

MARK OF THE
NINJA

DETAILED DOCUMENT

3C

BAPTISTE RICHER



HIGH-LEVEL

- Smooth and easy controls
- 2 types of movement :
 - Slow and stealth
 - Fast and loud
- The character is stealth, acrobatic, flexible and light like a shadow
- Only the assassination are violent and savage, like if the character restraint his rage constantly



CHARACTER

- Lore :
 - No name ninja
 - Champion of the Hisomu Clan
 - Wears the mark (made with powerful ink)
 - Gets his power from the ink
 - Turns insane because of that

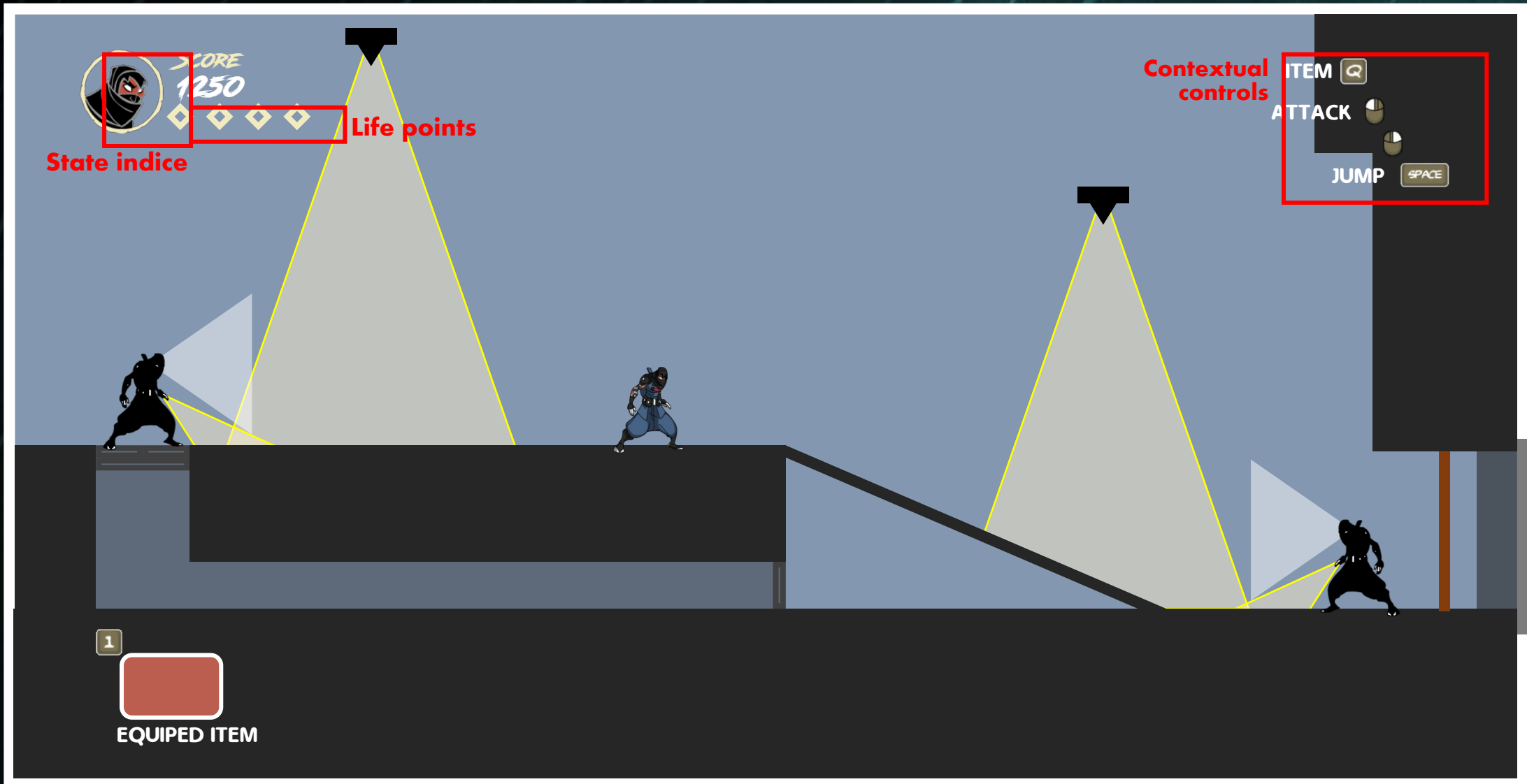


CHARACTER

- Ability :
 - 4 Life Points (6 at max upgraded)
 - Illimited darts
 - Have farsight (like x-ray vision)
- Variables :
 - Outfits (gameplay impact, cf. outfits detailed document)
 - With default outfit, can take 1 distraction item and 1 attack item (cf. items detailed document)



