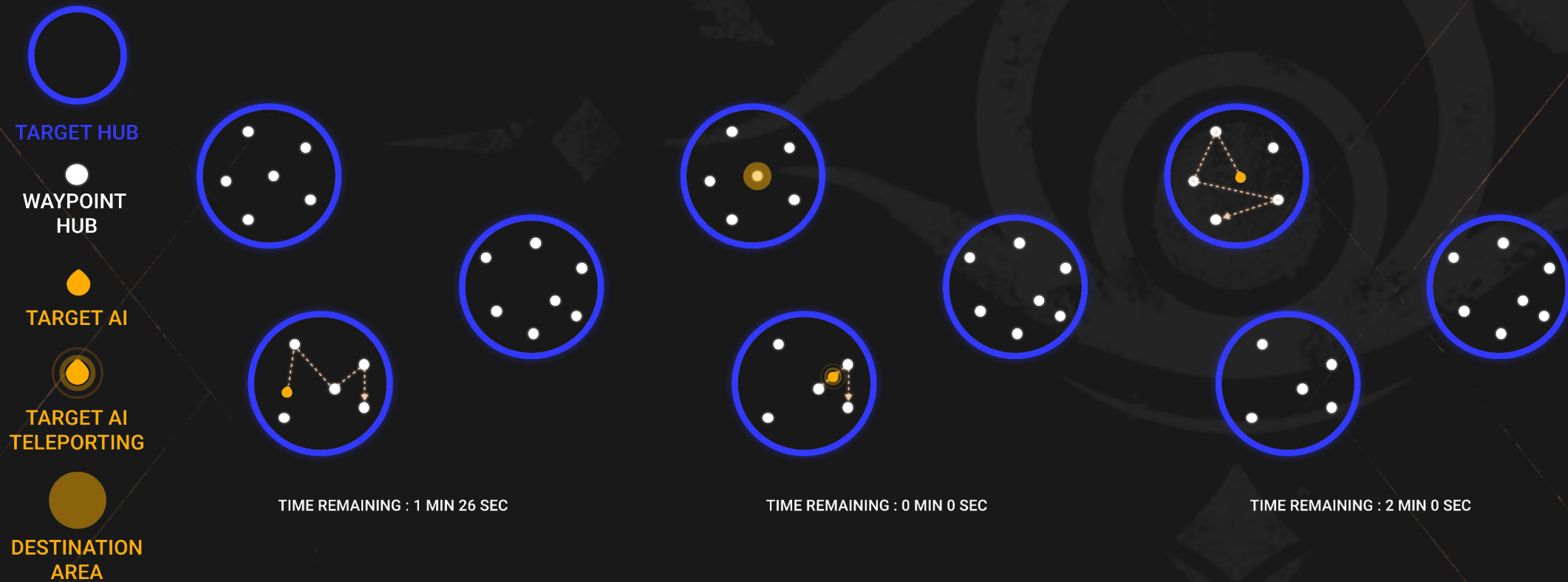
The diagram shows a dark grey background with a large, faint, stylized eye in the upper right. In the center-left, there is a red circular area labeled 'KILL ZONE' in red capital letters. Inside the kill zone is a yellow circle labeled 'TARGET' in yellow capital letters. A small orange triangle with an exclamation mark is positioned above the target. Several blue circles are scattered around the kill zone, some with a small white icon inside. A large orange arrow points from the left side of the diagram towards the right side.

FUNCTIONNING:

Once the AI starts attacking, she will jump in the air and attack all the players that has been detected.

When the AI as a doubt, it can scan the surrounding area to detect a player.

There will be a long startup phase to give the player time to leave / try to kill the target.

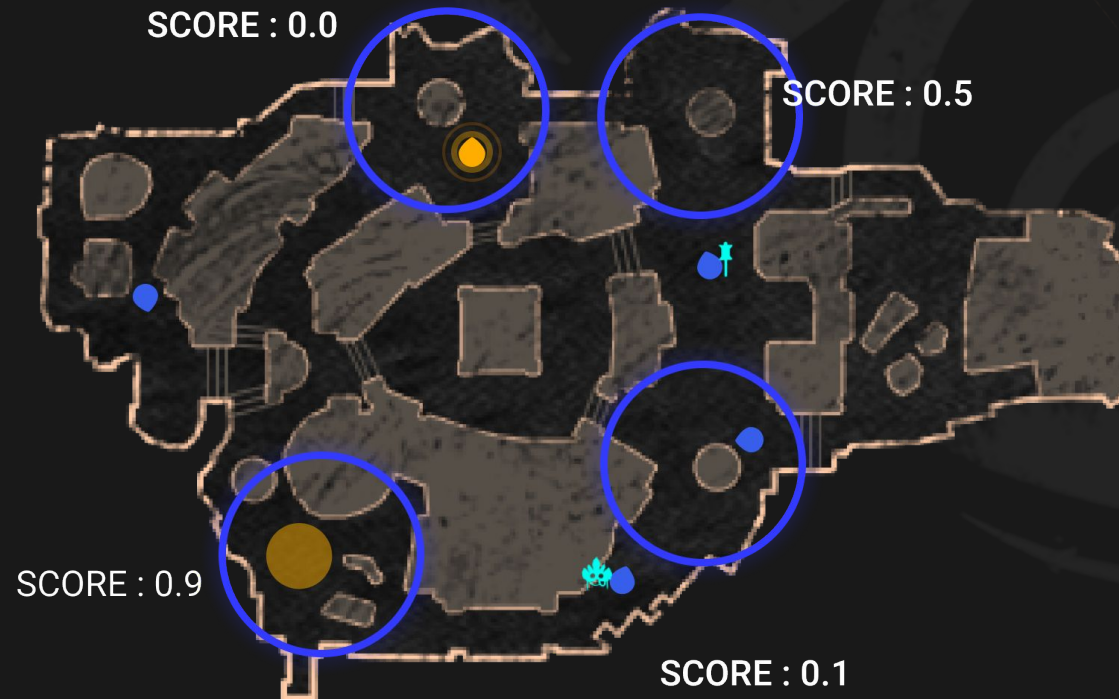


FUNCTIONNING:

Every X seconds, the target will teleport to a new HUB if it has not met a player.

TRIGGERS	ACTIONS	TELEPORT TIME
Teleport timer is over.	Long Teleport Timer -> Teleport to new location	15 S
Target has countered the players because they didn't have the 2 fragments	Kill (counter) -> Short Teleport Timer -> Teleport to new location	05 S
Scan is successful	Kill -> Short Teleport Timer -> Teleport to new location	05 S
Scan has failed	Short Teleport Timer -> Teleport to new location	05 S

AREA OF INTEREST	WAYPOINT	TIME TO WAIT
HUB 01	Waypoint 01	50 S
	Waypoint 02	00 S
	Waypoint 03	15 S
HUB 02	Waypoint 01	00 S
	Waypoint 02	10 S
	Waypoint 03	60 S
	Waypoint 04	90 S
HUB 03	Waypoint 01	05 S
	Waypoint 02	35 S
	Waypoint 03	00 S



PRIORITY:

The HUB furthest from the players (weighted):

1. The HUB furthest from the players with a fragment. (1.0)
2. The HUB farthest from all players. (0.5)
3. If there is a tie, the HUB furthest from the current HUB.

TIMER:

Long Time Charge
Short Time Charge

HUB SELECTION:

Player with fragment weight
Player without fragment weight



ANIMATION

- ◇ Target Animation for each phase :
 - ◇ Start-Up
 - ◇ Active
 - ◇ Recovery

FX

- ◇ FX when AI charge the detection
- ◇ FX when AI release detection
- ◇ FX on player detected

SOUND

- ◇ Sound for active (Target SFX)
- ◇ Sound for recovery (Target SFX)
- ◇ Sound of the player detected

SYMBOL (if player entered Target's FOV)

For all state duration

- ◇ Target is gonna launch detection



ANIMATION

- ◇ Target Animation for each phase :
 - ◇ Active
 - ◇ Recovery

FX

- ◇ Jump FX (Trail + Dust)
- ◇ Active Attack FX
- ◇ Players Death FX

SOUND

- ◇ Sound for Jump
- ◇ Sound for Target Attack
- ◇ Sound of the player detected

SYMBOL (if player entered Target's FOV)

- ◇ Target is gonna attack



ANIMATION

- ◇ Target Animation for each phase :
 - ◇ Charge
 - ◇ Teleport

FX

- ◇ FX when AI charge the teleport
- ◇ FX when AI Left
- ◇ FX when AI arrives

SOUND

- ◇ Sound for Target Charge
- ◇ Sound when Target Left
- ◇ Sound when Target arrives

SYMBOL (MINIMAP)

- ◇ Target is about to Teleport
- ◇ New Teleport Zone



NARRATION

THE TARGET ♦ GODS
GUARDS ♦ ARTEFACTS OF ITH

◆ THE TARGET ◆



Raina

Raina is hiding in the market to find the artefact to release her sister in order to spread death and destruction in this part of the world. She is a superior god who possesses a character on the map, a Kumari. She can hide its god aura from the town guards. She can be stopped by shedding the blood from the body it possesses.

◆ GODS ◆



Goddess of hope

Kahari is known as the minor goddess of hope, and her presence brings positivity and light to all those around her. However, over time, the other gods began to overlook her, and she gradually faded into obscurity. Despite this, Kahari never lost her faith in her purpose and continues to spread hope wherever she can.

[More informations in the narrative bible](#)



God of merchants and beggars

Apana's influence is significant, and his actions are guided by a strong sense of justice and fairness. He grew up watching the gods fight and argue, and it pained him to see the harm that their selfishness was causing the world. Apana is determined to bring equity back into the world and restore balance and harmony to the universe.

[More informations in the narrative bible](#)



God of dreams and nightmares

Marigni is a two-headed skeleton minor god, known for his cunning and manipulative personality. He is a master of deception and can easily twist the truth to suit his needs. He is a devious strategist, able to think ahead and plan for every possible outcome. He is also a skilled actor, able to project an image of innocence and sincerity even when he is plotting something sinister.

[More informations in the narrative bible](#)



God of order and justice

Convinced that he is a more deserving and powerful god than the others, he believes that by becoming the only supreme god, he can restore balance to the world and bring his vision of peace to fruition. His ultimate goal is to overthrow the current system and establish a new order that he believes will be more just and equitable.

[More informations in the narrative bible](#)

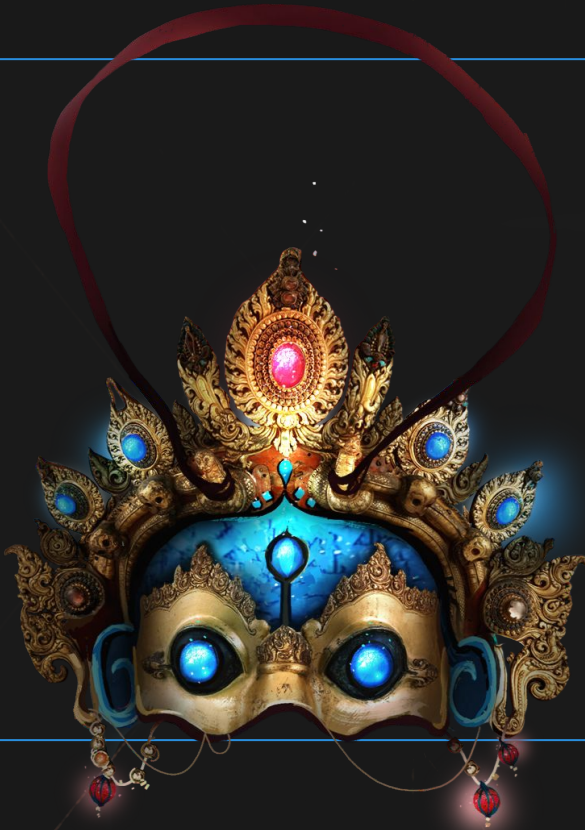
◆ GUARDS ◆



City Guard of Pulchowk

Their goal is to protect the people of Pulchowk from the gods' influence. To face them, they are equipped with a lantern that can reveal the avatars of minor gods. In order not to frighten the population and disrupt Pulchowk's commercial activities, they have received special training in order to eliminate discreetly any minor god spotted.

◆ ARTEFACTS OF ITH ◆



The artefacts are the prayer wheel and the mask of Ith. Ith is the supreme god of protection, with a human appearance, tall with blue skin. He has short silver hair. A red protective crystal is located in the middle of his forehead.

He protected the town of Pulchowk during a great war 350 years ago. During this war he repelled Ka Mari, the supreme goddess of destruction. He then sealed some of his power in artefacts to protect the people of Pulchowk. Ith vanished from the earth after this, and no gods or peoples have ever seen him again.

Unfortunately, this legend was forgotten by the city and the artefacts were lost.



These artefacts are in Pulchowk, and the people there today don't seem to mind. To them, they are just trinkets for sale like any other. That's why players will be able to collect them on sales-monkeys.

Once gathered, the prayer wheel is used to call upon Ith through the mask to release its full power into the host's body. Thus, those with the mill and the mask would have the power to protect the world from a malevolent being.

The prayer wheel is decorated with symbols of protection and coloured with the blue of Ith.

The mask represents Ith. It is adorned with a crown with blue crystals and a central red crystal, symbolising his protection.

LEVEL DESIGN

THE MARKET ♦ BRICKS
STRUCTURE ♦ PROGRESSION

◆ THE MARKET ◆

The map in which the players will evolve will be inspired by Nepalese architecture. In accordance with the narrative, it will be populated with mystical and imaginary characters, all in a realistic artistic direction.

