

ZHANG'S HOUSE – Stealth Sequence Mapping

Scenario:

Magistrate Shen: the outsider infiltrating this corrupt town and 'cleansing' it by playing off two gangs (Jinyiwei gov agents vs Bandits) against each other.

- Sets up various schemes that cause one side to react violently against the other – and so on and so forth – without trying to get his hands dirty.
- Shen views this as the perfect chance to earn some much-needed money. Throughout the game, he offers his services as magistrate to both sides repeatedly.
- Daytime is dedicated to investigation, evidence gathering, and conversations with witnesses. Nighttime offers opportunities for stealth, theft, negotiation, and sabotage. Decisions made during the day impact nighttime activities, and vice versa.

Setup:

- Bandit path
 - A. Bandits need to find a way to destroy/sabotage Jinyiwei gunpowder.
 - (Do not need any other paths)
 - Remove guards stationed on the north wall, either by bribing them or convincing them that an attack is coming from the south wall.
 - Alternatively, sneak in yourself and destroy the ammo cache.
 - B. Bandit King wants you to frame Zhang.
 - (Requirements: Finished Bandit path A)
 - Requires sneaking into the estate from the south wall, mirroring Jinyiwei path C.
 - Tasks include planting a forged love letter in the main house's drawer and discreetly placing noblewoman's jewelry in the servants' quarters.
- Jinyiwei path
 - A. Jinyiwei's primary concern is protecting their gunpowder supply.
 - (Requirements: Initiated Bandit path A)
 - Tip the Jinyiwei off on the bandits coming plans re: North Wall
 - Help arrest or subdue the bandits as they enter.
 - B. Frame the bandits for murdering the sleeping guards, escalating the conflict to a point where they have no choice but to strike back.
 - (Requirements: Finished Jinyiwei path A)
 - Talk to Jinyiwei captain during the daytime to initiate.
 - Shen must keep this plan hidden from both the bandits and the other agents, as they would report him if they found out.
- Zhang Path
 - A. Plant evidence implicating Mingke in her sister's disappearance.

- TBD
 - Mingke Path
 - A. Interrogate Zhang until he confesses.
 - TBD

NPCs - Guards

- Armed Guards - Rifles
 - Stationary Guard (x1)
 - Located at the corner of the wall in the West garden.
 - Raises his rifle and holds Shen at gunpoint if Shen tries to speak to him or enters his vision cone. This initiates a conversation during the daytime investigation sequence and/or serves as a stealth sequence fail state.
 - Roaming patrol (x2)
 - Make multiple stops throughout the house.
 - Linger for a while in the Pagoda (east garden), talk to the stationary armed guard (west garden), and check on the guards sleeping in the storeroom.
 - These are interactable NPCs that can initiate conversations during the exploration stage.
 - Instant failstate if they catch up to him during the stealth sequence.
- Armed Guards – Blades/Spears
 - Stationary Guard (x7)
 - Two always guard Mingke, covering both sides.
 - East Garden – inside the palanquin
 - Distract him by lighting some of your paper money and tossing it in front of the palanquin, forcing him to step outside.
 - North Garden – Outside of the storage room, monitoring sleeping soldiers.
 - One is guarding the front gate
 - (Let's you through during daytime the investigation)
 - (Interactable during the evening sequences, no fail state for just talking to him.)
 - One always patrols inside the main house
 - (Can be killed)
 - One is in the Servants' storeroom – sleeping, will wake up if Shen does not follow a certain path inside the room
 - (Can be killed)
- Unarmed Guards
 - Sleeping guards in the barracks (x6)
 - All are sleeping, no view cones unless Shen wakes them up.
 - They're stationed around the estate during the daytime sequence.
- Guard Dog (x1)
 - North Side – chained to the center of the area.

- Players can repurpose utility items in their inventory to distract the dog.
 - Need to identify a spot where items can be left without drawing attention from the guard stationed outside the storeroom (e.g., bush, snow pile).
- The dog has a large vision cone.
 - Ideally, we can find a footstep noise visual for this part (e.g., ripple effect).