

CODENAME: SNOOPY

Game Design Document

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1. Game Overview

Codename: Snoopy is a top-down stealth observation game set in Harboury Town, a town city built around a fishing harbour and union politics. The player controls Bon Vit, a man tasked by his childhood friend Collie to observe and ultimately eliminate union leader Jac Bask, who Collie claims is responsible for bombing a residential neighbourhood. The game runs on a 7-day mission clock. Every decision the player makes — who they talk to, what intel they gather, when they act — happens against a ticking countdown.

The central design argument: information creates tension. The player is never told what to do. They watch, they listen, they build a picture of Jac's movements and connections through observation and NPC conversations. Then they decide when and where to act. The game ends when the player eliminates Jac — or when Jac suspects them.

The twist — which the player discovers only through the epilogue — is that Jac is innocent. Collie orchestrated everything: the bombing, the evidence trail, the introduction of the outside operative Roven into Jac's legitimate business dealings. Bon eliminates a man who was trying to find the same truth Bon was looking for.

2. Design Pillars

Observation Over Action

Jac has a full procedural daily schedule. He moves between 7 locations on a predictable timetable. The player's primary activity is learning that schedule — when Jac is alone, when he is surrounded by witnesses, which locations have no NPC presence. Action only becomes possible after observation has created opportunity.

Intel as a Double-Edged Tool

NPC conversations reveal genuine information — Jac's schedule, his connections, his financial dealings. But every question raises suspicion. A visible circular suspicion bar fills as the player presses NPCs. If it fills completely, the mission fails. The player must decide: how much do I need to know, and what am I willing to risk to learn it?

Mechanics Serve Emotional Outcomes

Every system in the game — the tracker, the notebook, the suspicion bar, the NPC dialogue — exists to build a specific feeling: the creeping certainty that you know enough to act, and the nagging doubt that you might be wrong. The epilogue crystallises that doubt into something irreversible.

3. Core Game Loop

The loop operates across three scales:

Moment to Moment

- Move Bon through Harbours Town using click-to-move controls
- Observe Jac's car moving between locations in real time
- Tap buildings to access NPC conversation options
- Manage proximity to Jac for tracker placement

Session Level (Per Day)

- Track Jac across his daily schedule to identify patterns
- Gather intel from NPCs at Jac's visited locations
- Record findings in the notebook
- Identify emerging elimination windows based on NPC count patterns

Mission Level (7 Days)

- Plant tracker on Jac to unlock full interaction system
- Build sufficient intel to identify a safe elimination window
- Execute elimination when Jac is alone — then witness the consequences

4. World & Setting

Harbours Town is a fictional Latin American coastal city. The visual language is GPS/Google Maps aesthetic — top-down, flat, colour-coded. Roads are dark. Buildings are light grey. Key locations are labelled. The aesthetic choice is deliberate: the player is always reading the city like a map, maintaining the emotional distance of a surveillance operative rather than an action hero.

Key Locations

- Jac's Mansion — Home base. Jac starts and ends every day here.
- La Sala — Union office. Protected location. Almost always staffed. Near-impossible elimination point.
- Harbour — Morning activity hub. Private dock where Roven's vessels arrive. Key intel location.
- Residential Park — Morning solo walk. East bench is Jac's most vulnerable daily moment.
- Cemetery — Isolated visit. 60% chance of 0 nearby. High-value elimination window.
- Fish Market, Sawtly's Cafe, Harbour Bank, Lawyer's Office — Intel-rich NPC locations.
- Bon's House — Player home. Yellow after first conversation. Visible on the map as a landmark.

5. Characters

Bon Vit — The Player

Bon is a man who trusts Collie. He has no criminal background, no spy training — just loyalty. He investigates because he believes it's the right thing to do. The tragedy of the game is that his competence as an investigator is exactly what makes him exploitable. The better he is at finding the truth, the more thoroughly Collie has deceived him.

Jac Bask — The Target

Jac is the Union Leader of Harboury Town. He is genuinely corrupt in small ways — using union fees to fund legitimate business ventures through Aldren Holdings, introducing foreign investors like Roven into his operations without full transparency. But he did not order the bombing. He has been spending his last days trying to find out who did. He is unaware he is being watched.

Collie — The Manipulator

Collie wants the Union chair. He bombed the neighbourhood using Roven as his operative, structured Aldren Holdings under Jac's name, coached the witnesses, and built an evidence trail that could only point to Jac. Then he found Bon — loyal, thorough, and grieving for the community — and pointed him at the evidence. Collie never lies to Bon directly. He just ensures Bon finds exactly what Collie needs him to find.

Roven — The Ghost

Roven is Collie's foreign operative. He was introduced to Jac as a legitimate investor. Jac met him genuinely, conducted real business meetings, and had no idea what Roven's actual purpose was. Roven never appears in the game directly — he exists only in NPC testimony, notebook entries, and the paper trail the player assembles.

6. Systems Overview

Jac's Schedule System

Jac follows a procedural daily schedule across 7 locations. The designer sets arrival times in the Inspector. The system pre-calculates departure times based on distance and car speed. A destination queue prevents schedule entries being skipped at high time scale. Jac teleports to building centres on arrival — his car drives via NavMesh, but Jac himself has no NavMesh agent.

