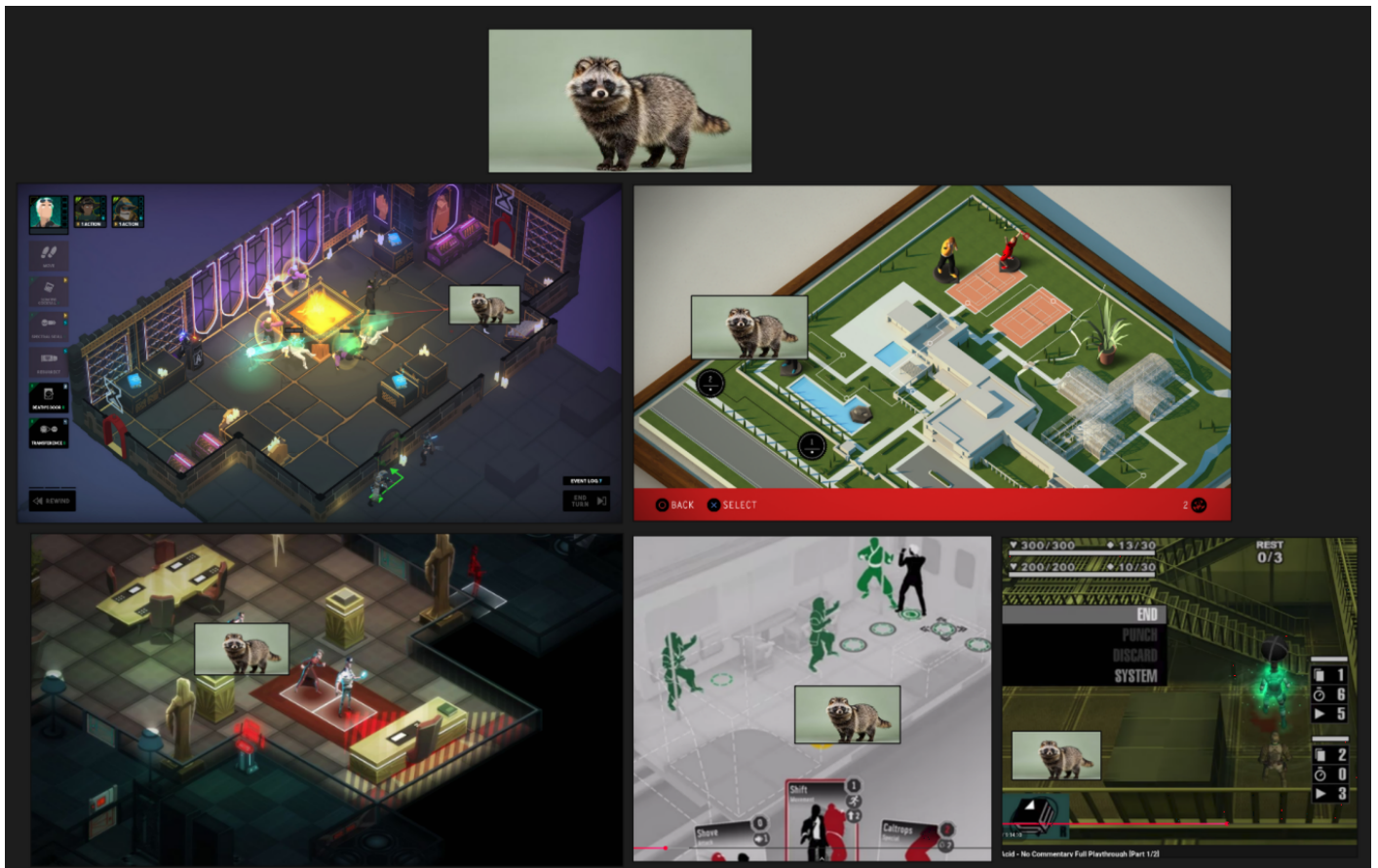


# Tanuki ~ Destiny Interrupted



Tanuki : Destiny Interrupted

the sacred Totem has been unearthed by humans and put in a museum.

if it isn't recovered, the magic will fade from your people and you will be little more than racoons.

use your ability to transform to evade detection, surprise enemies, and steal back the ancient treasure.

Take on the role of a Tanuki in this 3rd person top down isometric stealth action heist.

take the form of different things you find throughout the museum, and spring an ambush on unsuspecting guards.

you have a Tanuki animal form, a Statueform copy, and a Humanoid combat Form

aim would be for either action stealth or turn-based strategy.

I envision the game as:

- turn based
- top down
- isometric
- grid based (Quad or hex)
- stylized semi minimalist hand painted mid poly art style.

Art it needs :

- player character Tanuki 3d model (rigged, animated, simple quad rig.) , animal keeps scope down and cuteness up
- human security guard ( rigged, animated, basic human rig.)
- museum level architectural kit
- exhibits and props. low poly statues, paintings, art stuff.
- UI elements for menu and turn interactions
- Maybe cards for possible actions with illustration of move.

Code it needs:

- grid based movement and contextual action selection
- grid based nav-mesh
- animation trees
- behavioral AI for tactical combat

Reasons why i think this is a good idea:

-turn based minimizes the need for dynamic interact-able environment, and instead can have a grid based, cell specific interactions. - view cones are defined on grid, and such.

