

# The Night Shift

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## Description

Anon: Be me, 24, down on my luck in a crappy apartment in the worst part of town.

no friends, no car, no money

MentalBreakdown.exe

Grab my bag, get up and I just... start to walk.

Feet move deliberately, but heart and mind are racing

“Why is it so hard to catch a break? The things I would do to make it big”.

Don't know how I how I got here, but this block is super nice.

A light goes off in the window next door, and then it all hits me.

It's time for The Night Shift.

- The Night Shift would be a text based adventure game using “dice” to roll against different skills the player has.
- The game is to break into a fancy house and take as many valuables as possible without getting caught.
  - the house will be a set of rooms with a description of the objects in them and a list of possible actions
- New players would create a character and give it a name.
- Returning players would be able to load a character they have already created
- Each Character will have a skill set between 10-20 and successful burgling will require you to roll  $\leq$  your skill
  - eg; your stealth skill is 11, and you are trying to open the window quietly. roll 3 dice and if the result is an 11 or less, things go smoothly.
- Exp. is rewarded based on amount of valuables stolen and time spent in the house so that you can increase your characters skills.
- The win / lose mechanism would be a ladder ranking of the highest value stolen and least amount of time played. Number of games played will also be saved.

- rooms and game itself will be textual. But it would be neat to have a separate inventory to track the items you have, as well as having a visual representation of the dice being “rolled”

picture of possible GUI

