

High Level Concept



Overview

In this game, the player takes on the role of a mischievous tanuki breaking into a futuristic museum to steal a priceless diamond.

The museum is guarded using various security devices such as robots, lasers, and cameras, forming the foundation of a stealth-puzzle platformer.

The player can transform into objects to hide and use environmental manipulation to navigate the space undetected. By moving objects, redirecting lasers with mirrors, solving puzzles, and causing playful mischief, the player creates pathways deeper into the museum.

After successfully stealing the diamond, the experience shifts: the player must escape without getting caught. If captured at any point, the player is returned to the museum entrance and must attempt the heist again.

Game Loop Structure

Two-Phase Gameplay Loop

1. Infiltration Phase (Stealth-Focused)

- Goal: Reach the diamond.
- The player can transform into objects to help hide from the various security devices.

- Guards can move around the museum and have vision cones (yellow cone light visualization).
- Cameras function like guards but are stationary.
- Lasers act as tripwires and path blockers.
- The player manipulates the environment to create an escape path.

2. **Escape Phase (Chase-Focused)**

- Triggered after stealing the diamond.
- **The player cannot transform** (key constraint).
- Guards enter high-alert mode and actively chase.
- No grace period when spotted.
- Gameplay becomes more movement/platforming focused.

This creates a strong tonal shift similar to the final escape sequence in [Deep Rock Galactic](#).

https://www.youtube.com/embed/1FaT_khr48U?si=xGZ_7rW0hsdPDkJr

Player Abilities & Transforming

Transformation Mechanics

- Player (tanuki) can transform into objects found around the museum exhibits.
- Player can jump onto low/medium/high platforms
- Likely cannot move while transformed (baseline for scoping reasons).
- Transformation visually obscured with:
 - Smoke poof VFX
 - Squash & stretch animation
- Swap the leaf with the diamond

Possible Object-Based Properties

- Heavy object → weigh down switches
- Reflective object → redirect lasers
- Small object → fit through holes
- Round object → limited rolling movement
- Mirror form → redirect lasers but remain stationary

Environmental Systems

Lasers

- Function as tripwires.
- Confine robot guard paths.
- Redirectable using mirrors.
- Grid-based mirror rotation (90° increments) to simplify alignment.

Guards/Cameras

- Patrol predetermined paths. (Guard only)
- Vision cones are visualized clearly.
- During stealth:
 - Brief search state if the player escapes the cone.
- During alert:
 - Immediate chase.
 - No cooldown.

Level Design & Movement

Platforming Emphasis

- Pushing columns/pedestals to create vertical access.
- Low/medium/high platform system.
- Shelves and vents as traversal routes.
- Strong emphasis on verticality as a way to discover new paths.

Environmental Manipulation

- Push pedestals to block lasers.
- Move objects to create jumping paths.
- Possibly plant “mischief traps” during infiltration that trigger during escape.

Have a suggestion?

- Use **comments** on the High-Level Concept page in BookStack.
- Leave a comment in the Discord thread.
- Create a new task in the Backlog column of the [BugJam: Game Kaban Board](#)

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