FAKE SCREEN



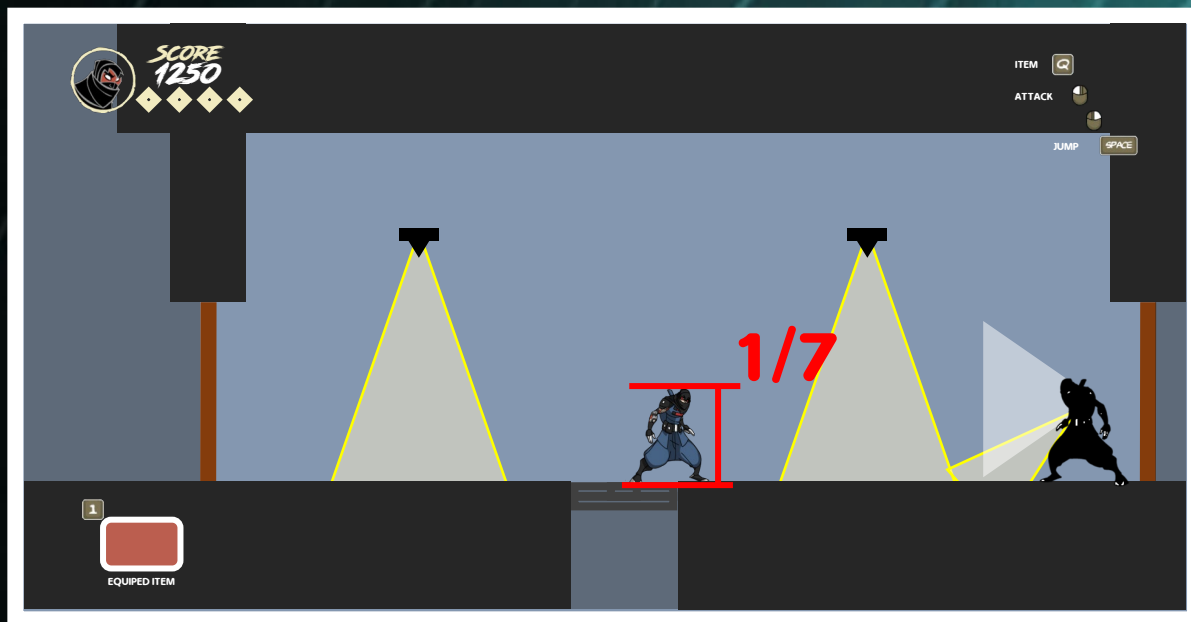
CAMERA - SCALE

SCALE DEPENDS ON CONTEXT

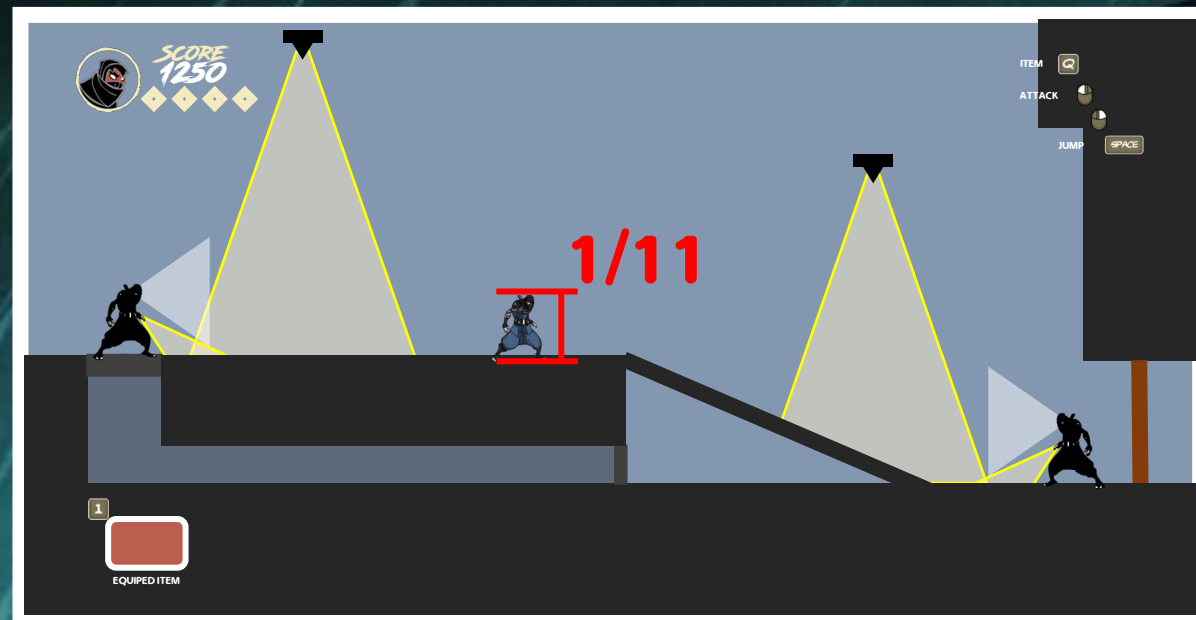
This value works in general case

Camera zooms in cramped space and zooms out in open space (*Region-focus*)

INSIDE



OUTSIDE



Try to display the all room as must as possible

Zoom when perform assassination (Gesture-focus)

CAMERA - BEHAVIOUR

DUAL-FORWARD-FOCUS

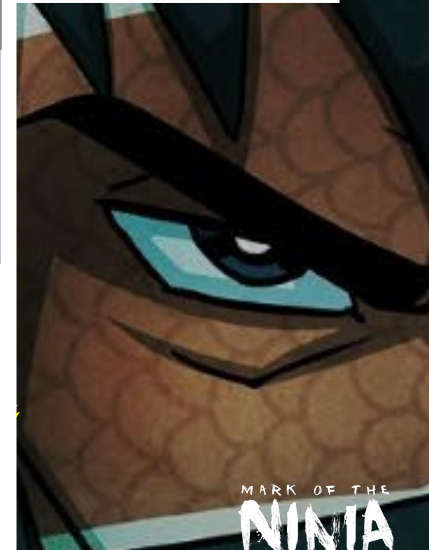
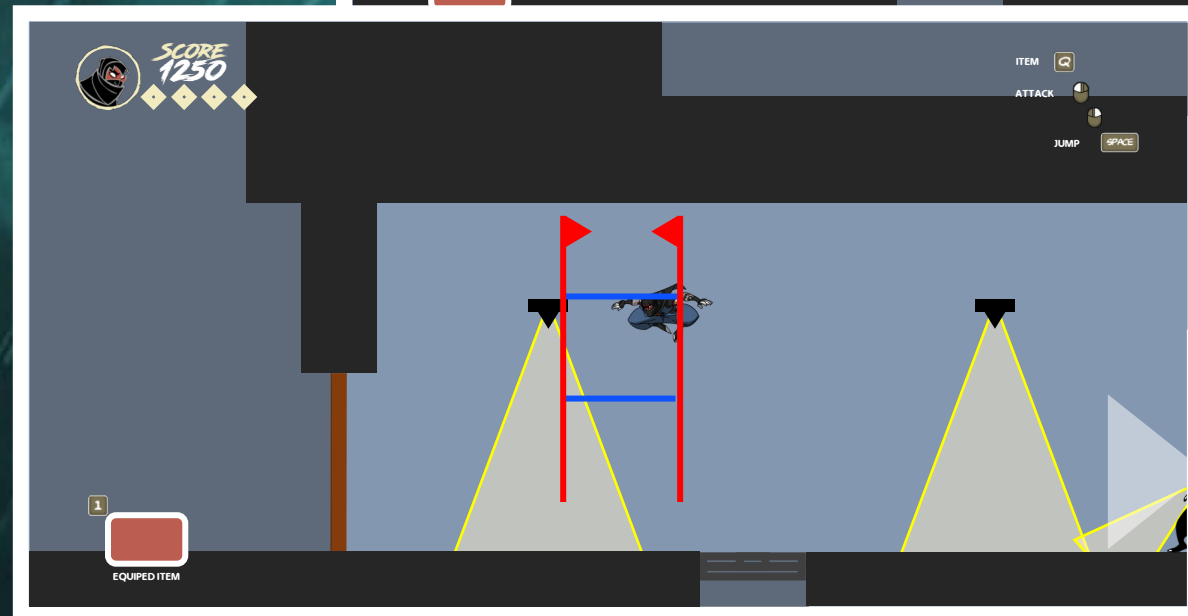
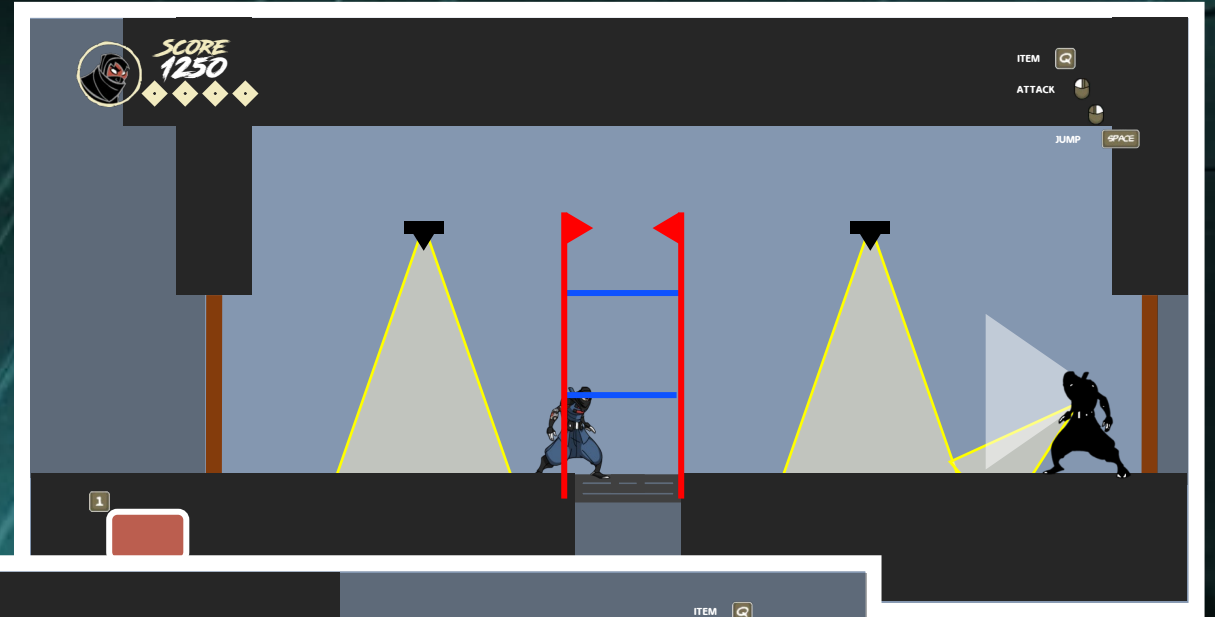
Player direction changes switch camera focus to enable wide forward view

