

# SNEAK OPS FEATURE ROADMAP

## INVENTORY UPDATE

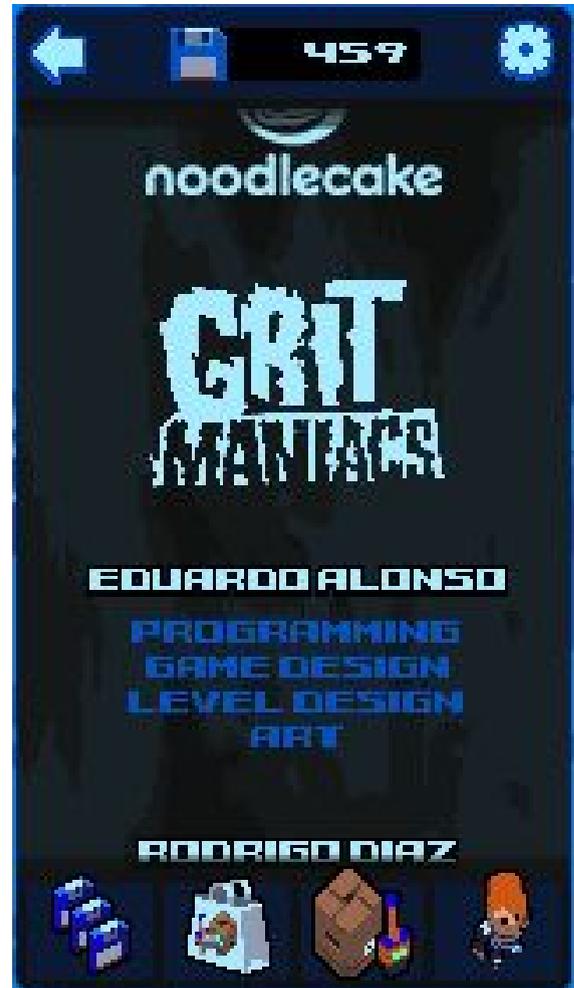
### NEW MENU

We will have an improved menu, visually and ux-wise. The game will not boot straight to today's mission. A daily dashboard will be shown instead, featuring a colourful illustration of the level type with the date and the buttons to play or restart the level, and a display of today's goals or challenges for the player to complete in order to gain XP.

The calendar menu will be improved and made much clearer, the levels will be displayed as either locked, incomplete, mission completed or all goals completed. You can access this menu by tapping on the calendar button in the daily dashboard. By tapping on a level, you will jump to the dashboard for that day.



The options menu will be improved with credits roll being a separate screen.



Bottom bar: a menu bar with buttons to access the data bank, item shop, skins and inventory.



- **Store:** This will be an in-game store to buy things for real money. In this store, players can buy the XP doubler and the ad remover. There will also be a starter pack including the ad remover, the great chief skin (which is the most popular), and a pack of powerups at a 75% discounted price. If we change the economy (see the “new economy” section) diskettes will be bought in this Data Bank.
- **Item Shop:** In this shop, players can buy powerups for real money (or diskettes if we apply the new economy).
- **Inventory:** In this menu players can see what items (powerups) they have and open any present boxes.
- **Skins:** Player’s collection of skins will be displayed here. In this menu, players can also buy any skins they haven’t unlocked yet.

## NEW GAME MECHANICS

We are adding a few new mechanics and chunks to add more variety:

**Use Powerups:** the snapshot button will be replaced by a Powerup button. This button will open an inventory screens where players can equip a powerup, the same as if they picked it up from the floor. Random boxes will disappear.

**‘Use’ action:** when tapping on some objects, they will be targeted and chased by the player character, and after getting close enough to the object, the player character will crouch and it will take 1 to 2 seconds to fill a pie timer to 'use the object'.

- a. *Locked crate:* the player will get an ‘unknown artifact’ from them
- b. *Rewarded terminals:* players who haven’t purchased the ad remover will be asked to watch an ad to get X diskettes. premium players will get the diskettes right away.

**Blue troopers:** a blue-colored trooper carries a diskette. Players can get it by knocking the trooper out and the diskette will spawn on top of the stunned trooper. When not carrying a diskette, the trooper will be a *green trooper*, and when carrying a diskette that has been saved already, it will be a *grey trooper*.

**Shadow tiles:** when not moving and standing/crouching in these tiles, the player will be in reduced visibility status. Troopers and cameras will have a 'reduced visibility view distance' of one third of the normal visibility view distance. When the player is in reduced visibility status, it will only be detected at that reduced distance.

