Dead of Night

Metagame Document

I)   Game summary:

Dead of Night is a 3D third-person rogue-like stealth action mobile game set in a dystopian future. Players take the role of an assassin tasked with infiltrating and destroying a corrupt dictatorship. The core of the gameplay is around using gadgets, tactics, and stealth to complete goals while avoiding detection. Death brings players back to the starting point with rogue-like behaviors. The player progresses by leveling up, obtaining better gear, and customizing their character. The core gameplay loops and ongoing challenges attempt to engage and keep players in various kinds of approaches.

II)   Meta Loops:

- **Core Loop:** Infiltrate the tower, avoid detection, assassinate target escape. With rogue-like elements, death sends the player back to the start. Maintaining a high level of tension and challenge.
- **Progression Loop:** Players get XP and levels according to how many floors they passed, how many enemies they incapacitate, and how many optional objectives they complete. Higher levels give access to extra gear, abilities, and more challenging difficulties.
- **Collection Loop:** Players acquire loot that provides useful perks and boosts Players are rewarded for replaying missions to obtain rare and strong rewards.
- **Customization Loop:** Players can customize their characters with cosmetic skins, outfits, weapon skins, and so on. Players are rewarded with more customization selections as they progress or by spending money in the store.

III)   Progression mechanics:

- **XP & Levels:** Players gain levels by earning XP from:
    - Distance climbed.
    - Enemies incapacitated.
        - Non-lethal takedowns award 1.5x more XP than lethal kills to encourage a stealthy, non-lethal playstyle.
    - Completing optional objectives

    Higher levels unlock new skills, gear, and tower floors.

- **Tower:** Progress through procedurally generated towers with increasing difficulty after each floor.

- **Difficulty system:** After each successful tower run, players will be provided with new difficulty settings that add more challenge to the gameplay but also provide more XP and rewards.
- **Daily contracts:** Daily 1-floor contract runs with specific objectives and challenge reward coins, materials, and XP.

IV) Retention strategy:

- **Procedural Generation:** Randomly generated floors keep gameplay interesting and surprising.
- **Frequent Updates:** Regularly update content in the form of new levels, objectives, abilities, and cosmetics, as well as adjusting weapons and gadgets for meta change.
- **Timed Events:** Limited-time events with special rewards drive engagement with FOMO (fear of missing out).
- **Social Comparison:** Tower leaderboards based on speedrun time will appeal to the player's sense of competition.
- **Satisfying Core Loop:** The core stealth gameplay encourages proficiency and skill development which keeps players intrigued as they progress.