Nepalese market



Area spaced as narrow, populated

Mystical character

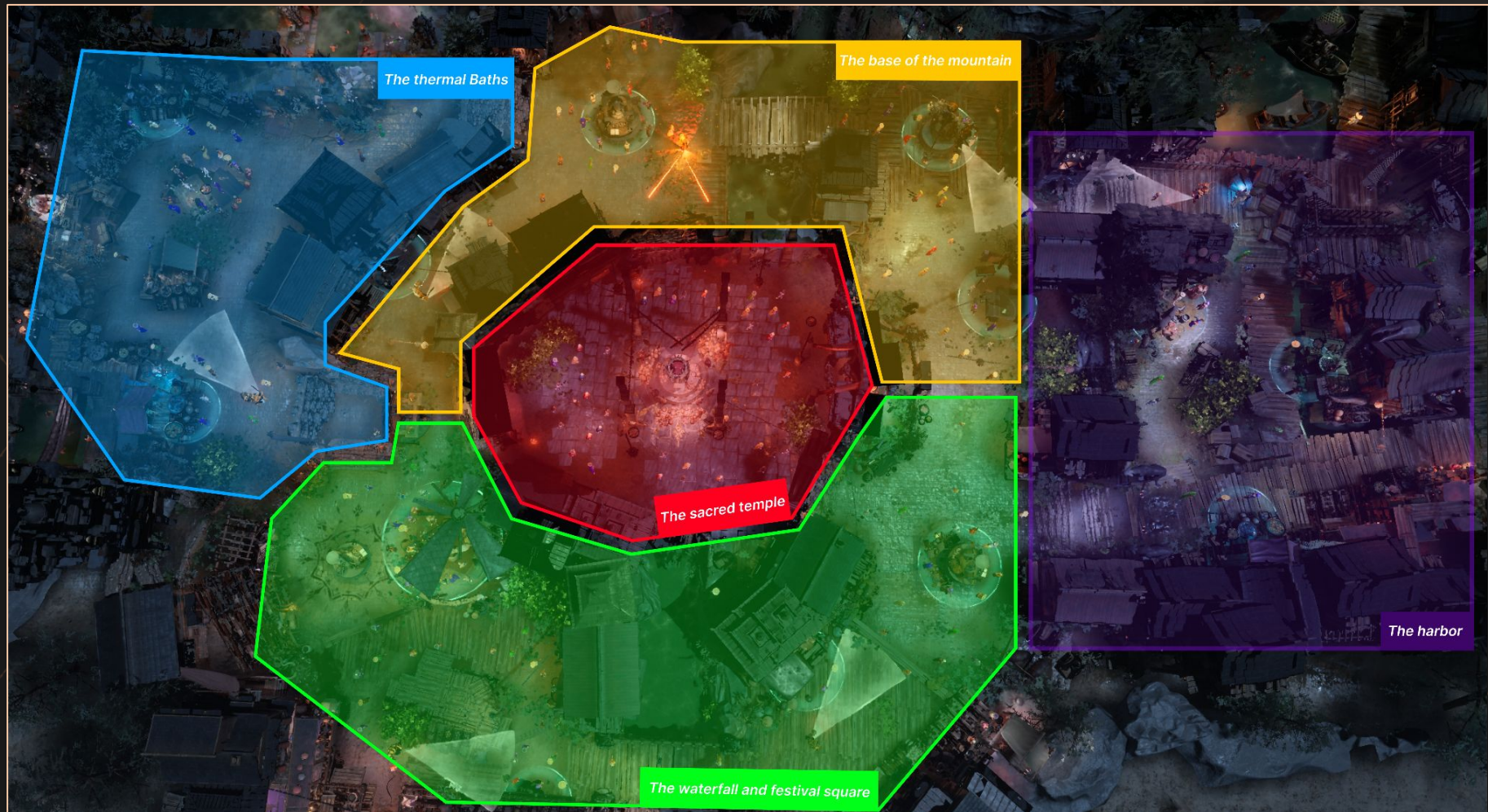


Mystic, Humanoid Creature

Realistic environnement

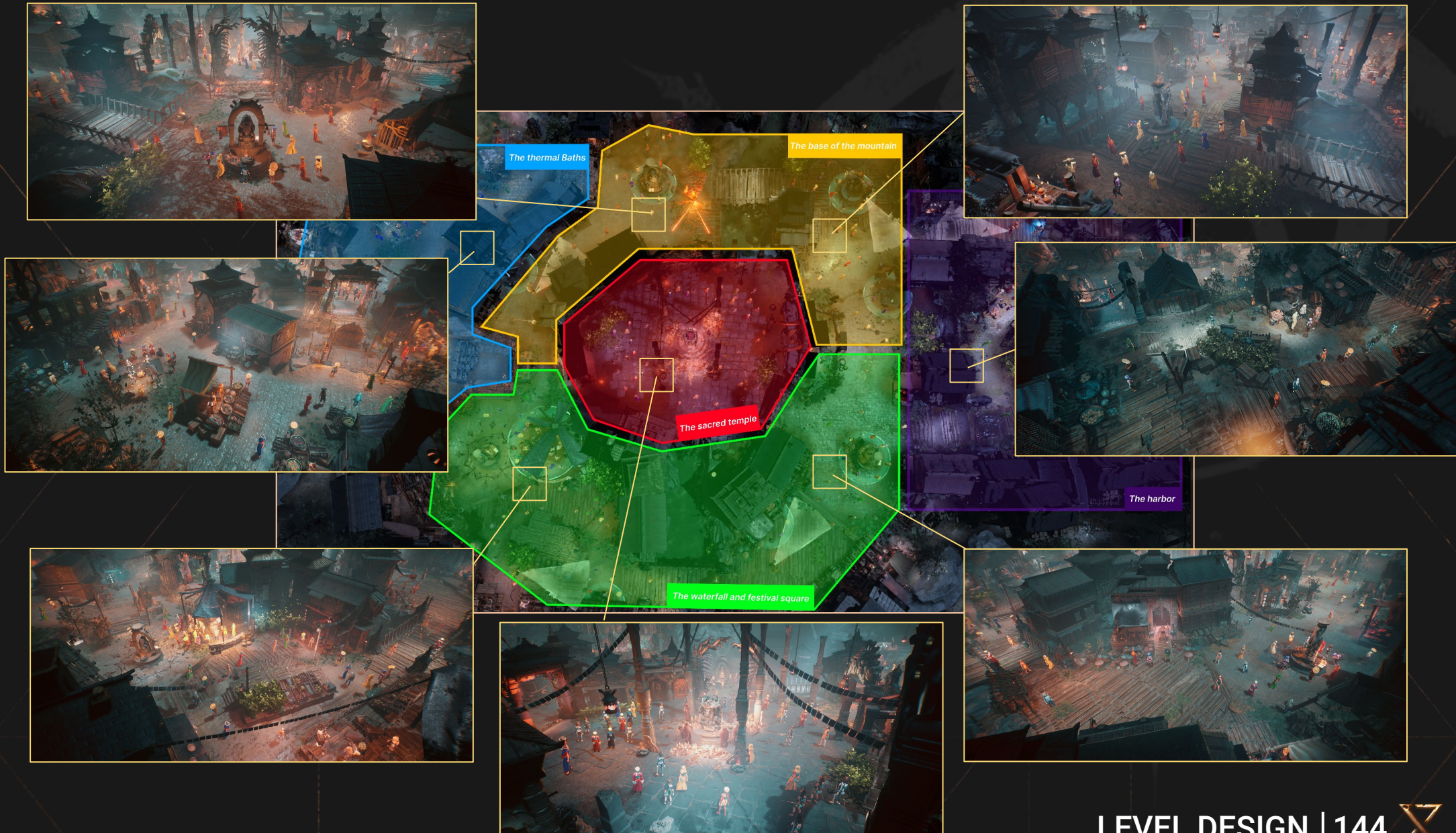


Serious, Representation of reality



THE MARKET | Level art

SUMMARY 



◆ BRICKS ◆



◆ PATROL

Enemy AI that will patrol on the map. They can see the player and kill them on contact.

Takes a moment to detect the player, once detected, they will chase the player to execute them.



◆ TARGET

The objective of players to win the game. A powerful god that will move across the map in a certain amount of time. For them, players are not a threat.

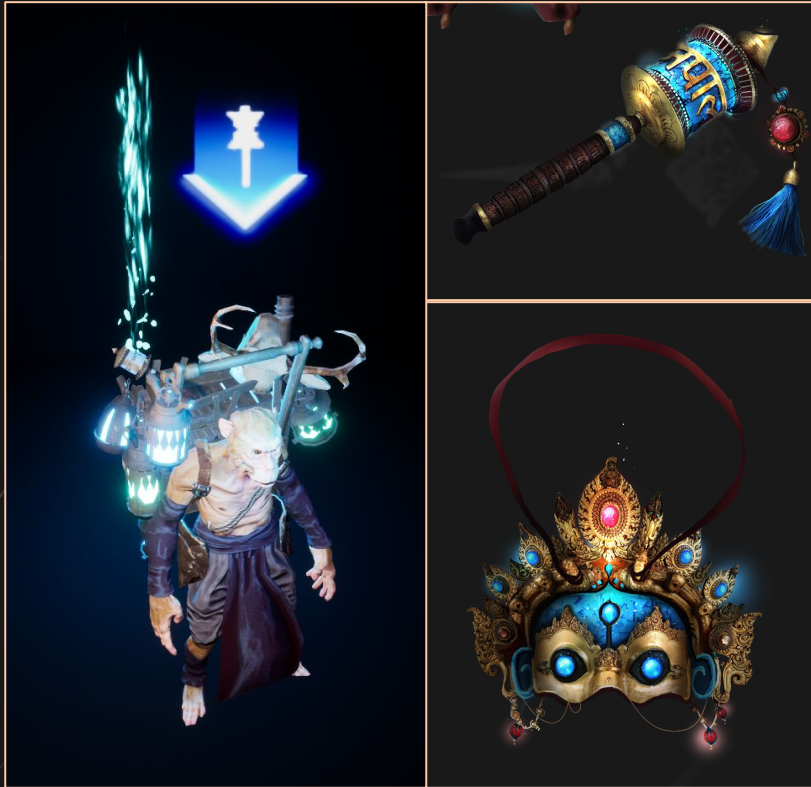
Destroy a player if it detect it. Always follow its path.



◆ NEUTRAL

Civil AIs are present on the majority of the map, alone or in groups. They can walk or be static all over the map. Detects deviant players behavior and can alert adjacent AIs before fleeing.

Neutral AI can be possessed by players, that allow them to change their appearance.



In order to kill the target, players must pick up two artifacts to form a weapon.

Walking monkeys :

These are Neutral AIs that wander around in defined areas, you have to kill them to take the artifact, and thus expose yourself to the view of everyone.

PATROL



SKILLS:

- ◇ Observation
- ◇ Tactics
- ◇ Dexterity

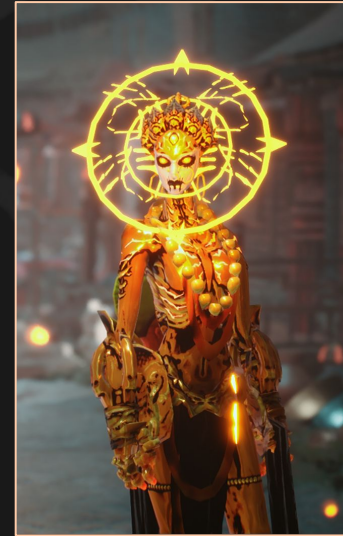
NEUTRAL



SKILLS:

- ◇ Measurement
- ◇ Cleverness
- ◇ Memory

TARGET



SKILLS:

- ◇ Observation
- ◇ Strategy
- ◇ Reflex

MONKEY



SKILLS:

- ◇ Management
- ◇ Concentration
- ◇ Timing



Bushes are area where the player can hide. When players are in bushes, player's avatar will fade out. Hiding them from other players and AI.

Multiple players can hide in the same bush.

They can use their abilities while in bushes but they will reveal their position temporarily.

The AIs patrol lose sight of the players when they are in the bushes.



Environmental interaction zones are areas where players will be able to mimic NPCs doing an action related to that zone.

Upon entering the zone, players can activate animations and attempt to impersonate an AI to other players.

Neutral AIs navigate through these zones.

Please note: Interaction zones do not protect from patrol AIs, which can still detect players with their lanterns.

INTERACTION ENVIRONMENTAL



SKILLS:

- ◇ Precision
- ◇ Management
- ◇ Measurement

BUSHES



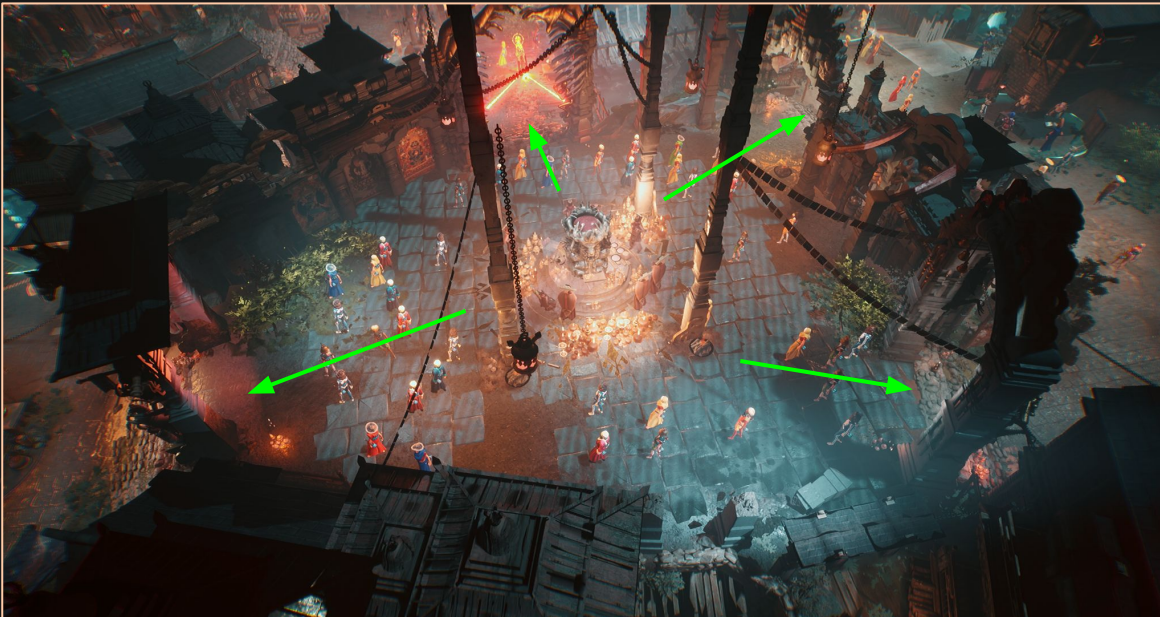
SKILLS:


- ◇ Precision
- ◇ Management
- ◇ Measurement

◆ STRUCTURE ◆



- ◇ “Chaotic” structure of a market, narrow streets as if spaced.
- ◇ Sense of life and environmental narration.
- ◇ Identifiable landmarks to help navigation towards the goal.
- ◇ Global navigation that make the players cross each other.



 Access point

The sacred temple is the area where players start the game and respawn.

