

Sweet Steal!

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Story

A new candy store opened downtown called SugaRush. All your friends are planning on checking it out, but you don't have a dime to your name. But that's ok! You can always steal the delicious, mouth-watering, irresistible candy...

Location/Setting

Sweet Steal! will take place in a candy store in a downtown city area. Most of the gameplay will begin after entering the building. Players can hide:

- behind different store aisles
- under tables
- behind candy machines/display

Mission Objective

You can't leave without getting your hands on the most luxurious candy, the Sweet Tooth Candy Bar. Along your way to steal it, you can collect other candy options to earn more points. When you finally collect the Sweet Tooth Bar, the owner will be immediately notified and come chasing after you. Quickly making your way out of the store.

Gameplay Mechanics

- Crouch in certain areas to hide from security.
- Interact with NPCs.
- Collect candy to earn points.

Special Mechanics

- Optional: The game will start in first-person POV. Different sections of the game will change camera angles to 3rd-person POV to navigate around enemies.

Playable Characters

- Main Character: Shawn- You are a greedy thief! You could have just left with one piece of candy, but you wanted to leave with your pockets full.

Enemies

- Security guards (patrolling)
- Security cameras (patrolling)
- Store Owner (patrolling)

Non-Playable Characters (NPC's)

- Security Guards: Patrols around the store. Will mumble words.
- Store Owner: Watches the camera feed from office.

Victory Conditions

- Leave the store with the Sweet Tooth Candy Bar without getting caught by any enemies.

Failure Conditions

- Get caught by any enemies.
- Leave the store without the Sweet Tooth Candy Bar.

Mission Walkthrough

Gameplay Start: Enter the candy store.

1. **No Danger:** Players start off in “no danger” state meaning that security won’t be actively searching for the player.
 - a. BEGIN IGC: Walkthrough of the store showing off:
 - Sleeping security guard
 - Checkout area
 - Cameras
 - Path to the Sweet Tooth Candy Bar
 - b. END IGC: after showing players the Sweet Tooth Candy Bar to indicate that that’s the goal.
 - c. Dialogue: Shawn, “Wow! This place is amazing! I must get my hands on that Sweet Tooth Candy Bar!”
2. Prompt player to explore the store.
3. When the player is near candy, prompt them to press “e” to steal candy.
4. **Med Danger:** When the player steals candy for the first time, then security starts to patrol.
 - a. IGC: Show that security wakes up and will start patrolling around the store.
 - b. Dialogue: Owner, “Hey! There’s a thief! Catch him!”
5. Prompt players to hide under tables and behind aisles by crouching to hide from security.
6. Continue player goal steal the Sweet Tooth Candy Bar.
7. **High Danger:** After obtaining the Sweet Tooth Candy Bar:
 - a. Dialogue: Shawn, “Haha... I finally got my hands on you...”
 - b. Dialogue: Owner, “No, I finally got my hands on you...”
 - c. IGC: Show that the store is going into lockdown and the exit gets locked. Show the player that they can escape through the back office which leads to the back exit.

End Gameplay - When the player escapes through the back exit. Find a bicycle by a dumpster and ride out of the back alley into the streets.

Reference Images:

