Sly Spy - Game Summary

Introduction

Sly Spy is a stealth game where the main character must save an alien from the hands of an army of androids. The game takes place over three levels where the player has to make his way without being detected. The ability to assassinate stealthily, either from behind or with his silenced pistol, is an option. The first two levels can be completed in total stealth, while in the last level we have the option to face a squad of androids and other dangerous enemies, or we can also choose to evade and escape the enemy without using force.

Enemies

Androids are the most numerous and are the main enemy to evade. They patrol the levels keeping watch and can detect the player at a distance and shoot. When an android detects the player, the rest of the androids will know the location and shoot to kill.

Tanks are an element that can help the player take cover from the androids, but in the first level, they can kill instantly if they run over the player.

Lastly, killer aliens are a game over condition if they catch the target. These aliens are not allies or enemies of the player but they have the need to kill aliens of other species, therefore, they are enemies of the alien to be rescued.

Win Condition

The win condition is simple: find the target and leave the scene alive. In the last level, the androids will try to kill the player and the murderous aliens will try to catch the little alien. Therefore, it will be necessary to manage the situation and the use of the ammunition well or to escape without killing anyone.

Game Over

The defeat conditions are multiple. The main one is to lose health. The player has a health bar that will decrease when taking damage from the androids. There are a certain number of first-aid kits for the different levels that will allow recovering a part of the health. If the health bar reaches zero, the game is over.

The ally alien has also a health bar and he is also a defeat condition if enemy shots hit him or if enemy aliens catch him before he manages to escape.

Another game over condition is to be hit by a tank in the first level.

Player Control

The player is controlled by a keyboard and mouse. The mouse controls the rotation and direction of the player while the W key will advance at a constant speed. The right-click of the mouse fires shots while the left one will heal if there are med kits in the inventory. Other keys to consider are the E key, which is used to carry out stealth deaths or also to interact with the environment. The C key will help the player to have a better view of the level since while this key is pressed the camera will move away increasing the field of vision.

The game can be paused with the SPACE key, which will display a screen with information about the controls and the objective of the game.
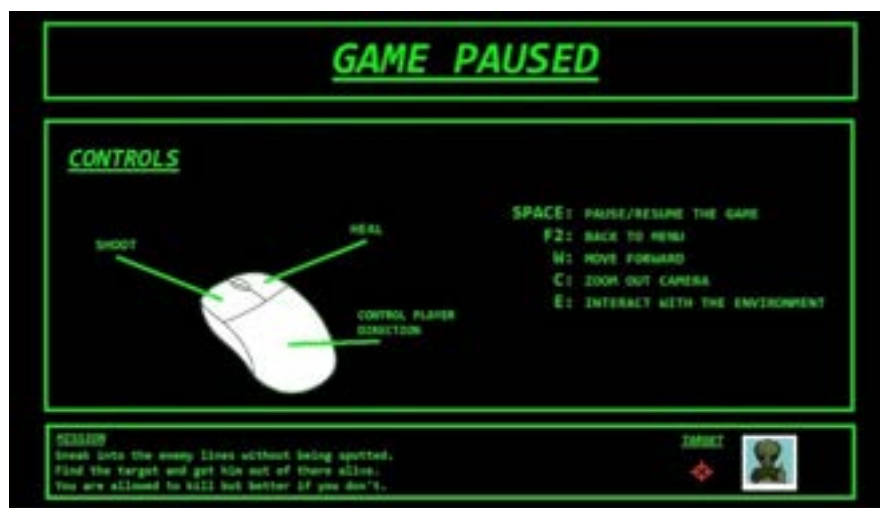
References

All the 3d models have been downloaded from the Sitters Electronics website except for the 3d model of a building which has been downloaded from free3D.com.

As for the sound, all the sound effects and the complete soundtrack are the property of Konami, since all the audio has been taken from the classic Metal Gear Solid from PlayStation 1. A game that at the same time, has served as an inspiration to develop this prototype.

Models:

http://www.md2.sitters-electronics.nl/

https://free3d.com/

Audio:

1. KONAMI (1998) Metal Gear Solid – Complete Soundtrack at: https://www.youtube.com/watch?v=fKt_-_wfSiY&t=6s (Downloaded: 13/04/2021).
2. KONAMI (1998) Metal Gear Solid – 30 Minutes of Metal Gear Solid sound effects at:https://www.youtube.com/watch?v=wD0Ywl1-MQk&t=309s (Downloaded: 13/04/2021).