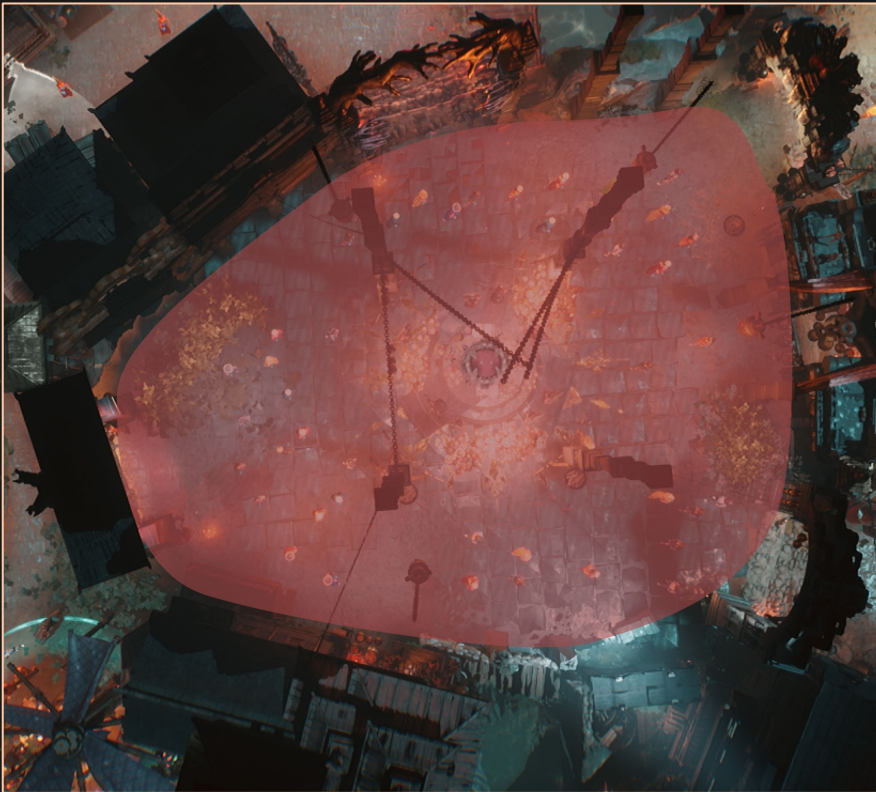
It is populated by Neutral AI and is a crossing point for many AI so players can hide there easily, especially at the beginning of the game.

With different entry and exit points, it is a quieter area than the others with a variety of navigation.

STRUCTURE

The sacred temple
AI Neutral

SUMMARY 



STRONG INFLUX

The sacred temple is meant to be the safest area of the map and therefore a large number of ia in this area makes it more difficult for other players to spot a player and therefore to move around more calmly. However, a player performing suspicious actions or possessing one or more artifacts can still be spotted quite quickly among the crowd.



 Bushes

The different bushes in the central area will allow the player to carry out an ambush while asking them to take the risk of hiding in them and thus carry out a suspicious action. The different bushes are placed so that they block the different entrances of the center.

STRUCTURE

The waterfall and festival square

Intention

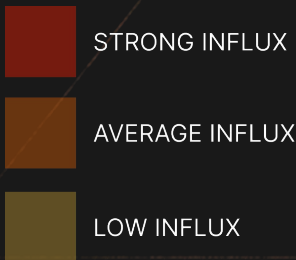
SUMMARY



→ Access point

The waterfall and festival square is one of the largest zones on the map. It allows players to go through the end of the map in order to avoid the players who will tend to go through the center. So several access points allow to reach this part of the map





Right zone :

we wanted the player to have shorter challenges, hence the number of AI and the two paths that can be taken, which requires the players to carefully observe the movements and actions of other NPCs in order not to be surprised by another player

Left zone :

the influx of neutral AI is reduced, which requires players to think before moving because the slightest false move can be spotted by other players





Interaction area

Bushes

Right Zone :

Due to the large number of neutral AI in this area we have added different bushes or environmental interaction for players to take risks by performing suspicious actions in order to strategize and/or ambush the other players. This adds tension in this zone because anything can happen.

Left Zone :

Only environmental interaction zones are present in this zone so that players can set up an ambush or think about their next move.

STRUCTURE

The waterfall and festival square

AI Patrol

SUMMARY



◀-----▶ MOVING AI PATROL

The patrols each secure their areas with their defined cycle, which is deferred between them so that they do not both end up looking at the same place. Each one blocks the different access points to their area.






 MOVING AI TARGET

STRUCTURE

The base of the mountain Intention

SUMMARY 



 Access point


The base of the mountain is the same as the southern zone, it allows players to access the end of the map and avoid the center. Different access points are placed to access the other different areas.

STRUCTURE

The base of the mountain Bricks

SUMMARY 



 Interaction area

 Bushes

Right Zone :

Due to the large number of neutral AI in this area we have added different bushes or environmental interaction for players to take risks by performing suspicious actions in order to strategize and/or ambush the other players. This adds tension in this zone because anything can happen.

Left Zone :

Mainly environmental interaction zones are present in this zone so that players can set up an ambush or think about their next move.



STRONG INFLUX

AVERAGE INFLUX

LOW INFLUX

Right zone :

For the same intentions as the south zone we wanted to challenge the player more on the observation of his environment in order to discern the NPCs that could make suspicious actions while having this tension of anything can happen.

Left zone :

The same intentions as the south zone, play more on the reflection that the player will have in these movements to not have to make suspicious actions.



STRUCTURE

The base of the mountain AI Patrol

SUMMARY 



 MOVING AI PATROL

The patrols each secure their areas with their defined cycle, which is deferred between them so that they do not both end up looking at the same place. Each one blocks the different access points to their area.

STRUCTURE

The base of the mountain

AI Target

SUMMARY 



 MOVING AI TARGET

STRUCTURE

The thermal baths Intention

SUMMARY 



 Access point

The thermal baths is one of the two places where a monkey with an artifact moves. And that's why it's a fairly small area in order to increase the tension and interaction between players because it's an area coveted by all players in order to win the game. Only two access points are present which gives this bottleneck aspect and forces the players to find a solution to get in and out.



 interaction area

 Bushes

The different bricks are placed in such a way that they can be used to hit the monkey in different ways or to ambush another player.



AVERAGE INFLUX

LOW INFLUX



←-----→ MOVING AI PATROL

STRUCTURE

The thermal baths AI Monkey

SUMMARY 



The monkey will move through the area in a cycle linked to the patrol's cycle in order to offer key opportunities to the players to eliminate it. The more cycles the monkey performs, the more out of sync it will be with the patrol and the more opportunities the player will have.

 MOVING AI MONKEY



→ Access point

The harbor is one of two places where a monkey with an artifact moves. It is a small area in which the player will have to make short term decisions to get out. There are two access points to reach this area, which creates a bottleneck and forces the player to find a way in and out.



The different bricks are placed in such a way that they can be used to hit the monkey in different ways or to ambush another player.



AVERAGE INFLUX

LOW INFLUX



 MOVING AI PATROL



 MOVING AI MONKEY

The monkey will move through the area in a cycle linked to the patrol's cycle in order to offer key opportunities to the players to eliminate it. The more cycles the monkey performs, the more out of sync it will be with the patrol and the more opportunities the player will have.

STRUCTURE | Variety chart

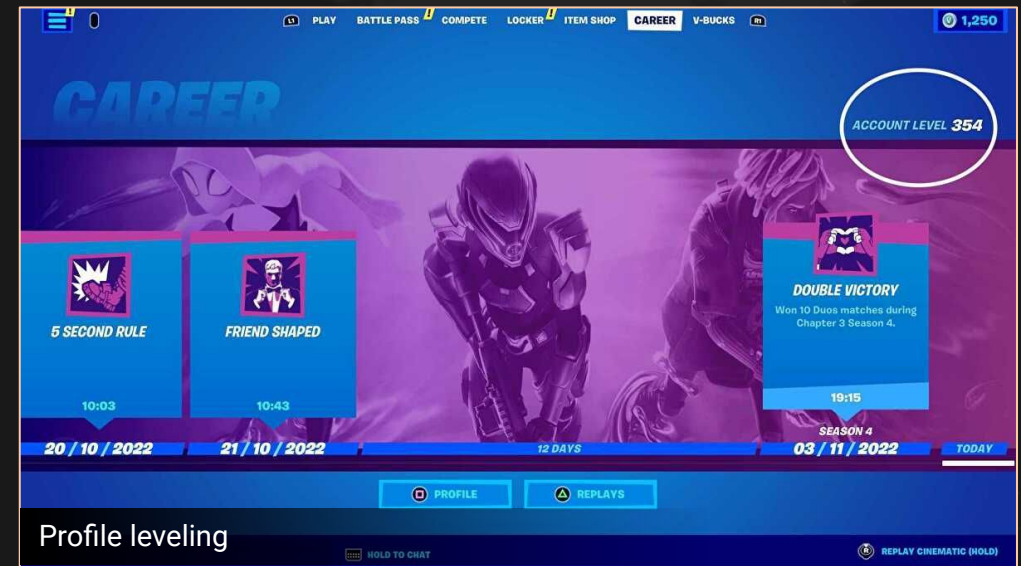
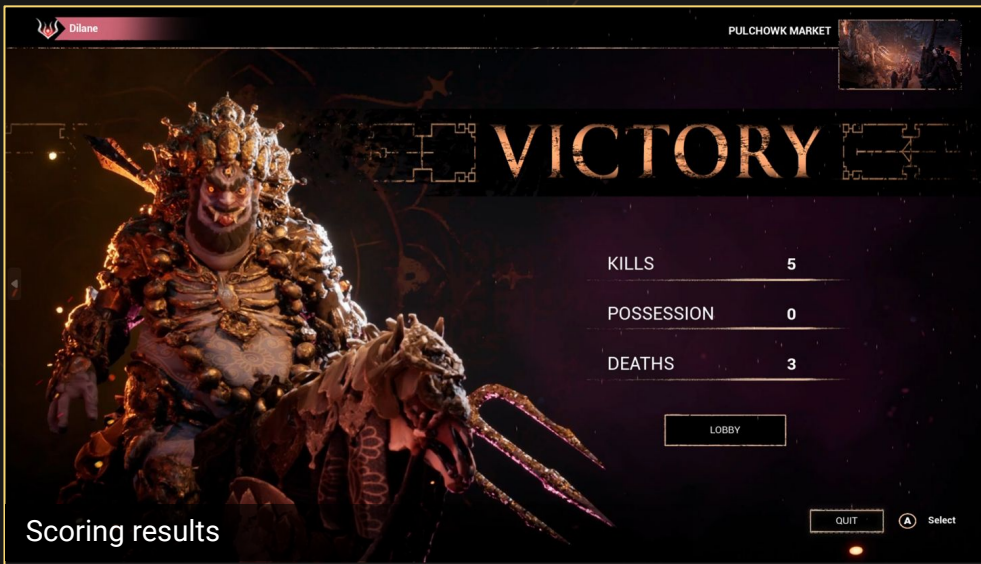
SUMMARY 

	THE SACRED TEMPLE	THE BASE OF THE MOUNTAIN	THE WATERFALL AND FESTIVAL SQUARE	THE HARBOR	THE THERMAL BATHS
AI					
NEUTRAL	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
PATROL	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TARGET	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LD BRICKS					
BUSHES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
INTERACTION ENVIRONMENTAL	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GAMEPLAY					
ARTEFACT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
RESPAWN	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

◆ PROGRESSION ◆

PROGRESSION | OVERVIEW

SUMMARY ↔

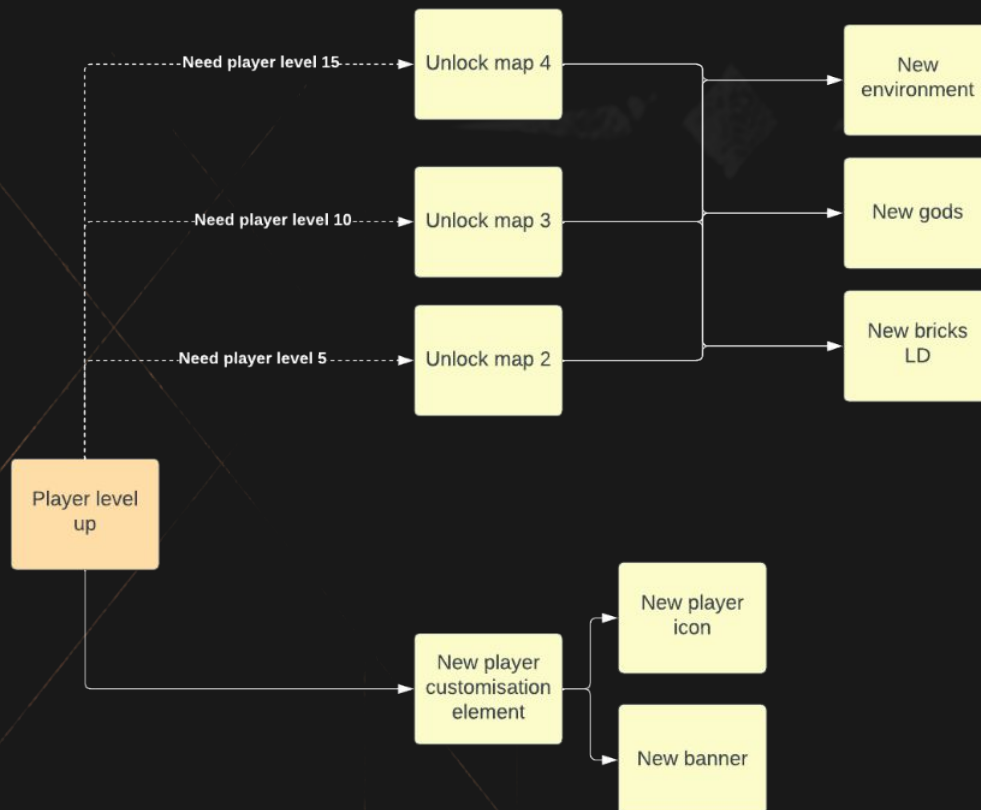




The player will have different engagement loops that will allow him to have a long term progression and to renew the experience by offering new possibilities.