VERTICAL CAMERA-WINDOWS

Push camera position as the player hits the window edge

GESTURE-FOCUS WHEN ASSASSINATION*

Zoom on specific action (More details p.20)

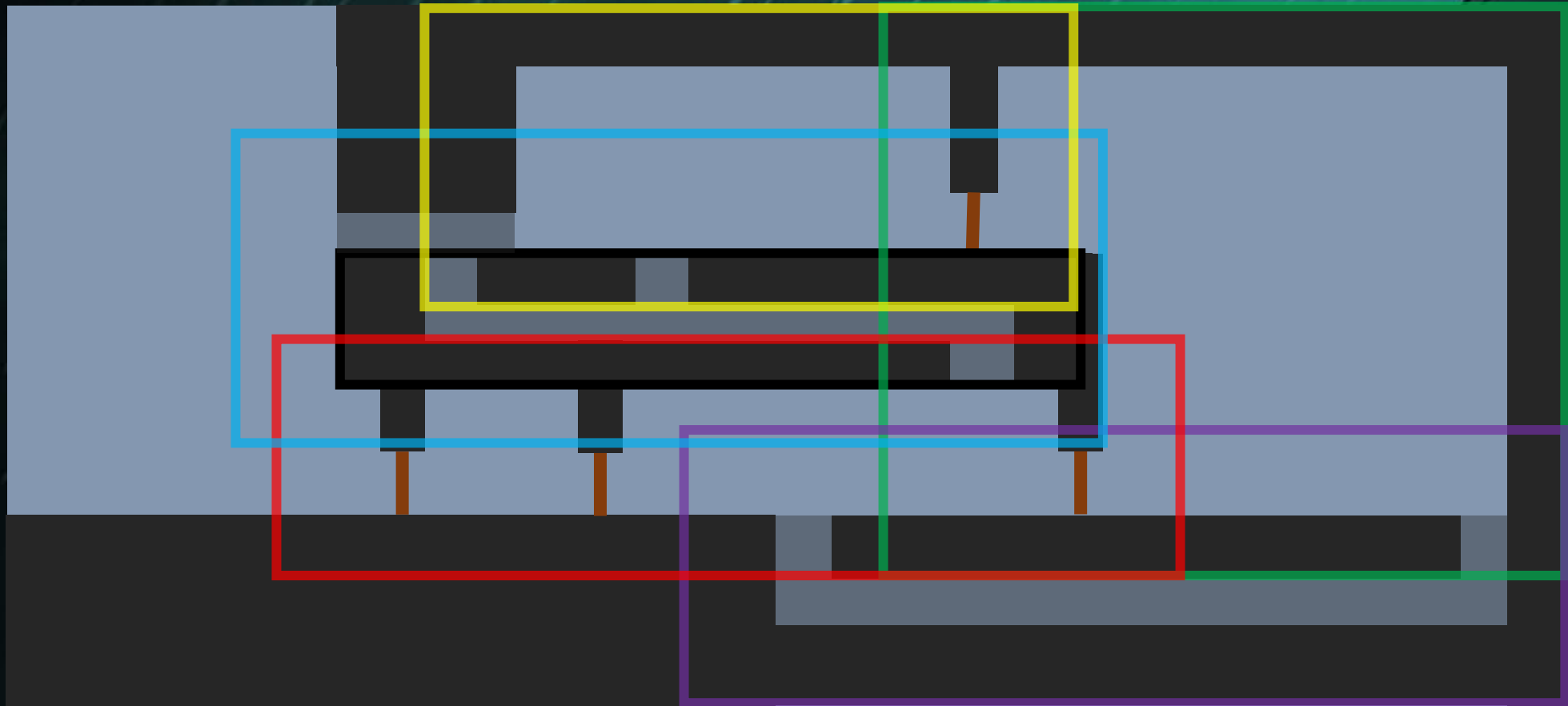


CAMERA - BEHAVIOUR

REGION-FOCUS INSIDE

The camera zooms in and zooms out depending of the region and default behaviour is restrained at the region

