

Game Proposal

Proposal

Title: Sniper

Sniper is a flash based point and click shooter game with various challenges, becoming more difficult as the levels progress. The game is entirely single player and takes place in the First Person perspective. The missions involve you, an assassin for hire, going out and taking out your targets as efficiently as possible. As you work your way through a gang, taking out its major members, you get closer and closer to their leader.

Goals

The main goal is to reach the end of each mission without killing any civilians and taking out your target as cleanly as possible. There will be initially 12 missions of varying difficulty, ranging from a simple roof-top sniping, to a frantic search as a threat to the public safety comes closer and closer to his goal. The final or near to final mission will have you trying to kill the gang leader while he tries to get away in a bullet proof vehicle by using the environment to get through his protection.

User experience

Target audience

This game will be aimed at ages 16+ as it involves killing and will contain some minor to major gore depending on your preferred play style. Players will have the option of getting the cleanest kill possible or making a huge mess using the environment (a chandelier for example.)

Difficulty

The difficulty will increase as the player progresses, time limits becoming shorter, targets being further away and windows of opportunity becoming smaller and smaller.

Scenarios

The first level will be a very basic 'learn the ropes' style level, and will involve a single kill. This level will introduce the messy vs. clean methods of taking out your targets and introduce the basic storyline. The first scene you see is a cityscape at night. Lights are on, traffic is moving and sirens are blaring. You're standing on the roof of a tall building, looking out at the building opposite which is moderately taller. You check your assignment envelope and see what your target looks like, you notice a note that says "Finish this however you like, just don't let him get away and more importantly DO NOT SHOOT THE HOSTAGE".

Having a prompt appear on the screen you click on the black case in front of you and take out your weapon of choice, a sniper rifle. Looking down the scope, you scan the windows of the building opposite for your target. When you find him you can either shoot him directly and get a clean kill, or shoot the explosive on his belt for the messy kill. The hostage is on the other side of the room and visible in another window tied to a chair, so on this occasion the messy kill is easy and will not cause a mission fail no matter when you shoot your target.

Analysis of Completion

There is a massive range of First Person Shooters available, and casual games are no exception.

There are 3 main competitors in this genre of game, those being:

Stinger Sniper

This is a flash game done in the same perspective as Sniper with some third person point and click elements, you can only kill enemies in one way, shoot them directly. The initial level isn't accessible to new players as the time limit is very short.



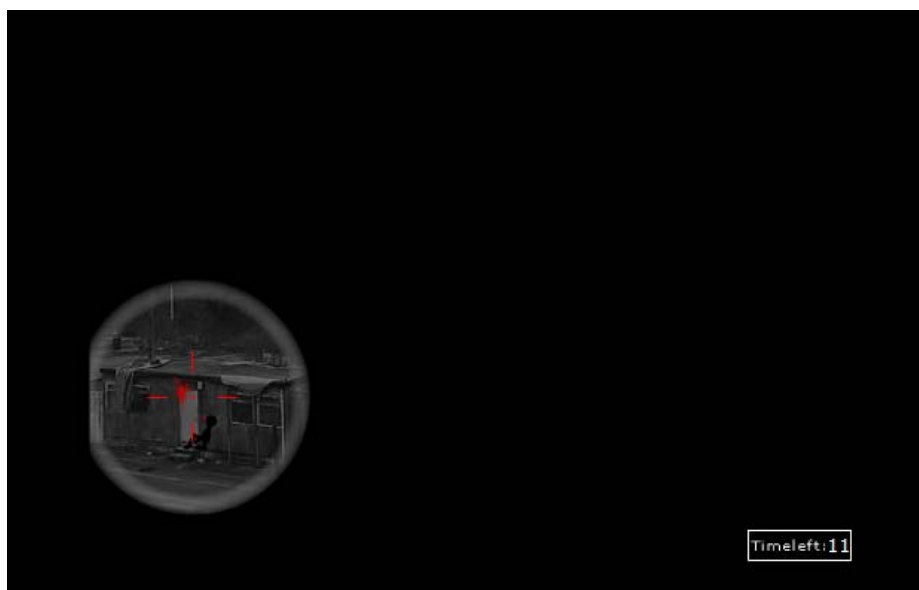
The Professionals

This is another flash game, also done in the first person. The aim of the game is to shoot targets that move about the screen. This game is very simple and becomes tedious very quickly for lack of a story.



Sniper WWII

This is yet another flash based game, in which you have to take out a set number of targets in the allotted time limit. The presentation is good, but when you shoot a target, you cannot move the mouse at all. This may be intentional but doesn't allow for you to make the time limit on some missions.



Critical Analysis

When creating levels, it is vital that you make it clear at a glance what the objectives are. This allows for smoother game play and less stress when playing for the first time. It is also important to have a reasonable difficulty curve, starting easy and gradually becoming more difficult as the player progresses and becomes more comfortable with the game and its interface.

The kill options will begin obvious, and then become far less so as the difficulty increases. Making the game too difficult too early can put people off, just as making it too easy all the way through and put people off. Players will enjoy finding the creative ways of finishing off their targets, rather than just shooting them out right (which may sometimes be the harder option.)

Content

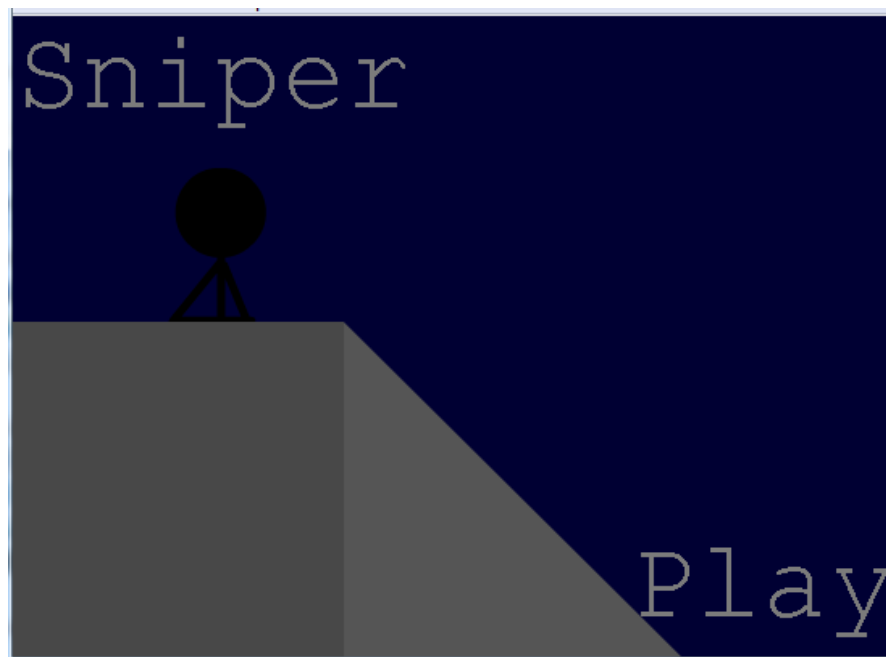
Requirements

The game requires an internet browser that supports a flash player. The user must have mouse in order to play the game. A keyboard is not required for play. The game does not take up a lot of space, so it is possible to download a version of the game to play offline.

Visual Designs

Logos

A basic mock-up of what the start menu may look like.



A mock-up of the first level.