PROGRESSION | Player level up

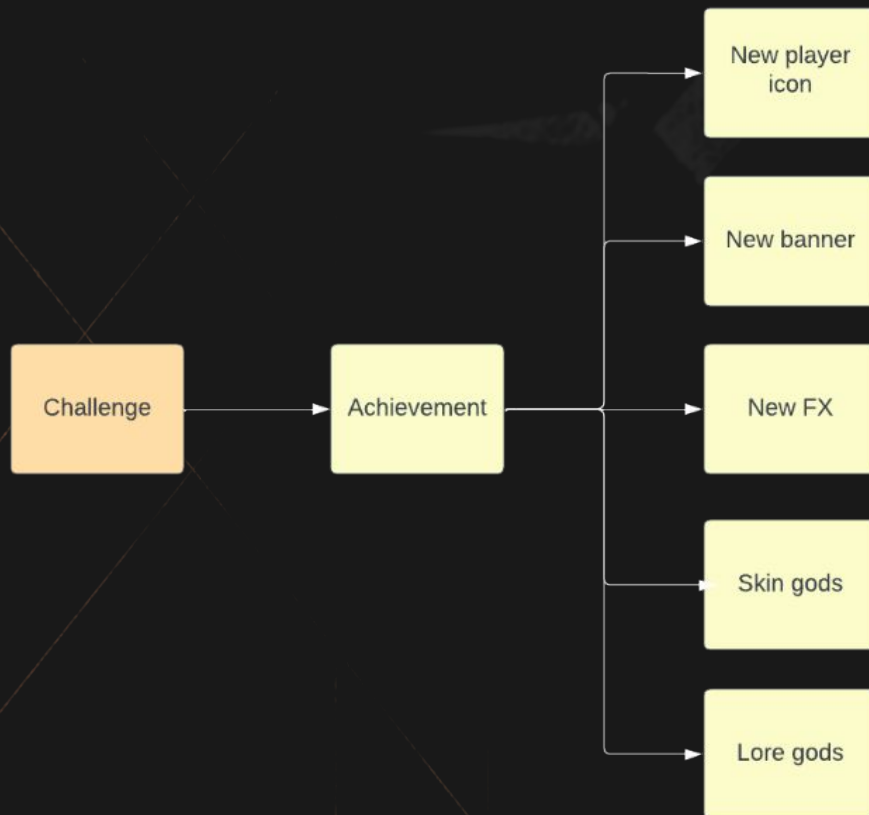
SUMMARY 



By leveling up the player will be able to unlock new maps. Each new map will offer players a unique gameplay mechanic with its own environment as well as the possibility to play as other gods of the universe.

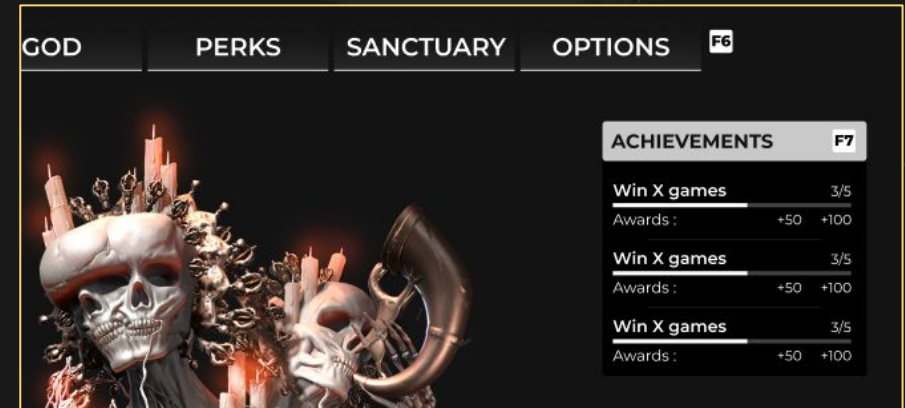
While leveling up he will be able to unlock different cosmetic elements like banners and player icons.





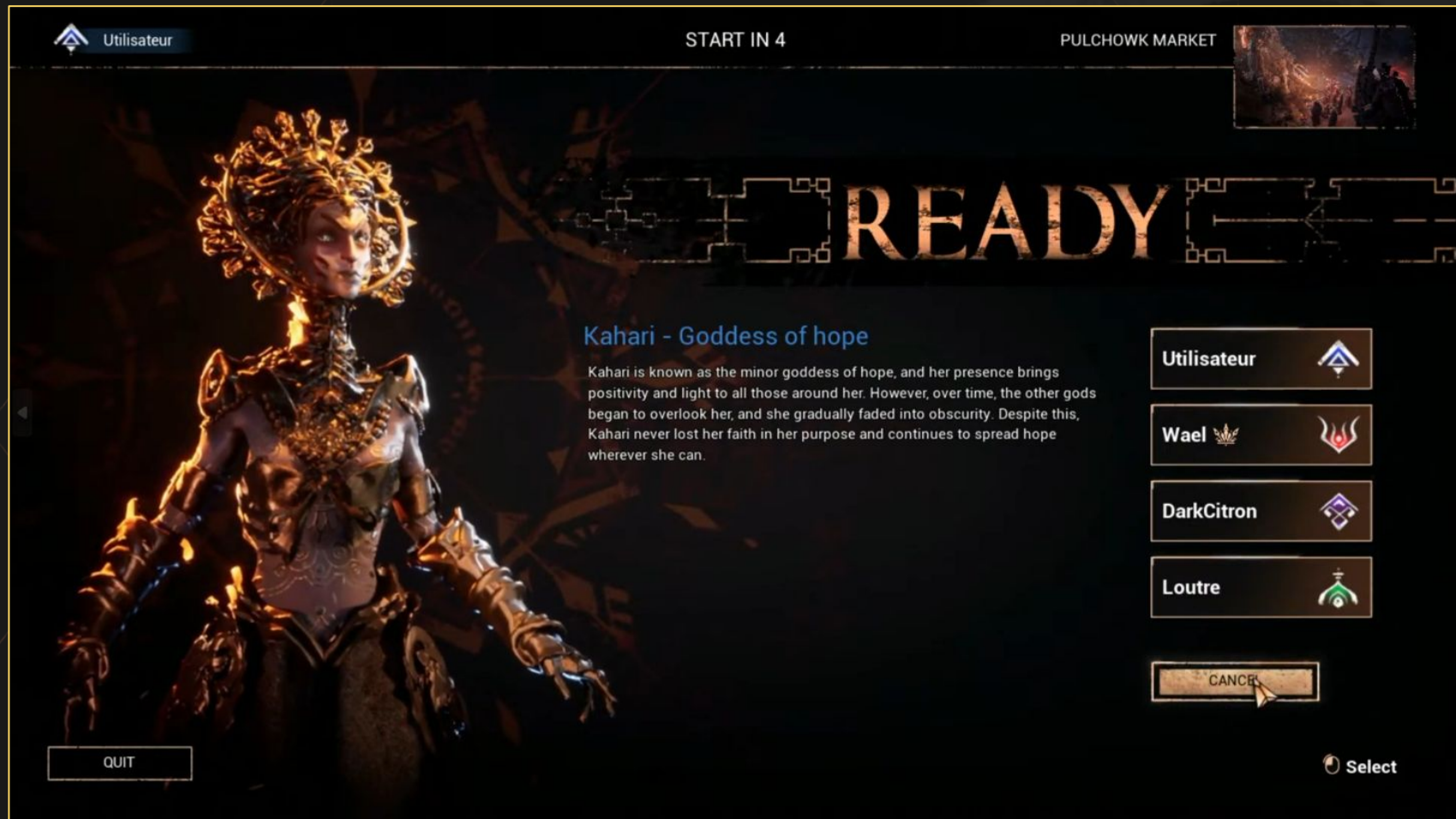
The player will have different challenges distributed in different sections (Party, ability, gods) that will ask him to achieve certain accomplishment in the game as (win X game as Kali) and will allow him to acquire following these achievement according to the sections:

- ◇ Party: (Player icon, banner)
- ◇ Ability: (New ability FX)
- ◇ Gods: (Gods skin, Gods lore)

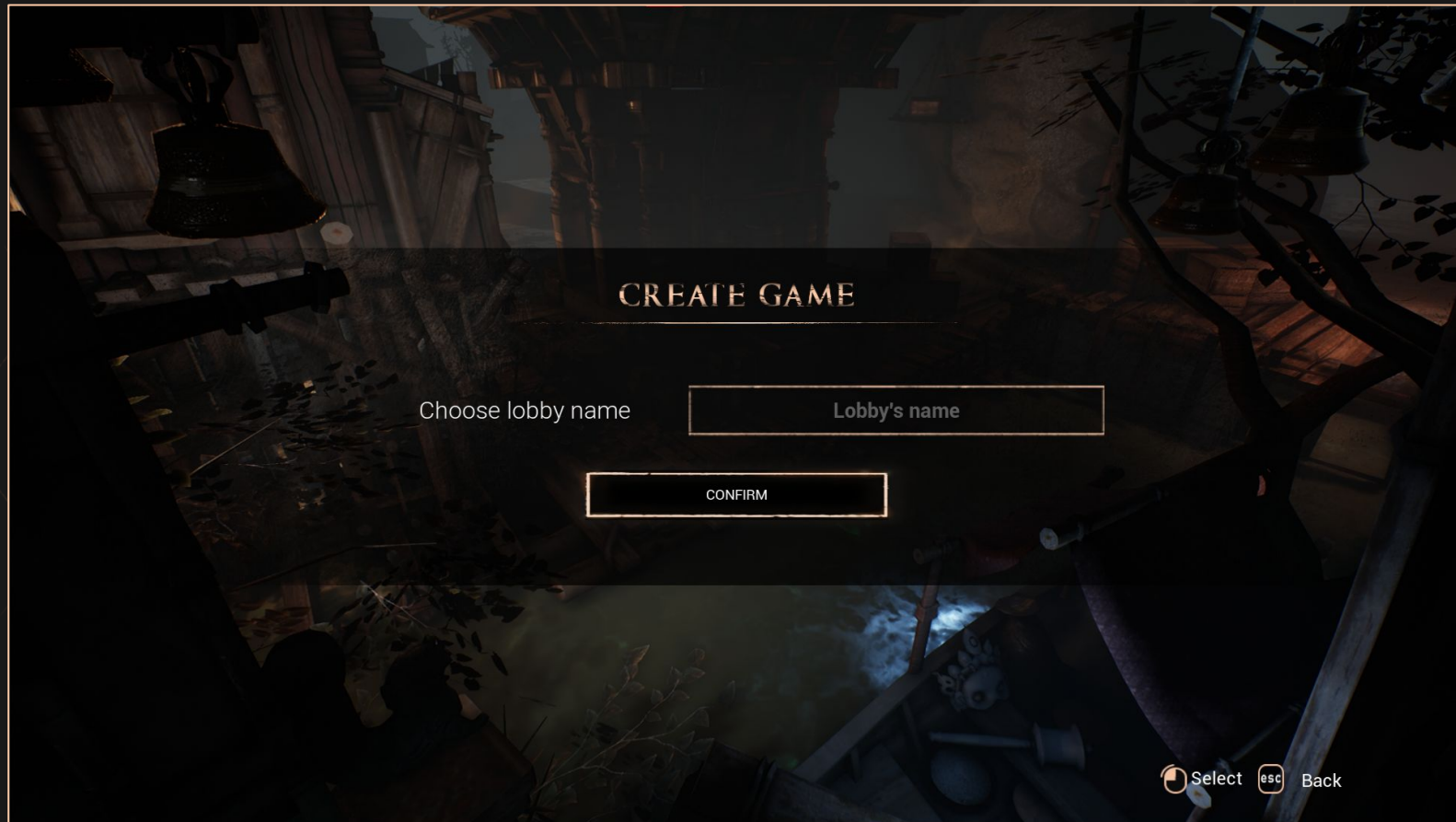


MULTIPLAYER

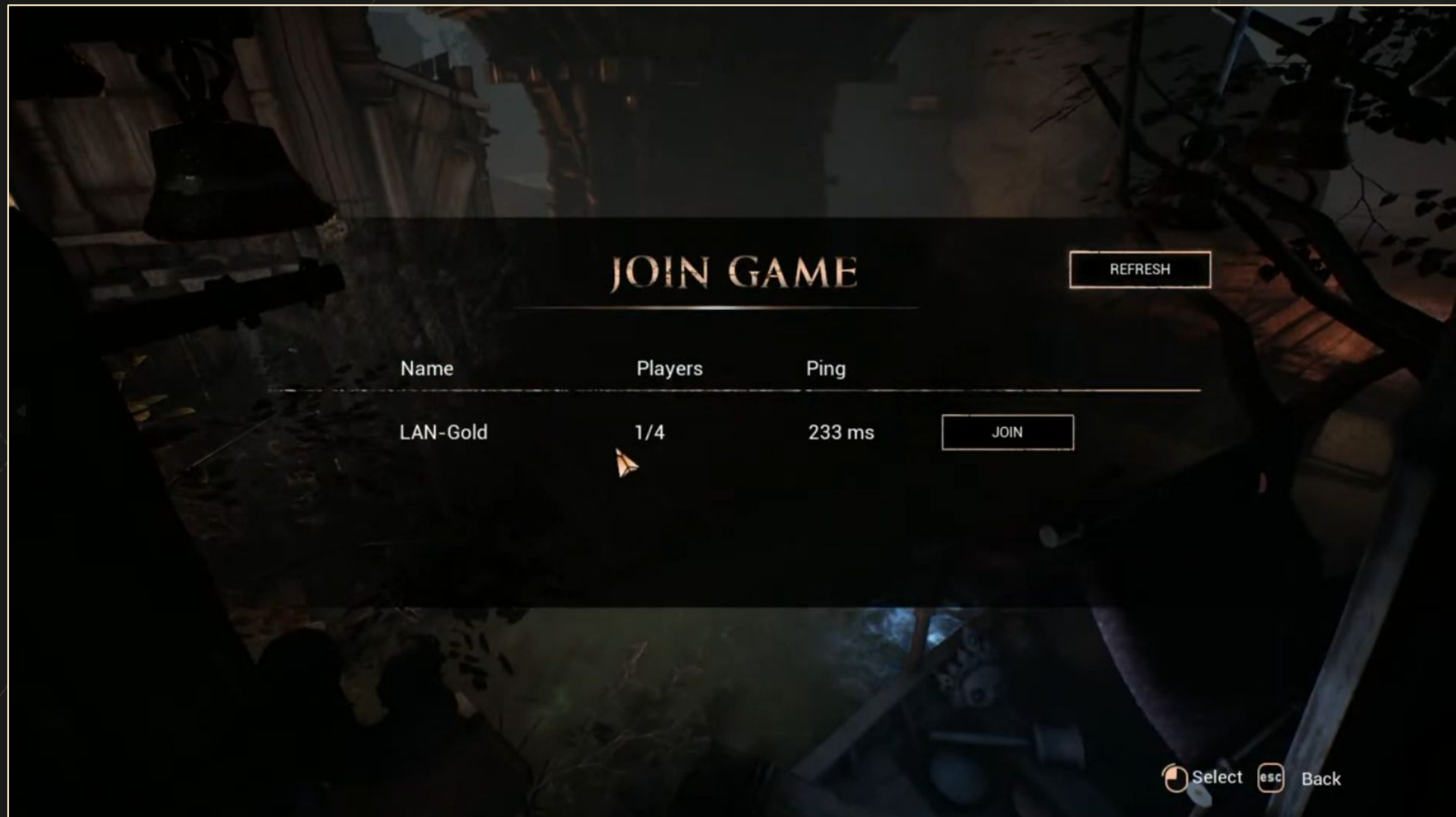
LOBBY



Players will be able to play 4 in versus via a lobby system.
Once all the players are "ready", the game starts.