Focus on a region anchor combined with the player's position

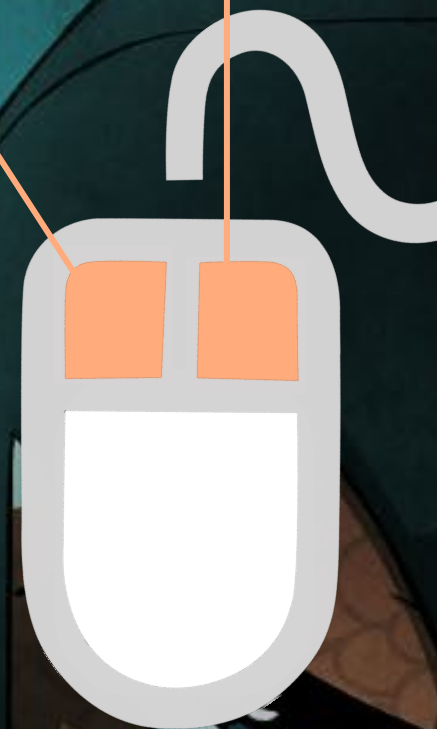
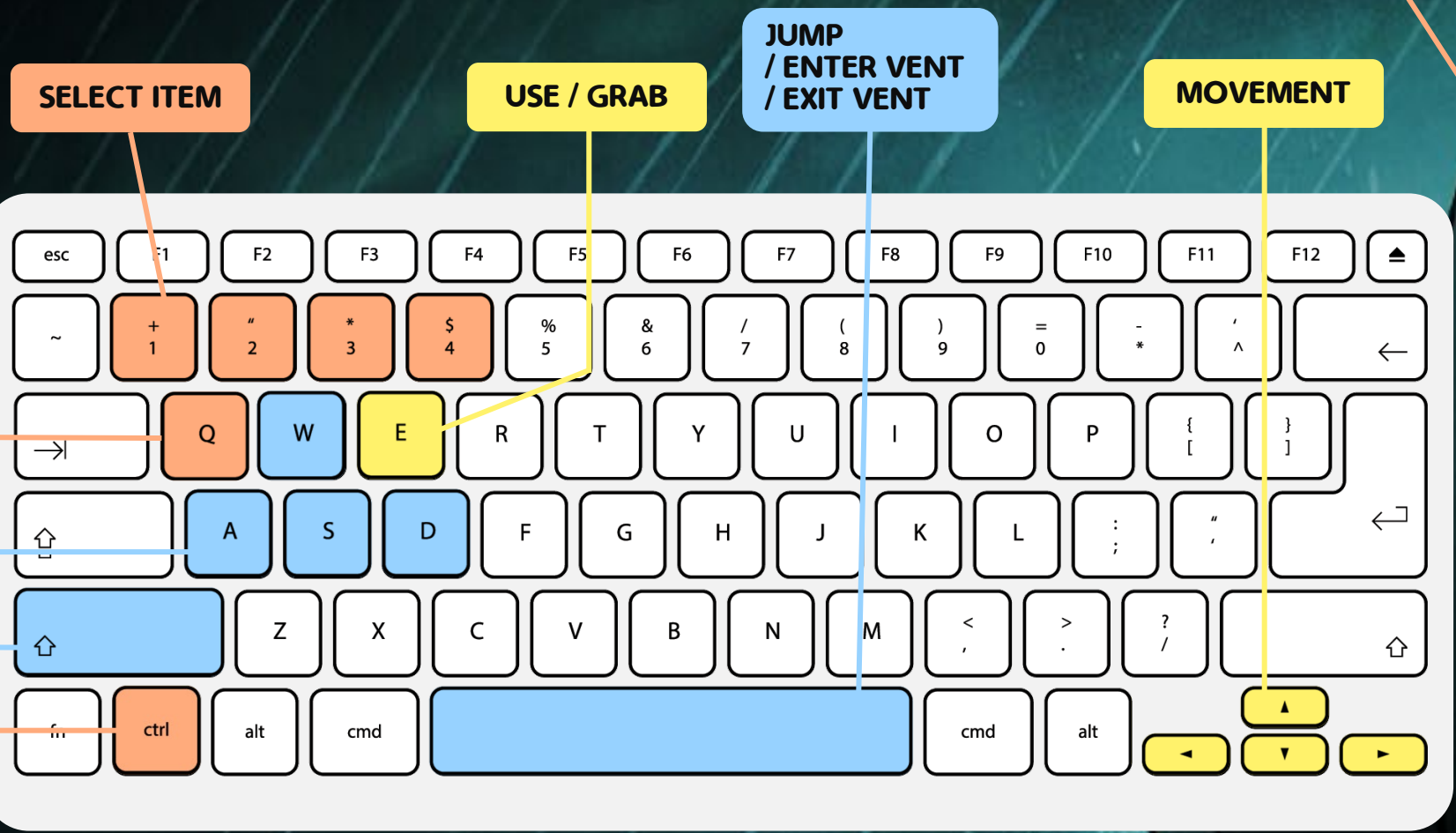