**Fast waypoints:** troopers wont stop to look at the sides nor wait to get to the next checkpoint, they will travel to the next checkpoint right away.

**New chunks:** using all these mechanics plus the current ones. Extra focus on outside and easy chunks for lower level players, to improve early retention.

## XP REDEMPTION AND PRIZES

When the player earns XP, it won't be added to the XP bar automatically. The player will have to tap on a button above the XP bar to redeem any XP points gained. This way players will see the use of XP in a very direct manner.



When the player has redeemed all the XP gained, the xp redemption button won't be displayed. If the player has earned any present boxes, a button to open a present box will be shown instead. The present boxes can also be opened by accessing the inventory. Diskettes, powerups and skins can be the rewards contained in a present box.



If there are no XP points or presents to redeem, a present box icon will be displayed to hint the reward for filling the XP bar.



Daily reward will be removed, and players will get a preset series of presents for logging in to the game in the first 7 days since they started playing. Also, every 6 days a present will be awarded to any players login in that day. These rewarded days will be indicated in the calendar with a present box icon. On special dates like christmas or halloween, presents will be given as well.



## ONBOARDING AND PROGRESSION

XP Level will have an impact on mission generation. Depending on the XP level, whole sectors of the daily missions will be removed (sectors are groups of 2 level chunks and a checkpoint).

Starting at level 2 after completing the tutorial, players will see missions of 5 checkpoints (half of the current length) and an additional sector will be added with each level of experience until level 7, when all players will play full missions.

The mission will be the same for everyone, only shorter and with an easier final challenge chunk for players under level 7.

The onboarding process will be a bit longer:

1. When opening the game before having completed the tutorial mission, the tutorial mission will appear. We'll add some new lessons like using powerups and how visibility/shadows work.
2. After completing the tutorial, players will be sent back to the daily dashboard and have 8XP points and will be asked to redeem them. Then they will be asked to open the present.
3. After having opened their first present, players will be level 2 and the widget for the daily mission will appear. Players will be told they can play the daily mission and complete it to gain more XP.
4. When redeeming their XP and reaching level 3, players will be advised that by leveling up, the daily missions will get progressively harder, but the mission will be the same for every player with the same level of experience.
5. When returning to the menu after having started a mission, players will get a very brief explanation of:
  - a. store
  - b. item store
  - c. calendar
  - d. rewarded days

## DAILY MISSION OBJECTIVES

We are removing the current concept of badges and replacing it with mission objectives. There will be a main objective (rewarded with 2XP) and 3 extra objectives (1XP).

For now, the main objective will always be "getting to the chopper" and the extra objectives will always be the same, but scalable with the XP level of the player.

1. Get 'N' diskettes
2. Get 'N' unknown artifacts
3. Complete in less than 'N' minutes

*'N' is a function of the XP Level, different for each objective*



The plan is to open the door for adding more variety of objectives in future content updates and adding objectives with new game mechanics to the 'final challenge chunk', in order to give the level a bit more 'flavour'.

## NEW ECONOMY [UNDER CONSIDERATION]

We will let players keep the diskettes earned during the missions and make them the virtual currency for buying powerups and skins. That way, players might have a bigger incentive to watch rewarded videos and keep their floppy disks for better or future use. Players will be able to purchase packs of diskettes in the Bank.



We might want to remove the option to save the checkpoints by watching an ad, and replace that by adding terminals to the checkpoint rooms where the player can watch an ad to get a number of diskettes (8?). I feel this is riskier because we could destroy the number of ads served which is the main source of monetization right now but might have positive effects on the diskette economy, incentivize buying the ad remover, and improve the game flow. We can also try adding ad-rewarded terminals in the gameplay rooms without removing the option to save the checkpoints by watching an ad.

## ONGOING CONTENT UPDATES

After completing all these updates, we will be adding new packs of chunks and objectives every once in a while, to keep improving long term retention and keeping the game fresh to get extra long term revenue (if it makes sense at all). We might add new special types of chunks with their own unique mechanics and tilesets like the vents, gas, switches and lasers, for example:

- **Special 1:** A special type with new mechanics that expand on the light/visibility concept. Maybe a 'service/maintenance' theme.
- **Special 2:** A special type with several sources of noise other than metal floor. The louder noises will mask the softer noises so players can step on metal floors and remain undetected.