The player who creates a lobby will be the host player of the game.
Once the lobby is created 3 other players can join it to start a game.



Players who join a lobby will be clients players.

Lobbies are only displayed when a host player has created a lobby and there is still an available spot in it.

- ◆ If the host player leaves the game, other players are redirected to the main menu.
- ◆ If a client player leaves the game, the client player is redirected to the main menu and the game continues.

UI/UX & GAMEFLOW

FLOWS ♦ MENUS ♦ FTUE

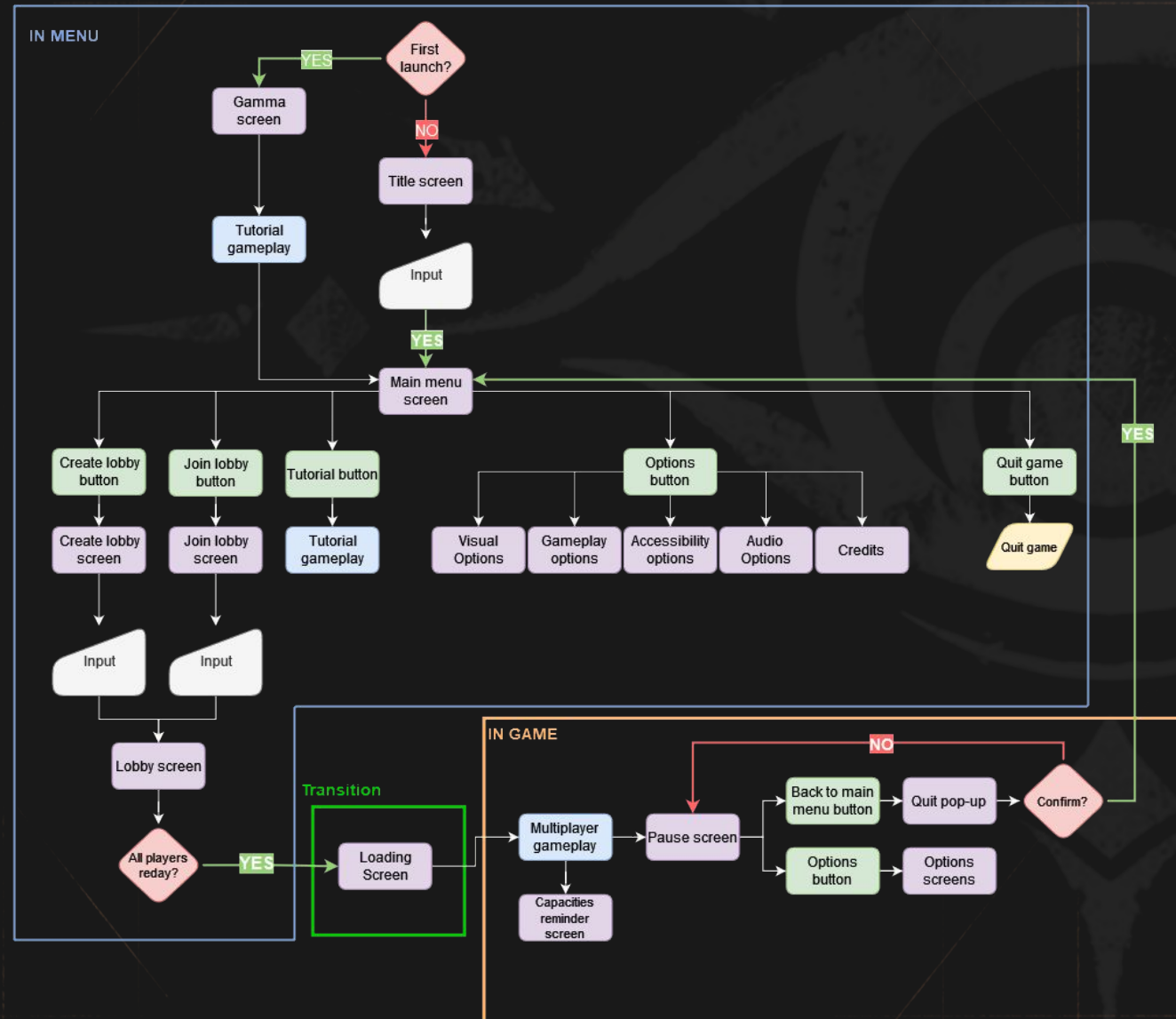
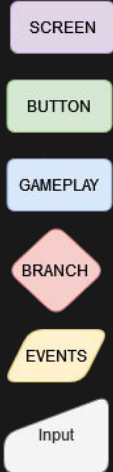
HUD ♦ OPTIONS

◆ FLOWS ◆

GAME STRUCTURE | Flow chart

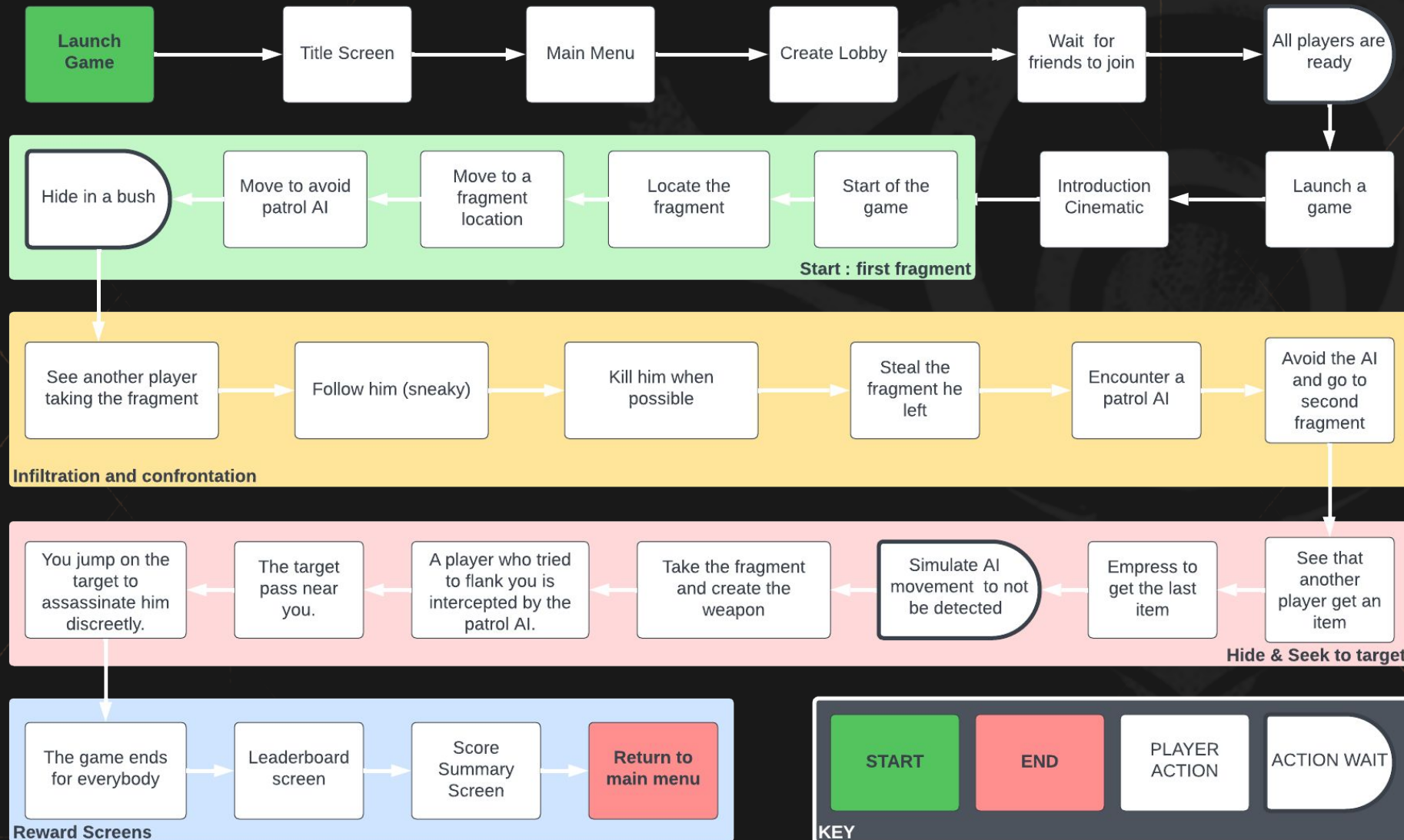
SUMMARY 

LEGEND

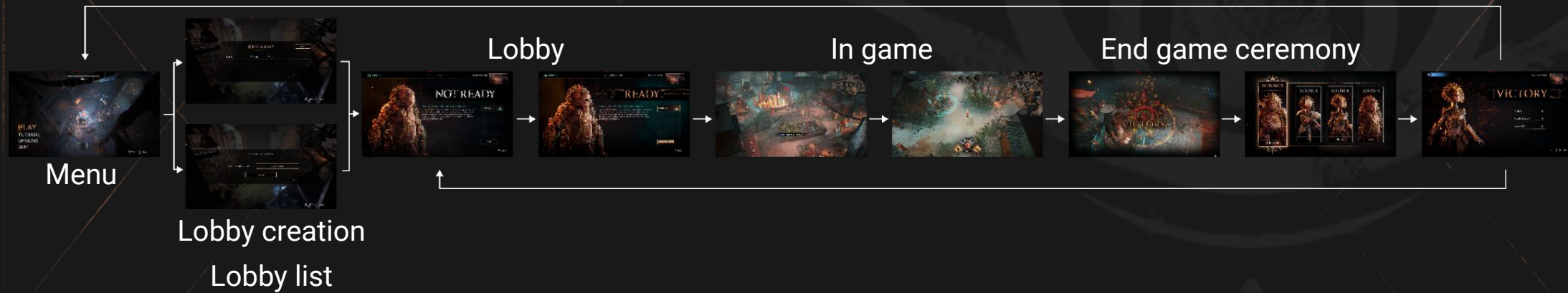


WALKTHROUGH | Flow chart

SUMMARY 



◆ MENUS ◆



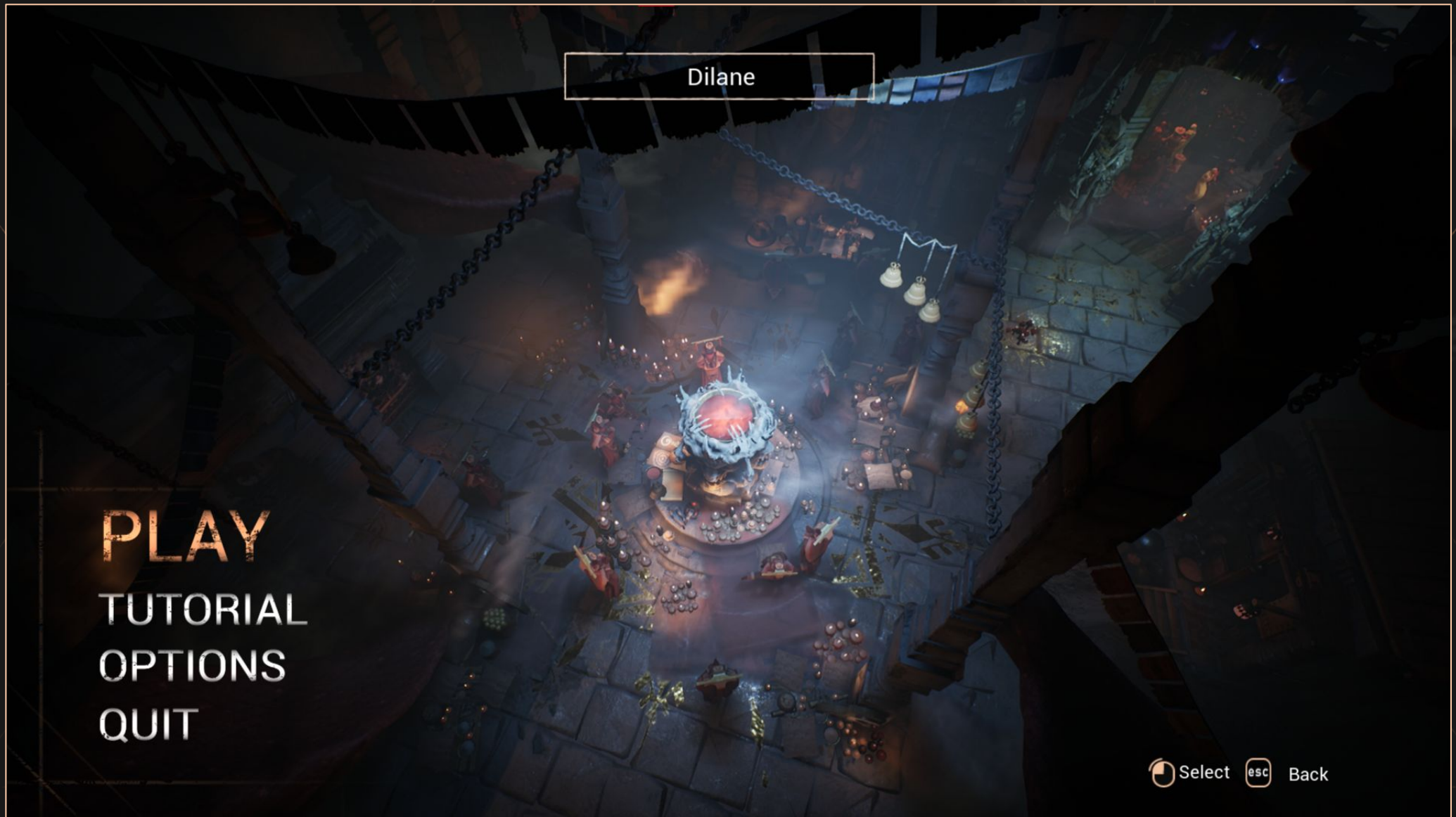


Image captured in game

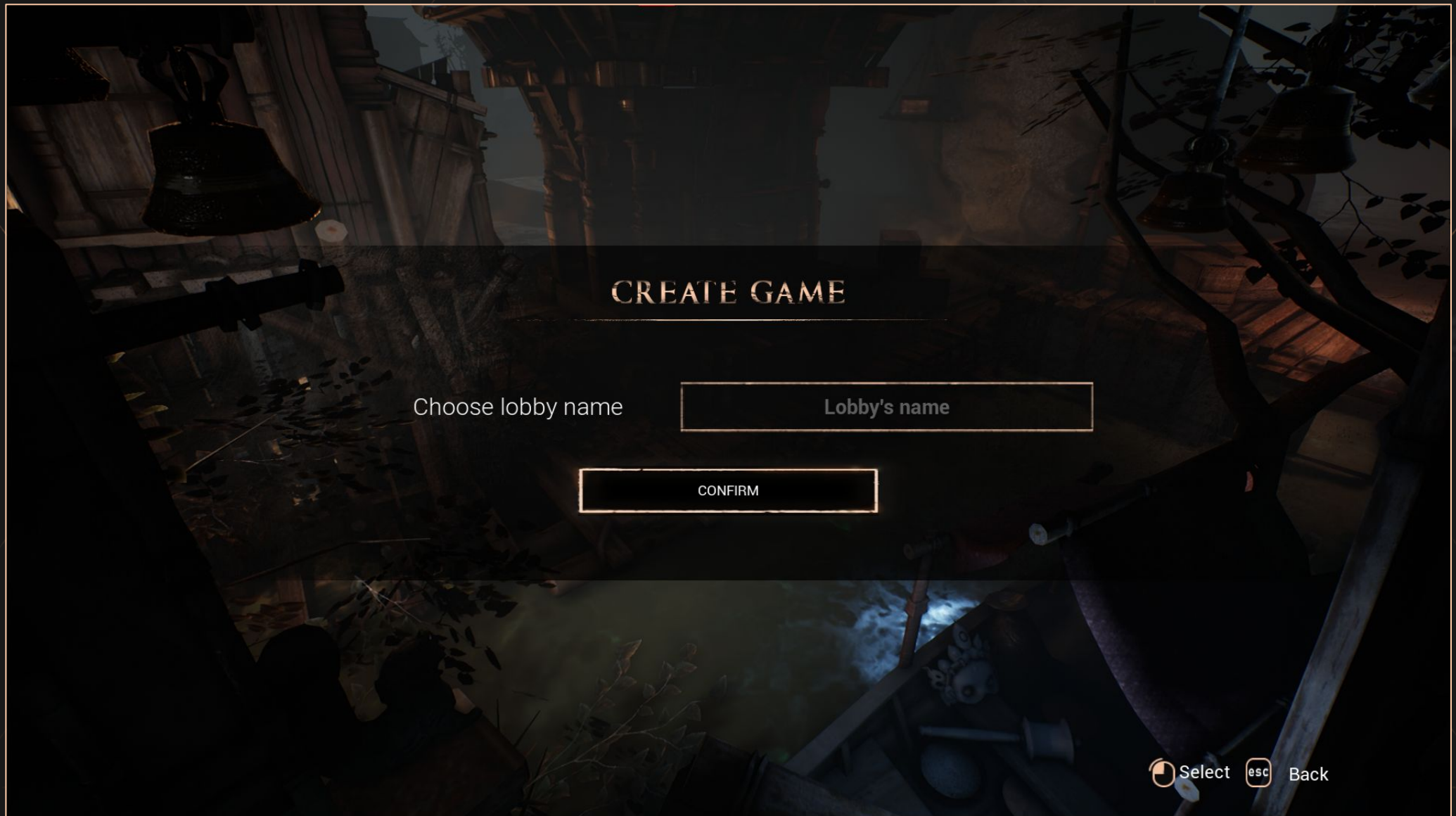


Image captured in game

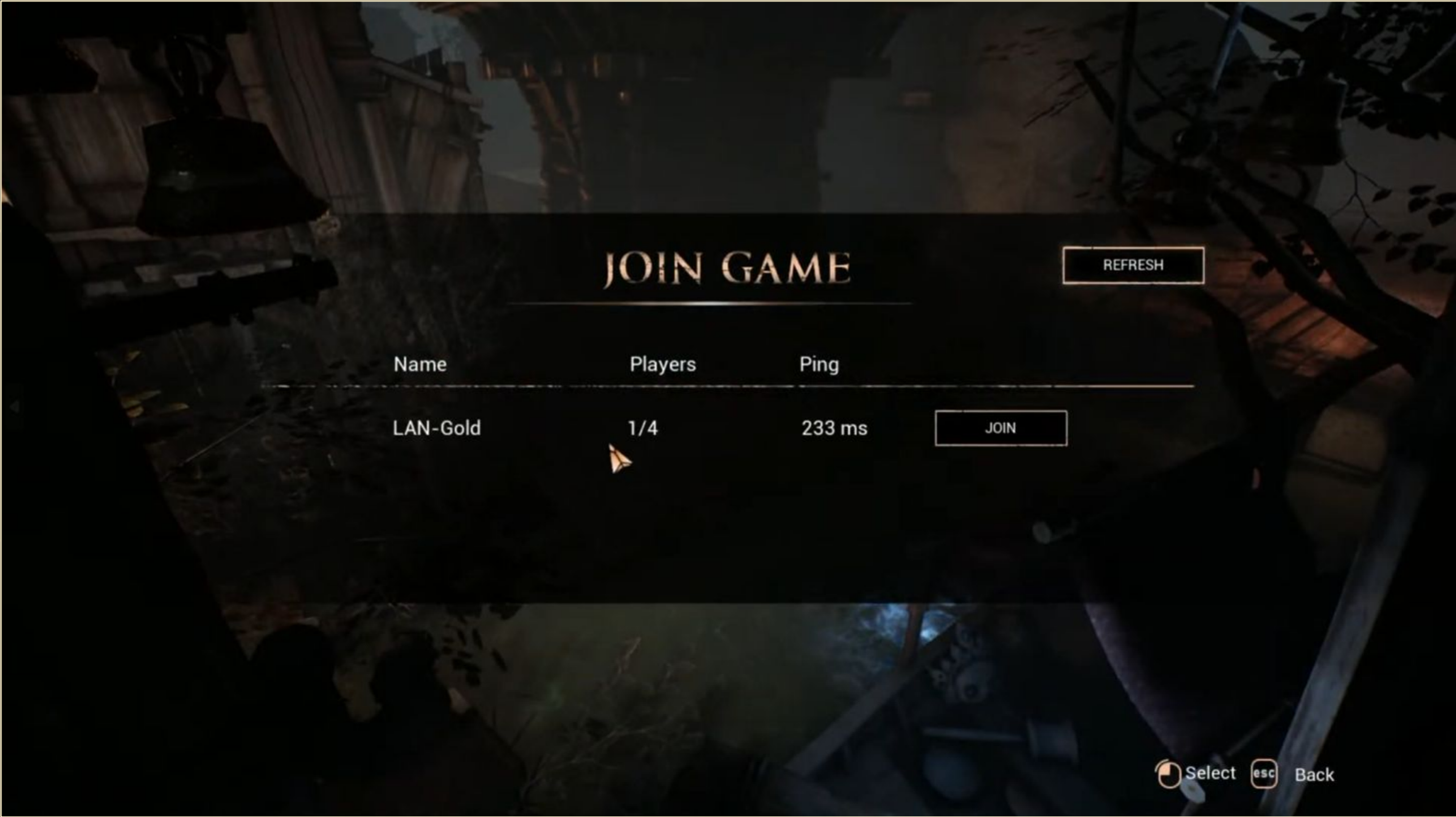


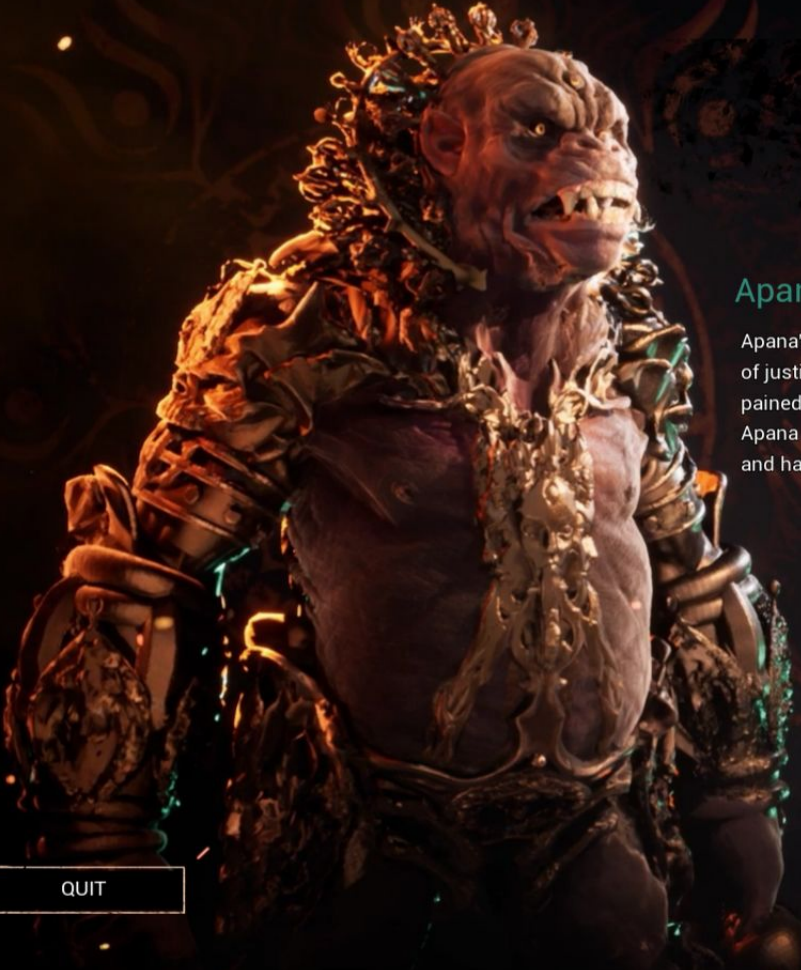


Image captured in game

 Dilane

Waiting for players...



PULCHOWK MARKET 




NOT READY

Apana - God of merchants and beggars

Apana's influence is significant, and his actions are guided by a strong sense of justice and fairness. He grew up watching the gods fight and argue, and it pained him to see the harm that their selfishness was causing the world. Apana is determined to bring equity back into the world and restore balance and harmony to the universe.

Dilane  

READY

 Select

QUIT


Image captured in game





Image captured in game



Image captured in game

 Dilane

PULCHOWK MARKET



VICTORY

KILLS	2
POSSESSION	1
DEATHS	0

QUIT


 Select

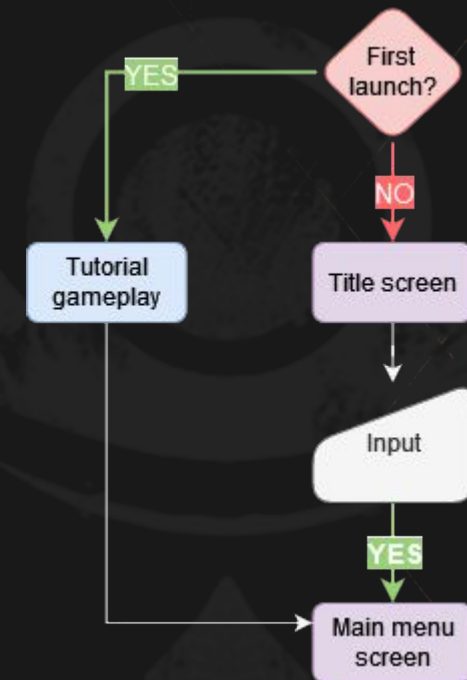
Image captured in game

◆ FTUE ◆

This section of the document describes the FTUE and all the steps in the tutorial.

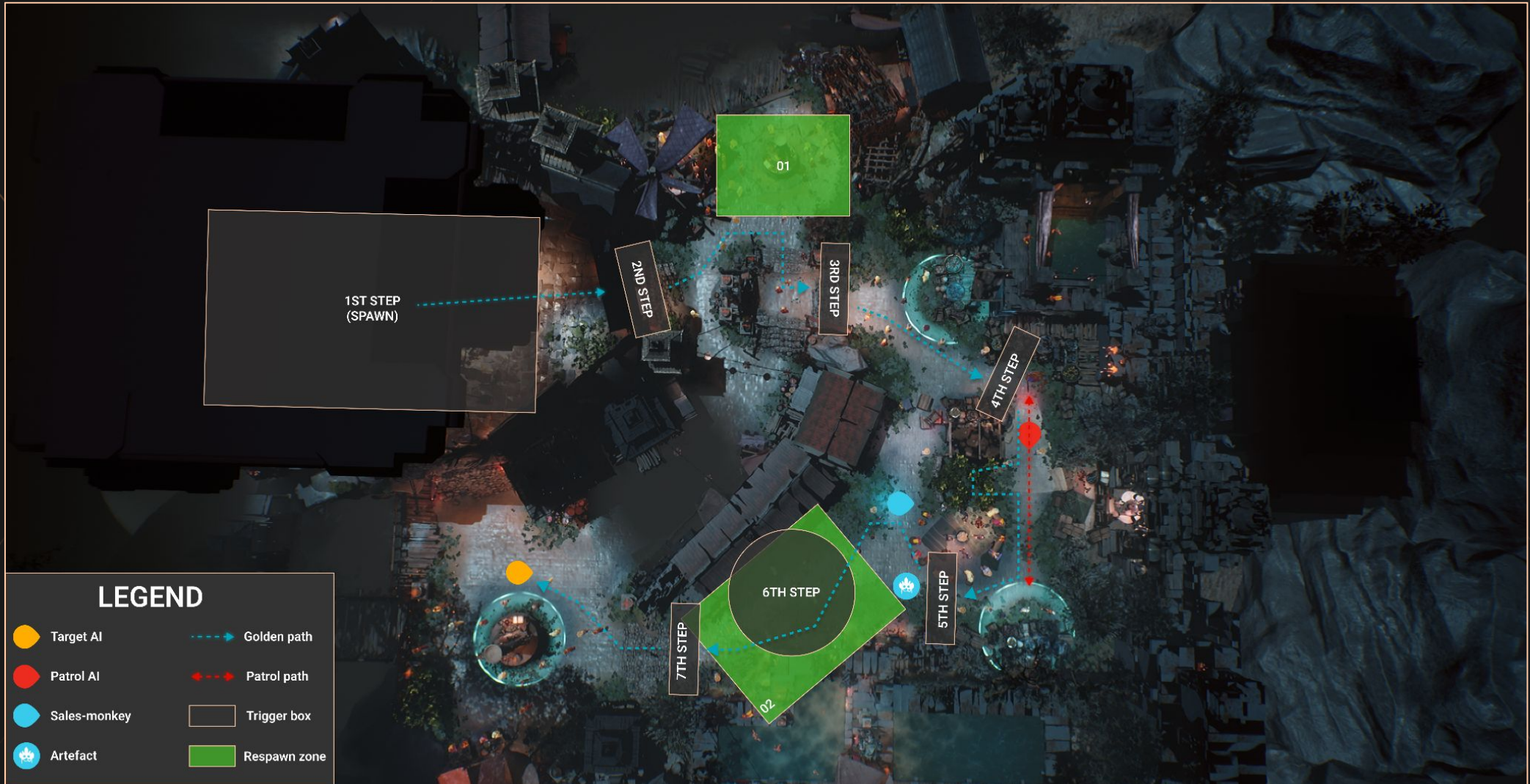
FTUE launches **directly at game launch the first time**, before players arrive at the title screen.