CONTROLS - KEYBOARD

- INTERACTION
- DEPLACEMENT
- ALTERNATIVE

ATTACK / ASSASSINATE

USE / GRAB / GRAPPLING HOOK



USE ITEM

MOVEMENT

RUN

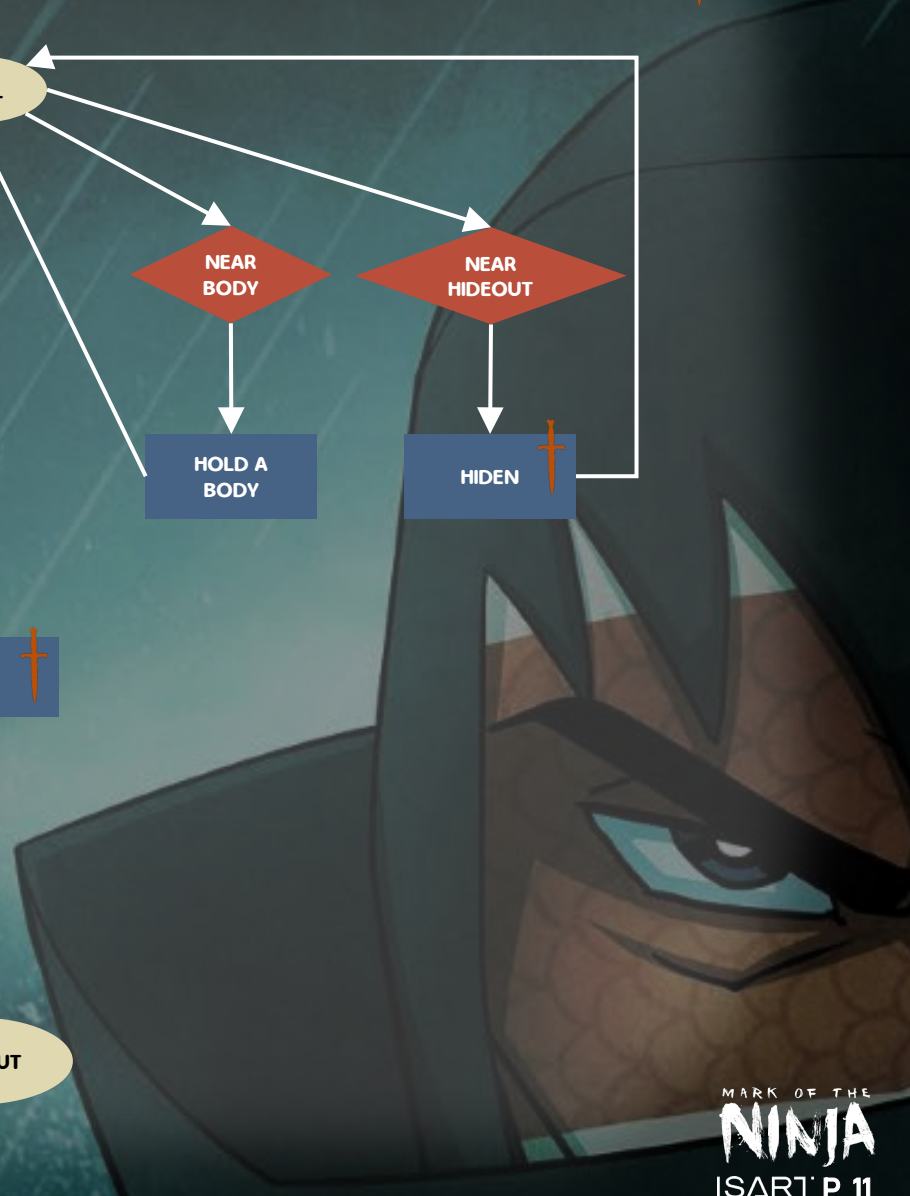
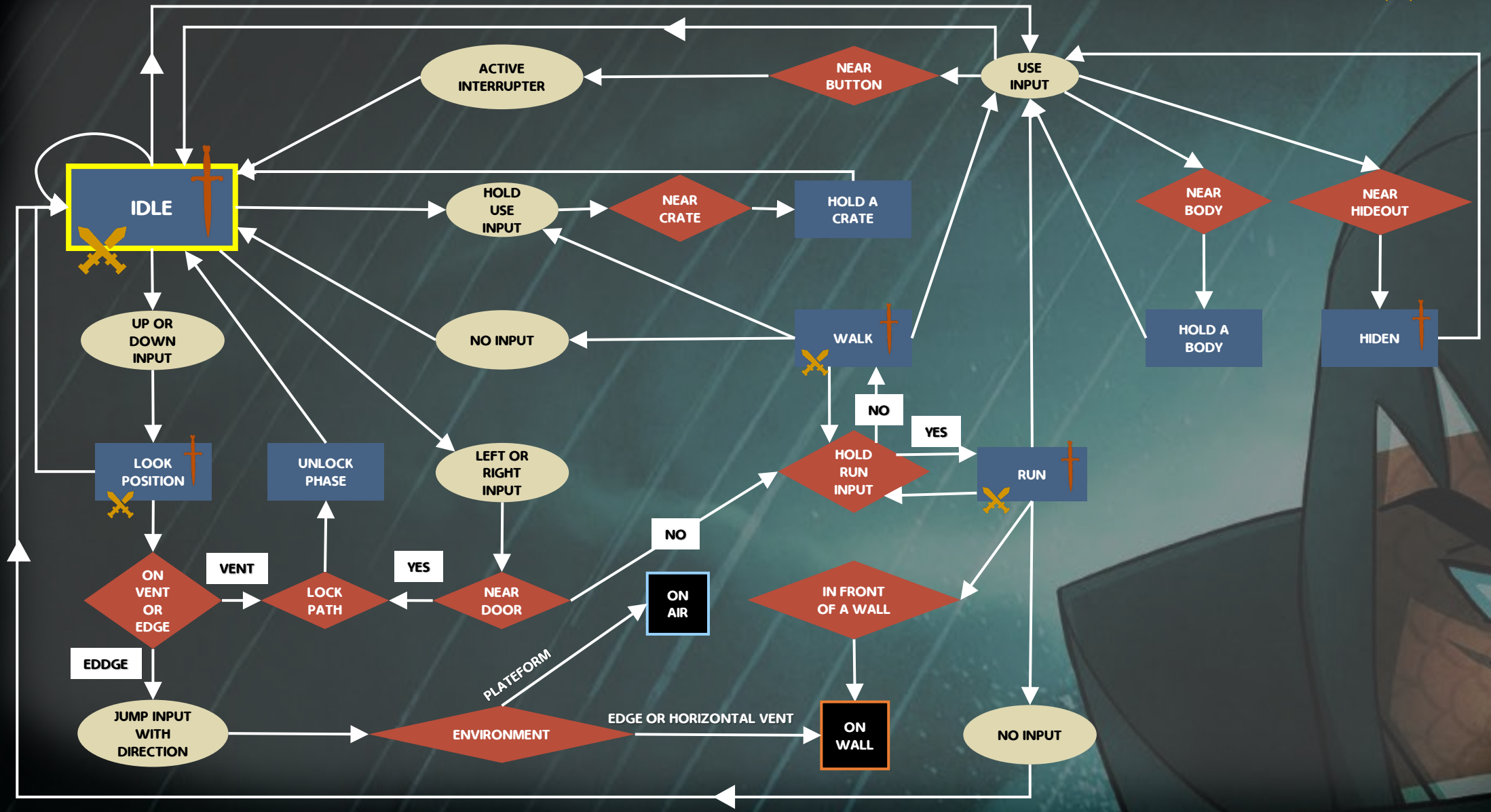
FOCUS