-detection is a turn by turn calculation done based on what things are in the view, eliminating having bad stealth mechanics because that is hard.

- might function like a rogue like where you do one action then the world responds with one action.

-like top down turn based super hot.

- doing turn based makes mouse based and touch interaction easier, for a game jam, maybe making people have to fetch a controller for precise platforming isn't a great way to get plays.

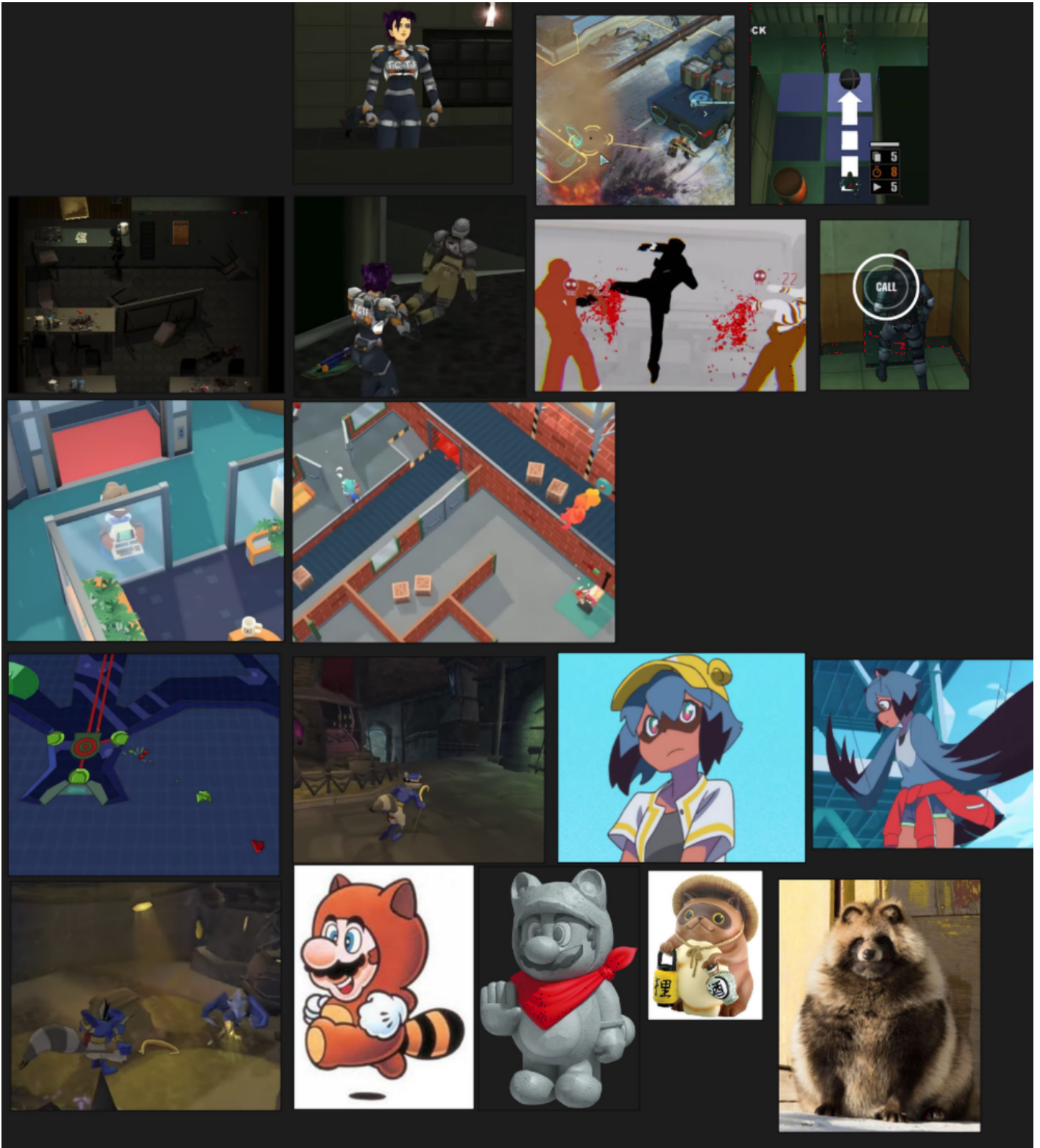
-mouse and keyboard is likely the most common option, if not touch screen on landscape phone/tablet.

- games like Hitman go, metal gear acid, fights and knights in tight spaces, tactical breach wizards, invisible , inc. all show that this type of turn based tactical top down game has shown viability for entertainment and puzzle solving in many other titles,

- top down isometric forces a further camera angle, reducing the amount of fidelity needed for each prop, meaning we can have a

-large number of unique props in scene, allowing for many people to have models to make. instead of a handful of higher detail props touched by less people.

- we have 27 people for a month. This idea i believe is large enough that we could accommodate work for all involved, while the single location, minimal unique character models, allow for more focus on nice animation, environmental variety, and a lower bar for acceptable detail in modeling due to further away camera. certain higher focus exhibits could be spots for our more skilled modelers to show off, while the average prop is viewed from further away. it would also allow us to build a significant amount of props that could see reuse in later SeaBug group ventures.



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