The following launches, it can be accessed from the main menu via the **Tutorial button**.



For the tutorial level, we reuse the main level. But we only make a small part of the level available for the player. We contain players inside this zone with a fog that blocks players' movement and camera.



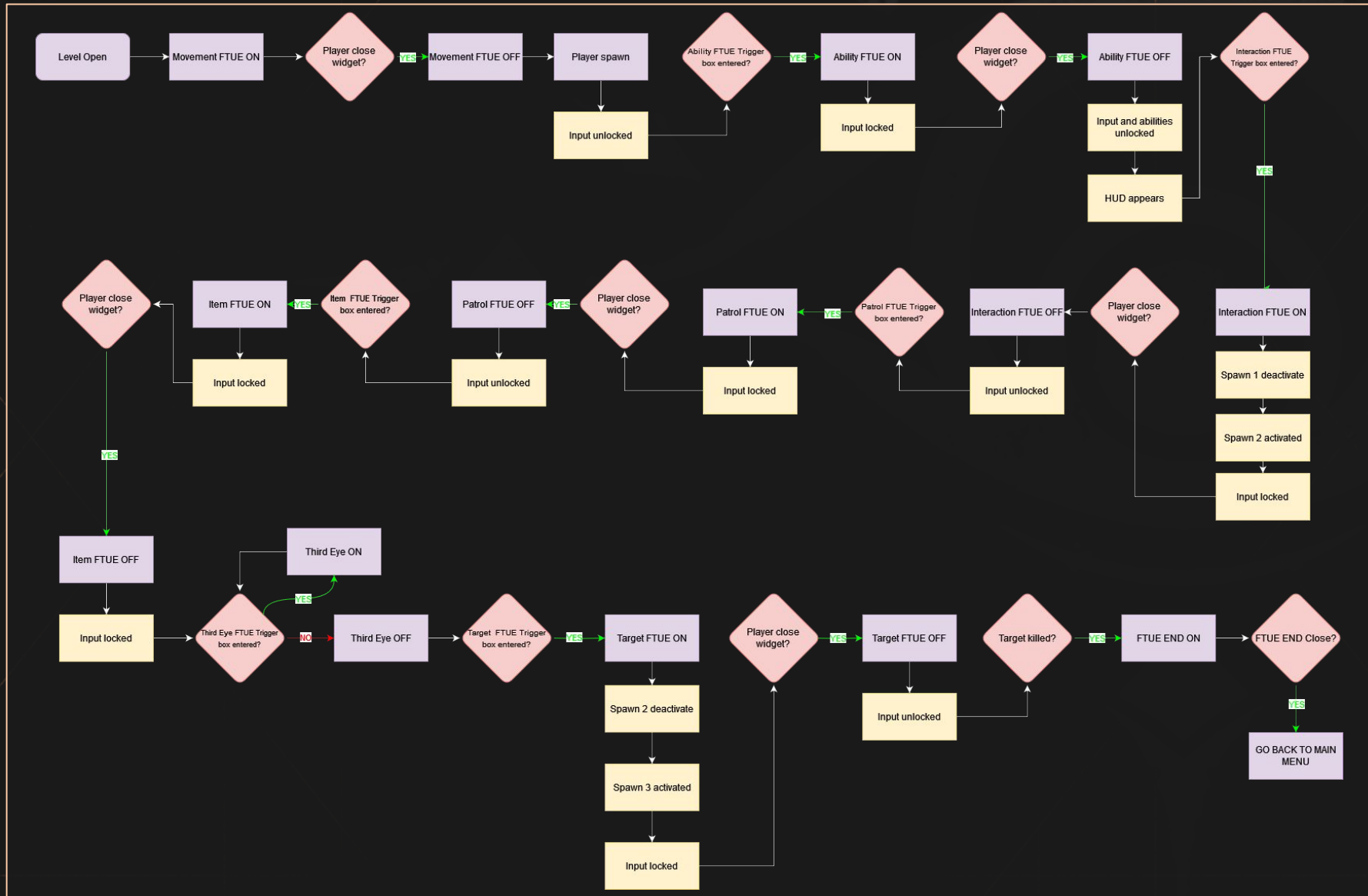




For the tutorial we have multiple technical needs:

- ◇ A fog of war, that block player vision and movement outside the tutorial area
- ◇ UI tutorial panel containing:
 - ◇ Video
 - ◇ Text
- ◇ Possibility to lock/unlock controls
- ◇ Possibility to activate/deactivate respawn zone
- ◇ Possibility to make the player invincible for a certain time
- ◇ A trigger zone to display third eye when player is inside





Link flowchart



On close, players take control of their avatar

HOW TO PLAY



MOVEMENT

Use **Z** **Q** **S** **D** or **L** to **move** your character.

Toggle **↑** or **L** to **run/walk**.

You can change Toggle to Hold in options



CAMERA

Q or **LT** / **RT** to **rotate** the camera.

← or **R** to **reset** the rotation.

 Next



Player is invincible when the UI panel is up, controls are blocked
On close HUD appears and abilities are given to the player

HOW TO PLAY



ASSASSINATE

Press or to **eliminate** the highlighted NPC nearby.

You cannot kill guards.

A panel reminder is available by holding or



CHAMELEON

You can take control of another NPC on the map.

Hold or and **move the camera** to select an NPC to control.

Press input to quickly control a random NPC in the camera direction.

Next



Player is invincible when the UI panel is up, controls are blocked

HOW TO PLAY



BUSHES

Bushes are scattered around the map. You can **hide** from players and guards inside them.

When inside, other players don't see your character from the outside.



INTERACTION ZONE

In the interaction zone, you can imitate surrounding NPC behaviour to help you hide from other players.

Press **E** or **A** to **imitate** NPCs.

Next



Player is invincible when the UI panel is up, controls are blocked

HOW TO PLAY



GUARDS

Guards patrol around the map. If you enter their field of **vision**, they will start to **chase** you after a certain time.

If you pass at the **base** of their field of vision, they will **kill** you instantly.



ESCAPE FROM GUARDS

Run away from their visions or hide in bushes to lose them and stop the chase.

 Next

Player is invincible when the UI panel is up, controls are blocked

HOW TO PLAY



SALES-MONKEY

Sales-monkey are holders of the two artefacts of Ith. You must **assassinate** them to **gather** artefacts.



ARTEFACTS ON GROUND

Players killed by guards drop their artefacts on the ground.
Press **E** or **A** to **pick them up** when you're close to them.

 Next



Panel UI stays up while the player is in the trigger box
If the player kill the NPC, the UI panel disappear and not triggerable anymore





Player is invincible when the UI panel is up, controls are blocked
Respawn zone changes to respawn zone 02 on close

HOW TO PLAY



TARGET

She wanders around Pulchowk by walking and teleporting to different points.

You can only **kill her in the back and when you have the two artefacts**. Otherwise, she'll kill you.



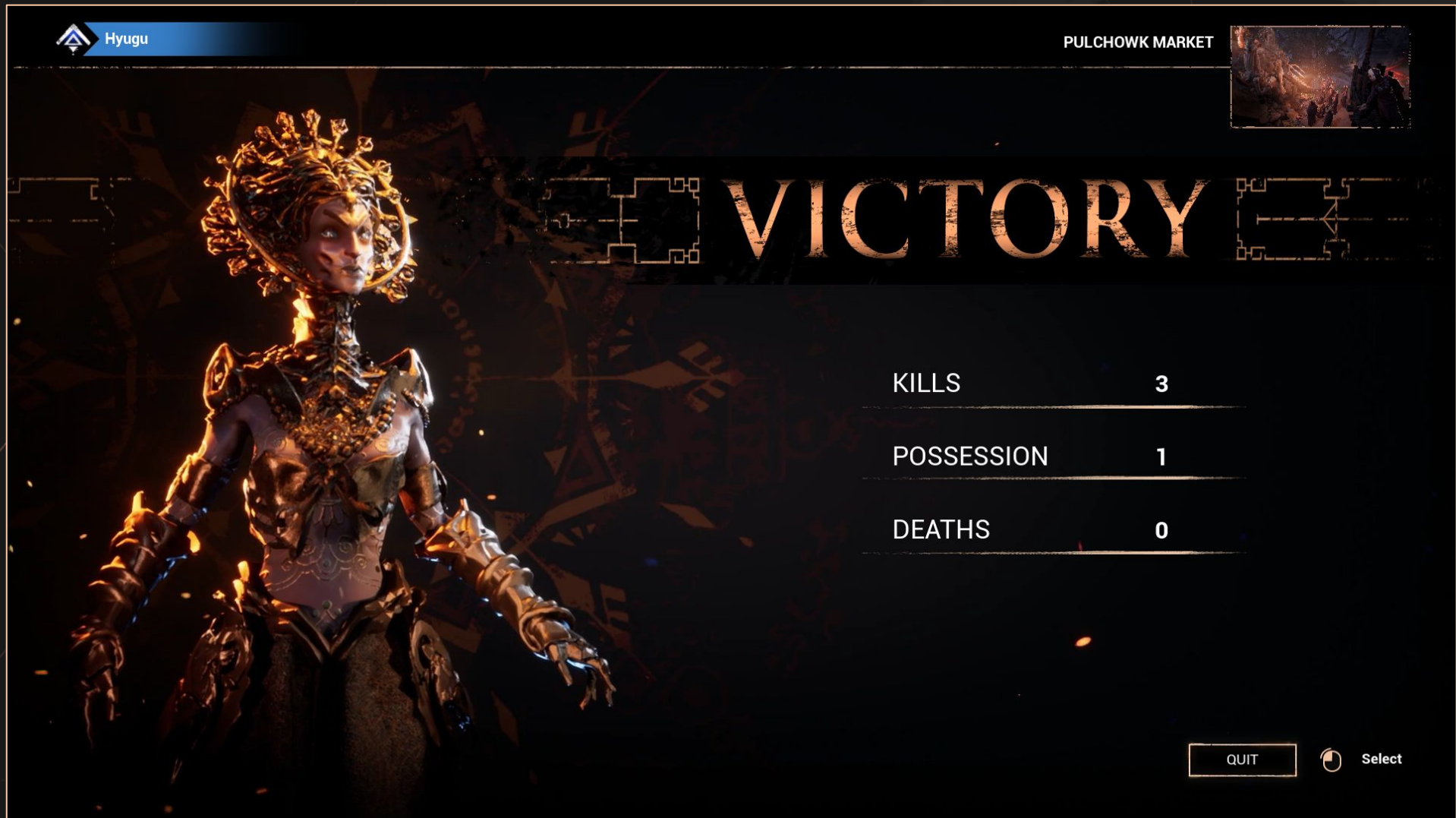
TARGET SCAN

If someone dies close to her or enters her field of **vision**, she becomes suspicious. She launches a **scan** around her that kills all the players inside at the end of it.





When players clicked on Quit button, they go back to the Main menu



◆ HUD ◆

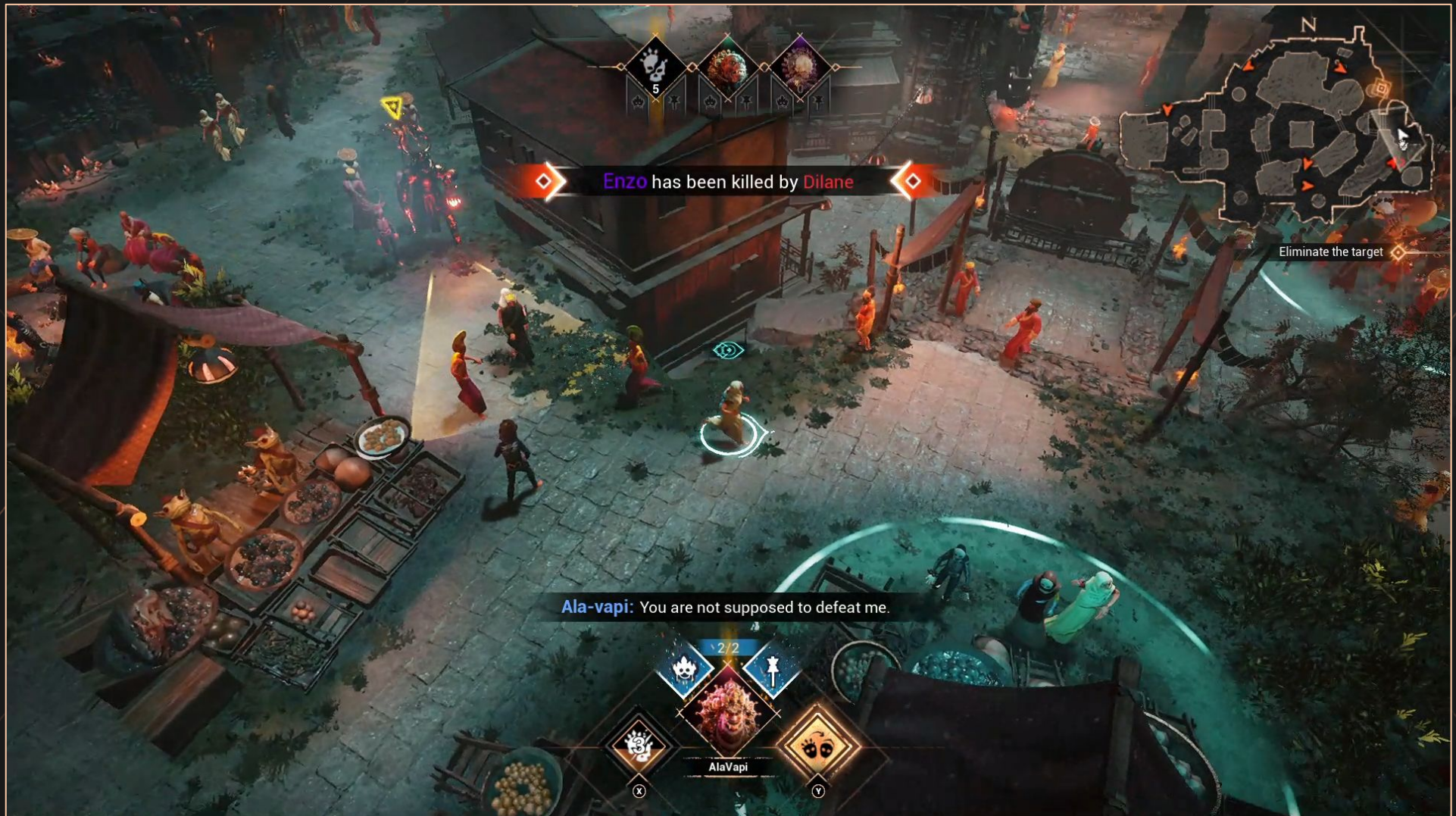


Image captured in game



On the HUD, players have access to different information about their own gameplay:

- ◆ The status of their abilities: available or not, and how to use them (helpers)
- ◆ Their artefact stock: if they have a artefact in their possession or not and which one



Players will also have access to information about the other players in the game:

- ◆ The state of the players: dead or active
- ◆ Their artefact stock : if they have a artefact in their possession or not and which one

Players can access a panel reminder during the game.