CONTROLS - CONTROLLER

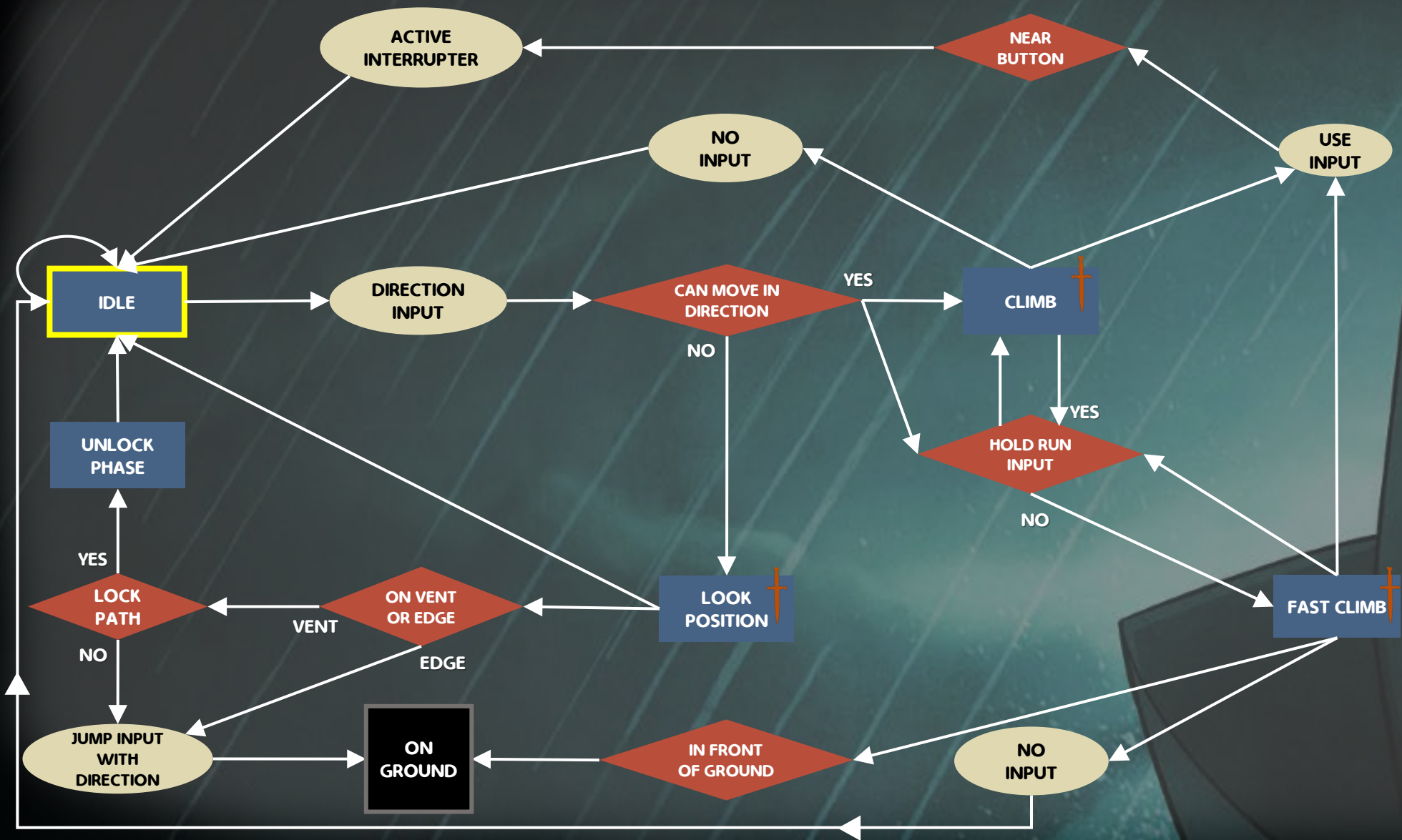
- INTERACTION
- DEPLACEMENT
- ALTERNATIVE