Tracker System

Planting the tracker is the central skill gate of the game. The player must get physically close to Jac — within a detection radius — to activate the tracker ring. When Jac enters the ring, a button appears: Put Tracker on Jac. The player taps it, a timer fills over several seconds (player must hold position), and the tracker plants. Once planted, Jac's car turns red and the NPC pie menu activates for visited buildings. The tracker also unlocks the Eliminate Jac button.

NPC Conversation System

23 NPCs across 7 locations. Each NPC has 3 conversation options — low, medium, and high risk — with 6-7 dialogue exchanges each. 69 total conversations, all written in full. Each

conversation adds a specific notebook entry. Each option raises suspicion by a calibrated amount. Once a risk level is used it disappears — preventing repetition and forcing the player to commit to escalating risk if they want more intel.

Suspicion System

A visible circular bar. Low risk conversation adds 4 points. Medium adds 10. High adds 22. Passive decay at 0.02 per second rewards patient players who space out their conversations. At 41 the bar turns yellow (caution). At 66 it turns red (danger). At 86 the mission fails. The bar and all NPC state is saved — the player cannot reset suspicion by reloading.

Save System

Full JSON persistence. Saves on Jac arrival at any location, at 6AM and 6PM game time, on notebook close, and on tracker placement. Loads restore: clock time with correct lighting, Bon's position, energy state, notebook entries (silently, no glow), Jac's location, tracker state, suspicion value, and per-NPC conversation state. Title screen shows Start (no save) or Continue + Restart (save exists).

7. Jac's Daily Schedule

The following schedule repeats across all 7 days with minor variations. The designer can adjust arrival times in the JacMovement Inspector without touching code. Departure times are calculated automatically from distance and speed.

- **5:30 AM — Park:** Morning walk. East bench. Alone. Most vulnerable daily moment.
- **6:30 AM — Mansion:** Returns home. Inside. Not accessible.
- **8:00 AM — Harbour:** Daily inspection. Leaves east exit by 10AM sharp.
- **1:00 PM — La Sala:** Union office lunch. Protected. Near impossible elimination.
- **3:00 PM — Mansion:** Afternoon return. Inside.
- **8:30 PM — La Sala:** Evening union work. 5% chance of 0 nearby.
- **11:00 PM — Mansion:** Night return. Inside.

Cemetery visit: 10:30 AM–11:30 AM. 60% chance of 0 nearby. Key elimination window.

8. Win and Lose Conditions

Mission Complete

- Tracker planted on Jac
- Jac is inside the tracker ring
- NPC nearby count = 0
- Player taps Eliminate Jac and holds through the timer → Epilogue plays

Mission Failed — Suspicion

Suspicion bar reaches 86. Overlay: Mission Failed — Jac has suspected you.

Mission Failed — Witnesses

Player attempts elimination when NPC nearby count > 0. Overlay: Mission Failed — There were witnesses.

9. Full Game Vision

The prototype establishes the core loop: observe, investigate, eliminate. The full game expands every dimension of that loop across a longer narrative and a richer city.

Collie as an Active Character

In the prototype, Collie disappears after the opening conversation. In the full game, Bon can visit Collie's house between 5PM and 6AM to discuss intel findings. Collie responds to every notebook entry the player brings him — always with a negative interpretation of Jac's behaviour. This is the manipulation layer: Collie systematically steers Bon's interpretation of ambiguous evidence. Players who talk to Collie frequently become more certain of Jac's guilt. Players who avoid him may develop doubt.

Expanded Investigation

The full game adds a second investigation target — Collie himself. Certain NPCs, if approached with maximum trust built over multiple days, will share observations about Collie that contradict his account. The player can never confront Collie directly, but they can choose not to act on his direction. An alternate ending exists for players who piece together Collie's guilt and walk away.

Energy Management

Removed from the prototype due to scope. In the full game, Bon's energy bar depletes over 18 game hours and restores with 6 hours of sleep at home. The strategic constraint: sleep must happen during Jac's downtime or the player loses surveillance hours. The mechanic only lands once the player has enough schedule intel to plan around it — which is why it was not suitable for a 7-day first-time demo.

Multiple Targets

Roven is a ghost in the prototype — present only in testimony. In the full game, Roven is an active character who visits Harboury Town. The player can choose to eliminate Roven instead of Jac, which triggers a different ending: Collie's plan unravels but Jac, now aware he's been set up, becomes dangerous in a different way.

Darc Symphony Connection

Codename: Snoopy exists in the same creative universe as Darc Symphony, an 11-book biopunk political series in development. Harboury Town is one node in a larger world of four nations, five crime families, and a biological power system. The game's themes — loyalty exploited, evidence manipulated, guilt assigned to innocence — are consistent with the series' central argument: power does not corrupt, it reveals.

10. Platform & Audience

- **Platform:** PC (itch.io prototype). Full game target: PC/Steam
- **Audience:** Players of Hitman, Disco Elysium, Orwell. Patience-rewarding gameplay. Narrative-driven. Ages 18+.

- **Engine:** Unity 6
- **Build time:** 20 days (prototype). Developed solo by Pratik Jadhav with AI scripting assistance (Claude, Anthropic).