CONTROLS

Move: **Z** **Q** **S** **D** or **L**
Rotate camera: **Q** or **LT** / **RT**
Recenter camera: **Left Stick** or **R**
Walk/Run: **Left Stick** or **L**



ASSASSINATE

Press **Q** or **X** to **eliminate** the highlighted NPC nearby.

To assassinate the target you must have the two items in your possession.

Cooldown: 5 seconds

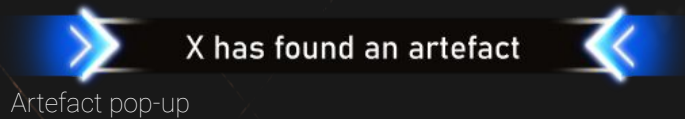


CHAMELEON

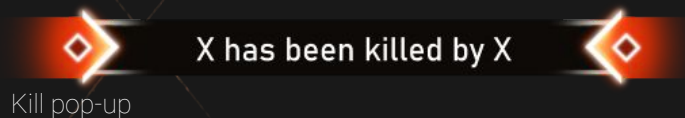
Hold **Q** or **Y** and **move the camera** to select an NPC to control.

Press input to quickly control a random NPC in the camera direction.

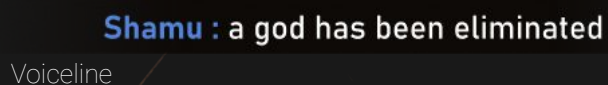
Cooldown: 13 seconds



Artefact pop-up



Kill pop-up



Voiceline

Messages in the form of pop-up banners will appear on the players' HUDs simultaneously during important events in the game:

- ◆ A player has gathered an artefact
- ◆ A player has gathered all artefacts
- ◆ A player has been killed by X

In order to facilitate the reading of these events, the pop-ups are tuned to the colorimetry of the HUD:

- ◆ Artefacts pop-up in blue
- ◆ Kill pop-up in red

Often accompanied by an audio voiceline (and subtitles) to support information gathering and immersion.

Different icons will be visible by players directly in 3D to accompany their gameplay, or give them information:



◆ **Patrols**: an icon above the Patrols AIs to identify their status (patrol, hunting...).



◆ **Third eye**: an eye above our own character to warn us if another player is near.



IMITATE



◆ **Interactions**: different contextual icons depending on the possible interactions at the moment.



◆ **Monkey**: an icon above the Monkey to better identify them in the scenery and understand what artefacts they have (minimap reminder).



◆ **Target**: an icon above the target to better identify it in the background (minimap reminder).






Players will have access to a minimap, which will be described later, to help them orient themselves in the game and establish a better navigation strategy.

The minimap is accompanied by a text reminding the player of his current objective according to his progress in the game.



The patrols are represented live on the minimap, so you can see where they are and their movements.

The 3 states of the patrols are also visible via a change of their icons, here are the 3 states:

-  Patrol normal
-  Patrol alerted
-  Patrol track

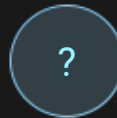


The position of the artefacts is represented on the live minimap in a precise way when they are not on a player (on the ground or on sales-monkeys).

When a artefact is in a player's possession, a zone is represented where it is, which is updated every 3 sec (kind of ping):



Artefact/Item






Artefacts in player's possession



The position of the target is shown live on the minimap.

When the target is doing a TP, its different states are shown as well as the area where it will arrive (shown during the TP loading phase). Once the TP is done, the target info returns to the normal state:


-  Target
-  Target loading tp
-  Area of destination




Our position is displayed live on the minimap.
The field of view of our camera and its rotation are also displayed live.

When a player (or us), dies, the info of the position of the death appears on the minimap but temporarily (during 10 sec):

 player (live)

 Field of view (live)

 Player death (temporary)

◆ OPTIONS ◆

OPTIONS | Type

SUMMARY 

< 1920x1080 >

Cycling list

 100

Slider

LOW

MEDIUM

HIGH

List

OFF

LOW

MEDIUM

HIGH

List + Toggle

ON

OFF

Toggle

E

Button

OFF

SMALL

NORMAL

TALL

Scale

 BACK

Helper

No more option (left)

< 1920x1080 >

Can navigate (right or left)

< 1920x1080 >

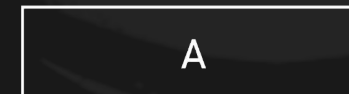
No more option (right)

< 1920x1080 >

Selected option in white



Clickable button



Waiting for input (rebinding)



Input not valid

Input already taken





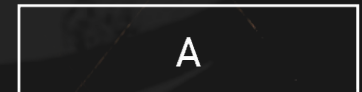
Click on the arrow

< 1920x1080 >

Click on the black box



Click on the box



Click on the gauge or hold the gauge and move left/right



OPTIONS

Categories
Visuals

SUMMARY 

Monitor

< Display 1 >

V-Sync

ON

OFF

Frame rate

30

60

UNLIMITED

Graphic quality

LOW

MEDIUM

HIGH

ULTRA

Shadow quality

LOW

MEDIUM

HIGH

ULTRA

LOD

LOW

MEDIUM

HIGH

ULTRA

Brightness

 50

OPTIONS

Categories
Gameplay

SUMMARY 

Language

< English >

Hold to run

ON OFF

Camera rotation sensitivity

50

Camera rotation inversion

ON OFF

Vibration

ON OFF

Camera on minimap

ON OFF

OPTIONS

Categories
Accessibility

SUMMARY 

Cursor scale

SMALL

NORMAL

TALL

Third eye scale

SMALL

NORMAL

TALL

Subtitles

ON

OFF

Subtitles scale

SMALL

NORMAL

TALL

Camera shake

ON

OFF

Master



50

Music



50

Voicelines



50

Effects



50

UI



50

Ambiances



50

SIKARIA A SILENT HUNT

Published by ISART Digital

Developped by Be.Long Studios

SOUND DESIGN

SOUND DESIGN | Sound list

SUMMARY 

	A	B	C	D	E	F	G	H	I	J	K
	ASSET JEUX	CATEGORIE	NATURE DU SON	DETAILS	NOM DES ASSETS SONS	NOM DE L'INSTANCE WWISE	RTPC	STATE / SWITCH GROUP : STATE / SWITCH	PROGRESSION SONS	INTEGRATION WWISE	UNREAL
1											
2				Footsteps Dirt	FOL_Footsteps_Player_Dirt_01	FOL_Footsteps_Player_Dirt		PhysMat : Dirt	70.00	70.00	70.00
3				Footsteps Rocks	FOL_Footsteps_Player_Rocks_01	FOL_Footsteps_Player_Rocks		PhysMat : Rock	70.00	70.00	70.00
4				Body Movement	FOL_Movement_Player_Clothes_01	FOL_Movements_Player_Clothes			70.00	70.00	70.00
5				Climbing Ladder					70.00	70.00	70.00
6									70.00	70.00	70.00
7				Player Running					70.00	70.00	70.00
8				Player Efforts					70.00	70.00	70.00
9				Player's avatar is seen					70.00	70.00	70.00
10				Player possesses an other avatar					70.00	70.00	70.00
11				No time left					70.00	70.00	70.00
12				Player selection					70.00	70.00	70.00
13				Thinking...					70.00	70.00	70.00
14				A player is nearby					70.00	70.00	70.00
15									70.00	70.00	70.00
16									70.00	70.00	70.00
17									70.00	70.00	70.00
18				Constant Market Ambiance					70.00	70.00	70.00
19				Wind					70.00	70.00	70.00
20				Room tones			Attenuation		70.00	70.00	70.00
21				Spatialized crowd			Attenuation		70.00	70.00	70.00
22									70.00	70.00	70.00
23				Button click validation	Button Validation				70.00	70.00	70.00
24				Button error	Button Error				70.00	70.00	70.00
25				Button click hover	Hovering over buttons				70.00	70.00	70.00
26				Player selects an ability					70.00	70.00	70.00
27				Player is unable to use their ability					70.00	70.00	70.00
28				Player Uses Ability					70.00	70.00	70.00
29				UI Pathfinding	Player start pathfinding action				70.00	70.00	70.00
30				Button Click Menu	Button click Menu				70.00	70.00	70.00
31									70.00	70.00	70.00
32				Open Door	Player open a door	SFX_Player_Door_Open			70.00	70.00	70.00
33				Close Door	Player close a door	SFX_Player_Door_Close			70.00	70.00	70.00
34				Lock Door	Player lock a door	SFX_Player_Door_Lock			70.00	70.00	70.00
35				Unlock Door	Player unlock a door	SFX_Player_Door_Unlock			70.00	70.00	70.00
36				Player casts their Ability	SFX_Player_Use_Ability				70.00	70.00	70.00
37				Player Ability Hit Other Player	SFX_Ability_Hit_Player				70.00	70.00	70.00
38				Player Ability Hit Other Environment	SFX_Ability_Hit_ENV				70.00	70.00	70.00
39				Player Ability Idle/thinking	SFX_Ability_Idle				70.00	70.00	70.00
40				Objects	Knock down	SFX_ENV_Knockdown			70.00	70.00	70.00
41				Target Elimination	The player killed the target	SFX_Target_Death			70.00	70.00	70.00
42				Stun	Is stunned	SFX_Stun_Player			70.00	70.00	70.00
43				Stun	Stun Opponent	SFX_Stun_Opponent			70.00	70.00	70.00
44				Leaving body	Player's avatar is seen				70.00	70.00	70.00
45				Possessing body	Player possesses an other avatar				70.00	70.00	70.00
46				Vent					70.00	70.00	70.00
47				Trap					70.00	70.00	70.00

[Navigable version of the Sound list here](#)

REFERENCES

REFERENCES

SUMMARY 



Hide and seek between players



Hiding in the crowd & environmental interactions



Infiltration & Elimination between players

MEET THE TEAM

PRODUCERS ♦ GAME DESIGNERS ♦ 2D ARTISTS
3D ARTISTS ♦ GAMEPLAY PROGRAMMERS
GAME PROGRAMMERS ♦ SOUND DESIGNERS

PRODUCERS

SUMMARY 



Pierrick EHRHART

Producer



Thomas SOTTILE

Producer

GAME DESIGNERS

SUMMARY 



Martin DOUET

Game Designer
3C Designer
AI Designer



Anthony LECACHEUR

Game Designer
Level Designer



Dilane PETROVIC

Game Designer
Level Designer
UX Designer



Hugo STREINGER

Game Designer
3C Designer
Narrative Designer
UX Designer

2D GAME ARTISTS

SUMMARY 



Pierre SEIGNE

2D Concept Artist
2D Chara Artist
UI Artist
Marketing Artist



Marine SERRE

Concept Artist
Environment Artist
UI Artist
Marketing Artist

3D GAME ARTISTS

SUMMARY 



Marina CRUZ-BISSON

Environment Artist
Tech Artist
Cinematic Artist



Srijan MAHARJAN

Concept Artist
Character Artist
Level Artist



Judith PEZZANA

Environment Artist
Tech Artist
Level Artist
Cinematic Artist

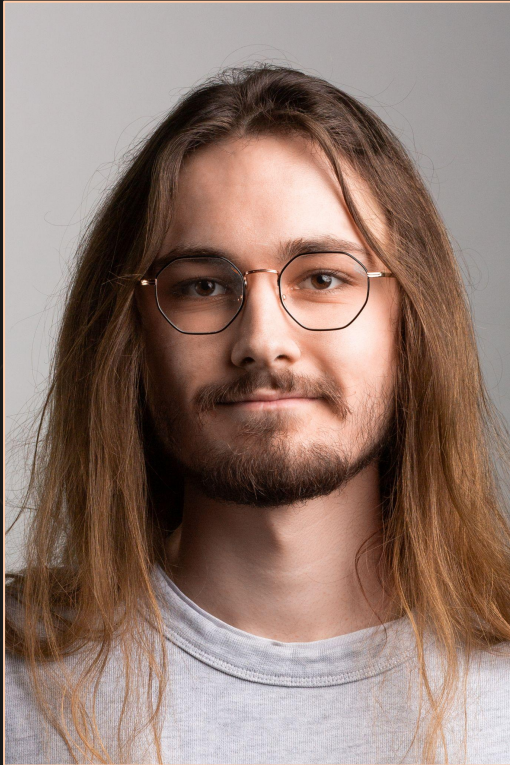


Camille ROUSSET

Environment Artist
Lighting Artist

GAMEPLAY PROGRAMMERS

SUMMARY 



Quentin ABRY

Gameplay Programmer
VFX Artist
Tech Artist



Sébastien GONET

Gameplay Programmer
UI Programmer



Achraf MEZDARI

Gameplay Programmer
UI Programmer

GAME PROGRAMMERS

SUMMARY 



Quentin BLEUSE

Game Programmer
Engine Programmer
Graphics Programmer
Network Programmer



Mélie CHOPIN

Game Programmer
Gameplay Artist
Tech Artist



Thomas DALLARD

Game Programmer
Engine Programmer
Network Programmer



Anatole TODOROV

Game Programmer
Lead Developer

SOUND DESIGNERS

SUMMARY 



Eléa LECOQ

Sound Designer
Composer



Enzo AMBROSINI

Sound Designer

The background of the entire page features a dark, textured surface with faint, repeating patterns. On the left side, there is a character with a golden, ornate headdress and armor. On the right side, there is a large, monstrous creature with a wide, open mouth showing sharp teeth. In the center, there is a large, stylized red eye logo with a spiral pattern. The title 'SIKARIA' is written in a large, metallic, serif font across the middle of the image.

SIKARIA

A SILENT HUNT

THANK YOU