ON GROUND STATES



ON WALL & ROOF STATES



AERIALS STATES

STATE

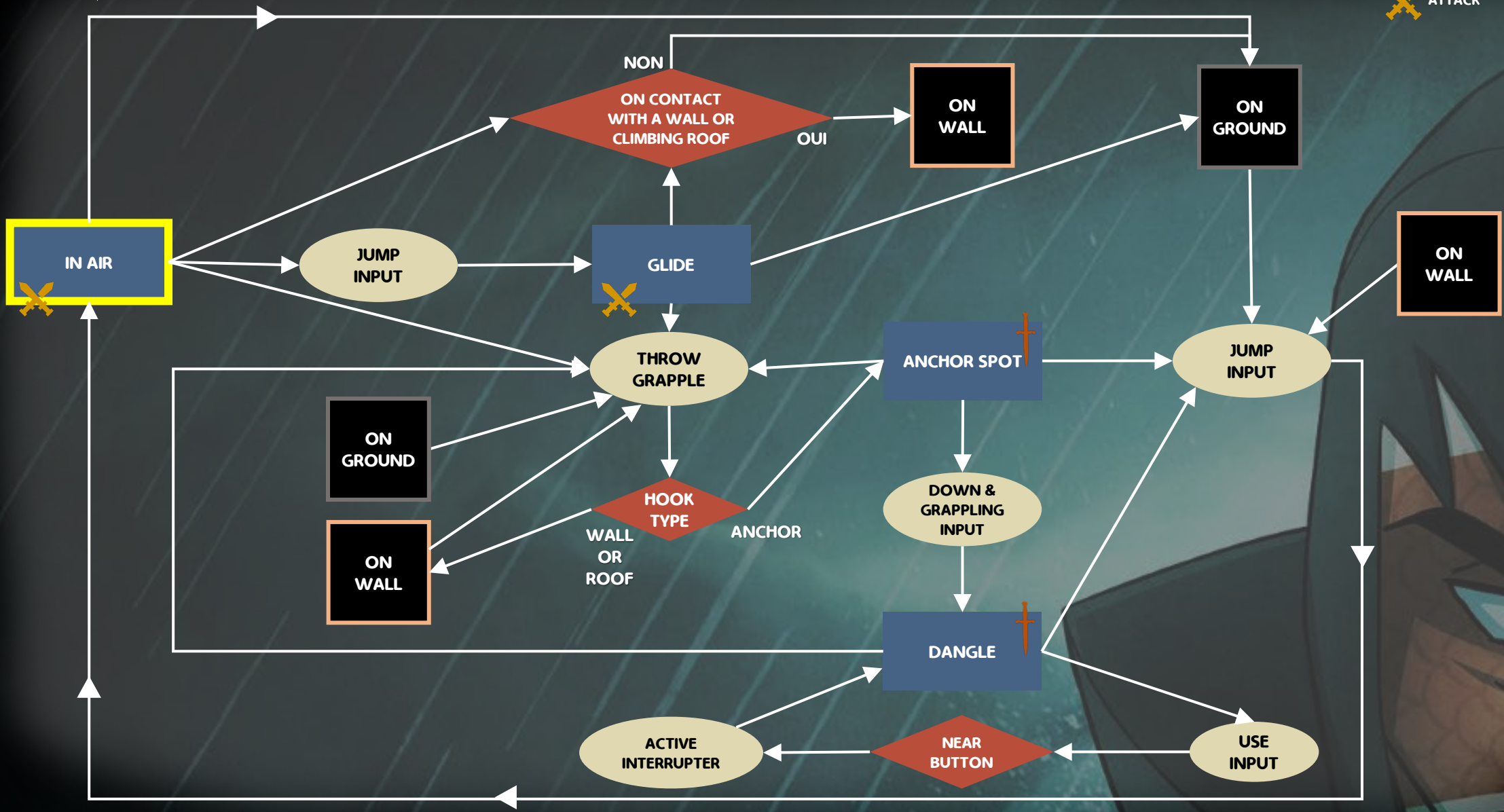
EVENT

TEST

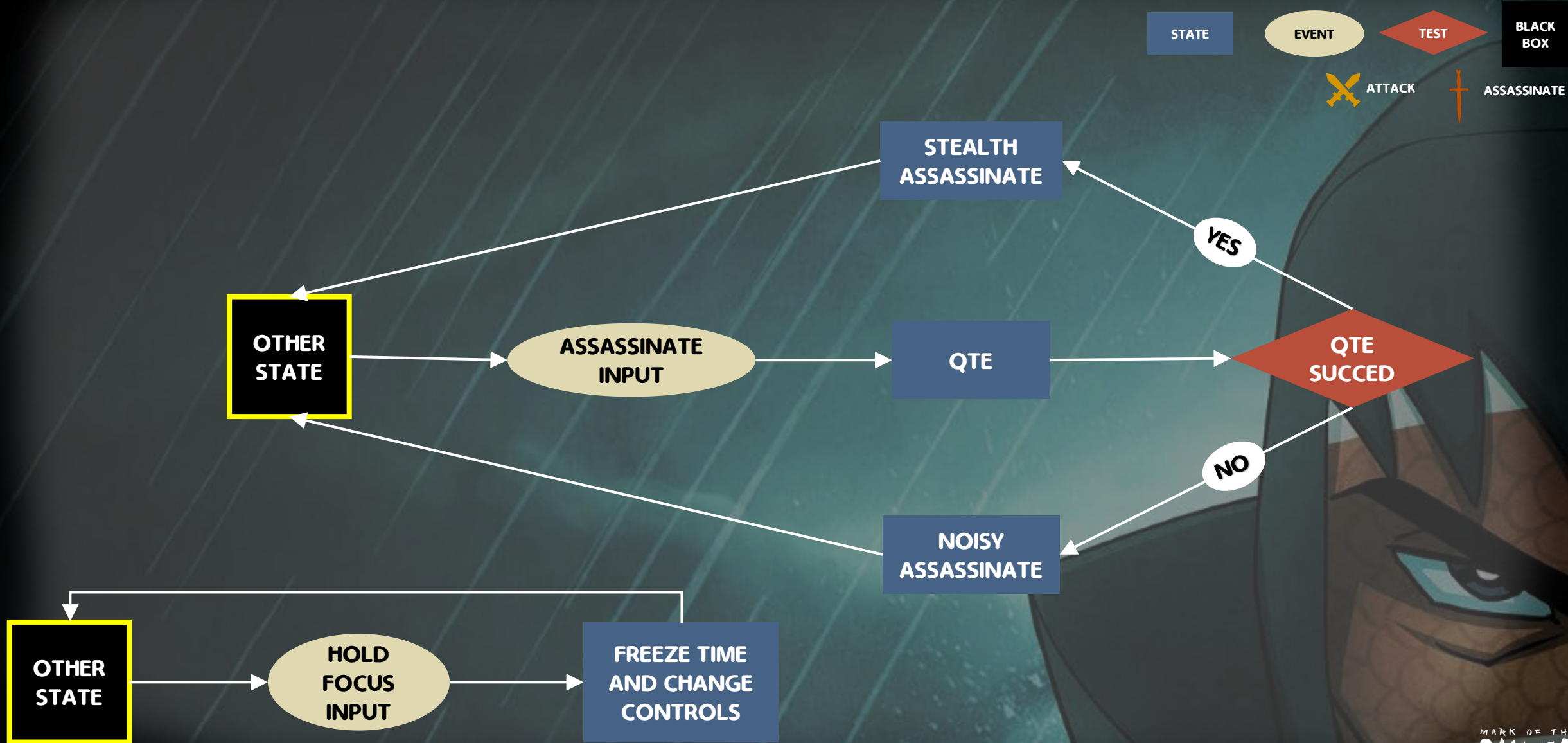
BLACK BOX

ATTACK

ASSASSINATE



ASSASSINATE & FOCUS STATES



MOVEMENTS



QUIET
LOUD

← WALK →

◀ ▶

CLIMB

◀ + L SHIFT FAST CLIMB ▶ + L SHIFT

← RUN →

◀ + L SHIFT ▶ + L SHIFT

↓ CROUCH

LOOK BOTTOM

Don't move Character
Move Camera

LOOK ABOVE

MOVEMENTS

← MOVE ← CAMERA

QUIET
LOUD



S
L
O
W

← OU →

CLIMB



SLIDE

▼



F
A
S
T



F
A
S
T

▲ + L SHIFT

OU

← + L SHIFT

WALL RUN

Don't move Character
Move Camera



▶ LOOK BACK



JUMP

SPACE



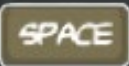
DROP

▼ + SPACE

JUMPS & AERIALS MOVES

LONG JUMP

HOLD



MEDIUM JUMP



SHORT JUMP

FAST

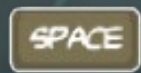


SLOW

ALTERNATIVE SHORT JUMP



+



GRAPPLING HOOK

QUIET
LOUD

IN ANY STATE



 **THROW GRAPPLE**




 **POINT & CLICK
ALSO WORK**



 +  **DANGLE**



 **CLIMB**

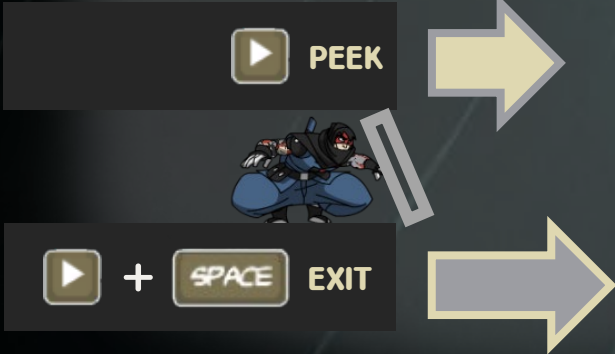
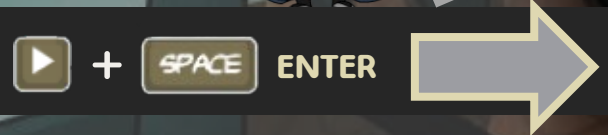


