Tim Volpe   Experimental Game Design
Skyler Clark   taught by Ichiro Lambe

SpecOps Infiltration
ON ICE

Story

MISSION OBJECTIVE:

> Capture the leader of the evil organization, who is currently located in their snowy base. You must capture him alive and bring him in for interrogation.

LOCATION:

> Canada – one of the most remote and frozen locations in the world

DETAILS:

> For this mission you have been given specialized instruments to help you complete your task.

1. Ice Skates – Because shoes don't work well on ice.
2. Grappling Hook – Facilitates greater mobility. You are not authorized to use lethal force, so this will also be your only weapon.

Game Details

This game will be seen form a top-down perspective. The gameplay will focus on stealth and action. You must infiltrate their base, which will force players to be calculating in their play, but the ice skates and grappling hook will create a larger amount of speed which will lend itself to the action elements of the game.

In this game, you will be going through a building and throughout the building there will be guards patrolling (and potentially cameras, and other obstacles common to stealth games). The guards may wear spiked boots, normal boots, or ice skates, which will affect their physics. If you do trip the alarms, you will have a limited amount of time to turn it off before you will be "surrounded" and lose the game.

The player will skate around (using the arrow keys). The player will need to build up momentum, and once moving in one direction it will be hard to stop moving in that direction. The actual skating physics will be implemented so that when a direction is pressed, a force will be put on the player in that direction. There will also be a certain friction force as well as a maximum speed. Tweaking these values should provide a fun experience.

While skating (or even when stopped), the player can use the mouse to shoot the grappling hook. When the grappling hook attaches to something, it will try to pull it in (but this retraction force is not very strong so if a lot of force is being applied counter to this it will stay at a constant length rather than retracting). If the object is static, such as a wall, the player will just be pulled towards it, but if it is another active object, it will also be pulled at the same time. By using the skating in conjunction with the grappling hook, the player will be able to grab enemies and swing them around themselves, as well as quickly navigate corners and hit switches that would normally be out of reach.