

Game Pitch Document

Jakub Weiter (xweitej00)

Title: Sea of Traitors

Genre: Party, social deduction, action

Style: 3D, First-person, Original surreal graphics

Platform: PC, Nintendo Switch

Market: Steam, Nintendo Store / for kids and adults

Elevator Pitch: Uncover the traitor in your village before it's too late!

The Pitch

Introduction

A game where players deceive and outwit each other, taking on the role of either an assassin or a villager in a first-person perspective. Each player is required to do some tasks and attend meetings at certain times, which can be fatal for the assassin.

Background

Inspired by the real-life urban game 'Assassin Brno' (mostly the killing part), this game incorporates a 'Werewolf'-style twist with players being able to choose a class that is available both to the villager and the assassin, to make it a bit harder for both sides. The graphics and sound design are influenced by the surreal and melancholic atmosphere of 'Disco Elysium'. Some of the skills in the skill tree from that game can be turned into respective classes for this game.

Setting

Set on a remote, self-sustaining village on an island in the Norwegian Sea, the game creates a cold, isolated atmosphere. Everybody is drinking heavily to the point that almost no-one is able to speak properly, therefore everyone is just doing gestures with "sounds" resembling the thing they want to say. There is at least one person from each important profession - a Cook, Tailor, Librarian, Locksmith, Blacksmith etc. Everyone has their respective jobs to do, that can be either physically seen or heard by ear, so that you can actually confirm that they do them. But the assassin is a crafty crooked psycho, finding his deadly ways around.

Features

- Atmospheric sound design
- Mind games - villagers and a traitor
- Funny class system, chosen by both sides
- No voice chat required - communication is handled through character emotes and sound effects
- Routines that can be actually checked upon
- Regular meetings, day and night cycle
- Multiple ways of winning
- Snow trails covered by snow after some time

Genre

Party, social deduction game would fit the genre the best. The game blends action combat with strategic gameplay, underscored by the dark and thrilling element of psychological mind games.

Platform

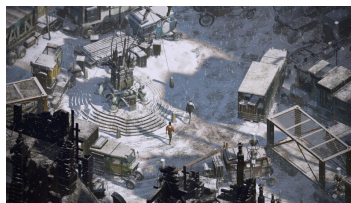
The game will be released on PC through the Steam platform, because it has the best features out of any game platforms. Consoles would be considered only if there would be any interest, but we can confidently go for a Nintendo Switch release as it almost represents a mobile version, but we can't unfortunately run our game on mobile.

Style

Like I said above, the scenery would be greatly influenced by Disco Elysium with its moody, rusty environment covered in snow (image (b)). The UI would be similar to the one of TF2's in image (a), but will be changed for the accessories you can use in the game, also with an emote system implemented. The town on the island will look similar to the one in image (c), but it won't be a perfect circle, we will add complimentary streets to make the town more realistic. The game will be in first-person.



(a) Team Fortress 2



(b) Disco Elysium



(c) Town of Salem

Gameplay

The game features a basic day-and-night cycle, each profession will have its own tasks and accessory used for those tasks, but each accessory can be also used to help you kill someone. This ensures that no one can be easily identified as innocent. When the day starts you have to do some tasks and buy materials for your profession. In the middle of the day everyone has to meet at the town center to possibly report any problems. Some may not even arrive for different reasons - the task takes them too long, they died, they are the killer etc. There has to be so many options of what could happen so that the villagers have it really hard to find out who's the killer, because he's the only killer in the town. When the night comes, everyone can wander around the town, do their own thing, work on a task, spy on others, check the trails in the snow etc. The trails in the snow will be an important game mechanic with a certain amount of time of it being visible because of the falling snow.

Ways of winning the game

The killer must remain undetected while he's eliminating all of the villagers. Villagers can win by either identifying the assassin and agreeing to eliminate them or escaping the island by boat.

Classes

Classes will need to be tested for balancing, but the main idea is: Thief, Talker, Tower. Thief is fast and light, his trail in the snow has a faster recovery time and can open locks of doors. The Talker has managed to control his alcohol addiction to a functional level, he can actually use voice lines that represent actual words with his emotes for better communication with others. He's usually the leader of the group. Tower is the biggest drunk, he is strong, dumb and has the least amount of emotes. When someone tries to kill him he can actually survive the attack, but has a cooldown for which he can't do anything so that the killer can escape the scene unnoticed. But Tower can also stun other people for a certain amount of time if he initiates the attack first.



(d) Emote system from Battlefield Heroes

Emote system

Combined with the drunk voice lines the emote system will be pure comedy. As a result, the game will not use any microphone input (unless perhaps a rare item temporarily sobers you up, hmm..). Emotes will range from simple "Hi" to "Help me!" that will allow you to show directions, killer, class and certain profession impressions so that you can let others know of what you have seen. The emote system will be inspired by the canceled 'Battlefield Heroes' game (image (d)). Not allowing the microphone to be used most of the time will have the consequence of the game being a bit longer than any other social deduction party game. But the emote system will really help bad liars so that they can also have a chance at pulling off a perfect mind game.

Voice lines

Everyone is drunk, no-one can really talk at this point with the exception of the Talker. Voice lines will attempt to mimic actual words but will always fall short, adding to the comedic effect, as it can also help the killer if he's a bad liar and basically it just helps him in general, because the villagers will have it a bit harder to communicate with each other thanks to no direct microphone communication.

Multiplayer experience

Because the game will use mainly in-game emotes and voice lines, you don't actually have to assemble a friend group to have a good gaming experience. This approach addresses a common issue in social deduction games, allowing players to fully enjoy the experience even with complete strangers!