VENT & DOOR

← MOVE ← CAMERA



Move Camera Display the room behind



FEATURES	ANIMATIONS	SOUNDS	UI	PROGRAMATION	STATE IN	CONTROLS	STATE OUT
idle	standing pose in different space cf. detailed doc environment				idle		idle
Camera behaviour			State indicator Life points Score Equiped item Contextual controls reminder	Region-focus camera Camera-windows vertical Dual-forward-focus			
MOVEMENTS							
Walk	slow walk standing and crouch	quiet foot sound		player move in direction	on ground	q/d left/right left joystick	walk
Climb	slow climbing	climbing sound		player move in direction	on wall	w/s up/down left joystick	climb
Run	fast run standing and crouch	loud foot sound	Wave of sound made by running	player move fast in direction if ennemis heard foot sound, make it aware	on ground	shift + direction RT + left joystick	run
Wall run	fast run standing	loud foot sound	Wave of sound made by running	player move fast in direction if ennemis heard foot sound, make it aware	on wall	shift + w shift + left RT + left joystick	run OU fast climb
Wall slide	slide down a wall	slidding		player move down on the wall	on wall	s down left joystick	wall slide
Crouch	crouch pose			reduce hit box	on ground	s	crouch
Look above	raise his head			Move camera up		w	
Look over	bend over the edge			Move camera to direction	on ground OU on wall	direction controls	on edge
Edge transition	switch postions on a corner	quiet foot sound		move player to the other side of corner	on edge	space A controller input	on ground OU on wall
Jump	jump	wind sound and foot sound when land	some dust after jump some dust on land	4 type of jump	on ground OU on wall OU crouch	space A controller input	in air
Wall jump	jump from a vertical axe	wind sound and foot sound when land	some dust after jump some dust on land	jump from a vertical axe	on wall	space A controller input	in air

FEATURES	ANIMATIONS	SOUNDS	UI	PROGRAMATION	STATE IN	CONTROLS	STATE OUT
Wall drop	let's fall vertically	wind sound and foot sound when land	some dust after jump some dust on land	fall to the ground	on wall	s + space down + space A controller input + left joystick	in air
Pass grid	pass a tiny grid horizontally and a big grid vertically	steel sound	display the next room	move player behind the grid make it hidden or unhidden adjust camera to new environment	on ground OU on wall	space A controller input	on ground OU on wall
Glide	character open arms and glide with sleeve	wind in cloth		player fall slowly to ground	in air	space A controller input	in aire OU on ground OU on wall
Auto wall hang	stick to the wall			when player near a wall and don't have a vertical movement, make it hang to wall	in air		on wall
Throw Grapple	throw grapple, when attracte by him	chain hook steel	anchor spot overlay	throw grapple on anchor spot when attracte by him	every state	right click RB	on achor spot OU on wall
Dangle	let dangle with a chain	chain		player can move up / down slowly in limited range	on achor spot	s + right click down + right click B controller input + left joystick	dangle
ATTACKS							
Attack	kick combo in air simple kick in vente free combo on ground	punch when hit wind when miss	hit trail	interrupted ennemi when hit them can knock out when perform combo	in aire OU on ground	left click X controller input	in aire OU on ground
Assassinate	player grab ennemi wit h several variations (cf. murder detailed document)	draw blade	ennemi in red overlay with control	throw a QTE on player	on achor spot OU dangle OU hidden OU on edge OU on ground OU on wall	left click X controller input	QTE
QTE	violent murder with several variation (cf. murder detailed document)	blade in flesh struggle or scream, depend on succed	Overlay des bouton "validé"	if player succed QTE, make a quiet murder else make ennemi scream and display sound wave with ennemi hearing check	QTE	QTE indication	on ground OU hidden OU on edge OU on anchor spot
Ground slide	slide on ground	slide noise		knock down ennemi on way	run	left click X controller input	idle

FEATURES	ANIMATIONS	SOUNDS	UI	PROGRAMATION	STATE IN	CONTROLS	STATE OUT
Peek	peek in keyhole push grid to pick	grid movement	overlay on grid or door	move camera to direction display the next room	on ground OU	direction controls	on ground OU
Unlock	crochet animation	mecanique noise unlock cadena	wheel indicate unlock advancement	take few second for unlock	on wall	hold right click hold e hold B controller input	on wall
Hold body	pull body behind	take corps noise	control overlay near body	can move a body with movement	idle	right click e B controller input	holding body
Drop body	release crops			place body to new location	holding body		idle
Hide body	place corps in hiding place		control overlay near hiding place	make body invisible to other ennemi lock hiding place access for player			
Throw body	throw body hover the head	crops hurting ground	little wave of sound made corps	make body fall forward player place body to new location make noise	holding body		idle
Dangle body	throw grapple and attach corps to anchro spot like a hanged man	chain hook steel	anchor spot overlay variations for hang down	lock dangle option for player make ennemi terrored when saw the body			on achor spot
Hiide	environmental animation (cf. environment detailed document)	wisper	control overlay near hiding place	Le personnage n'est plus visible par les garde et peut effectuer une élimination contextuel	caché		caché
Farsight	character push this power	mystic sound	color all décor in blue and make ennemi and intercatible environment in red	lock player position and reveal all the LDO arround player quand move the camera manually with mouse or right joystick	every state	a Y controller input	farsight
Focus	freezing position, ready to throw item	cut all sound slow motion noise	visual effect of time freezing light and anchor spot overlay	freeze time player quand move the camera manually with mouse or right joystick can throw item and grappling hook		left Ctrl	time freeze
Throw darts	throw animation	wind	display path of the dart	throw dart in light breaking light, circuit and aware ennemi make noise on surface		a Y controller input	idle
Throw item			depend of item cf. items detailed document	depend of item cf. items detailed document			
Use button	active interruptor	feedbacks	controls overlay near interruptor	active / desactive interruptor	on ground OU on wall OU dangle	right click e B controller input	
Hold crate	hold a big crate		controls overlay near crate	can move crate with movement	idle	hold right click hold e hold B controller input	hold crate