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TÉCNICO
LISBOA

THE
COMMUTE
KILLER

Please, mind the gap!

Study a person on their daily commute, interact with the environment to find out how you can get the target killed without getting caught!

Features:

- The game has 2 main locations (Character's **Office** and the **streets**);
- On the Office's wall exists a **city map** that contains the information discovered and the points of interest from the target's routine;
- The Main Character possesses a **notebook where they annotate the information** about the target; It also has some contacts of people capable of some special activities (eg: closing the road for "construction's purposes", obtaining CCTV footage, etc); Asking the contacts for **help costs money**; More contacts can be found by looking up phone books and searching through people's possessions;
- **Contracts have a deadline** (eg: 1 day, 1 week, etc) and some **initial information on the target** (eg: personal/job addresses, favorite cafe, etc); The amount of information decreases per contract; You may get the wrong person if you're not careful.
- For each **successful hit job the player receives a reward;** If it was finished before the time limit the player receives a bonus. However, if the time limit ends then receives a penalty;
- The contract and the payment are delivered in a secret room at a nondescript location under the guise of a local business (like a tea-house for example);
- There are **several ways of observing the target** (eg: following by foot, seeing through a telescope, analysing CCTV footage, getting on the subway car next to them etc);
- For the assassination it is possible to **interact with elements** on the street (eg: cars, traffic signs, some NPCs, etc) and thus change the enviroment; It is also possible to leave the Office with some **specialized equipment** that helps you on the job (eg: night vision goggles, , costumes etc);
- Depending on the target, if the assassination does not **look like an accident** it will arise suspicion!!

Player Motivation:

As the player comes into contact with the game much of the initial fun will come from the sense of wonder created by the exploration of the map and the things you can do within it. These "town instances" are small, but detailed and full of life, feature lots of props to interact with as well as unique events that can be triggered to create special situations or alter the terrain.

As the game progresses new mechanics and tools are gradually introduced and the scenarios become more complex and challenging, keeping the player interested and curious to see what comes next. Finally an emerging storyline that gives meaning to all of the events can be uncovered through attentively seeking for clues and bits of information, motivating inquisitive players to look carefully for answers.

Genre:

The game follows in the footsteps of the beloved "point-and-click" adventure games of the 90's and early 00's (eg: Grim Fandango, Deponia, Monkey Island) mixing the puzzle and exploration factor of those games with the strategy and deduction mechanics of modern "information" games (eg: Return of the Obradin, Her Story etc).

Target Audience:

The target audience is PC and console players that enjoy puzzle and strategy titles with focus on storytelling. Teenage gamers and older, people who have a good time solving challenges and unraveling secrets or fans of cute cartoon violence.

Due to the aforementioned characteristics the game could appeal to specific types of players such as achievers and explorers, and due to the simple and non intimidating art style it could even reach non gamers.

Target Hardware:

Like it was mentioned above the target hardware is primarily personal computers with secondary focus on console releases later, after developing a following and depending on the success on the platform. The game will feature a lot of written text and interfaces that are more suitable to a big screen. A portable medium would be possible with some design adaptation but it isn't currently the target.

Competition:

Some similarities to existing titles like "Hitman" (strategy assassination gameplay) or "Detective Grimoire" (storytelling and deduction mechanics). Games that tackle storytelling in investigation/assassination scenarios, feature planning/strategy mechanics or puzzles can generally be considered competition due to their nature, however these games should not constitute direct competition as the experience we are aiming towards hasn't really been implemented in a meaningfull comercial game or planned title.

Unique Selling Points:

Despite the properties shared with the previously mentioned style of games, *The Commute Killer* provides a new spin on the detective/hitman style of game with a more softcore, puzzle and storytelling approach that other games neglect in favor of gunplay and building an action first experience. Unlike those, the truly special features that set the game aside are the ability to attain, manipulate information, and plan the best way to go about your task. All the while experiencing the world in a simple, light cartoon art style that brings levity to a typically heavy setting.
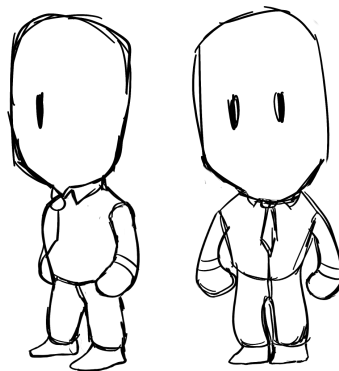
Design Goals:

- Generating **suspense and adrenaline** in high tension scenarios where the player feels emersed and really doesn't want to get caught so as to not jeopardise their plan.

- Inducing **sense of challenge** upon tackling a new level as well as satisfaction upon solving it, especially when doing it in an elegant manner, (ie: solving the scenario earlier or finding a less obvious path to success).

- Getting players **enthused about uncovering** the story, the true motivation of the events that take place and who's behind it all, ultimately leading to an unexpected and satisfying reveal.

- Nail a clear aesthetic that is reminiscent of the period (late 80s/early 90s) with the use of a simplified **cartoon art style** that is easy to read.

- Make as much use of **analog and old digital technology** as possible in order to craft unique interactions and stand apart from games that feature high-tech spy gadgets.
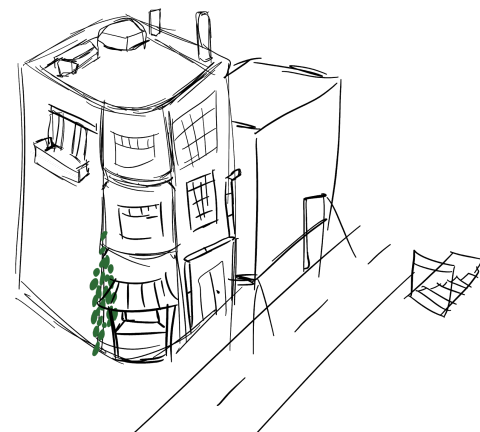
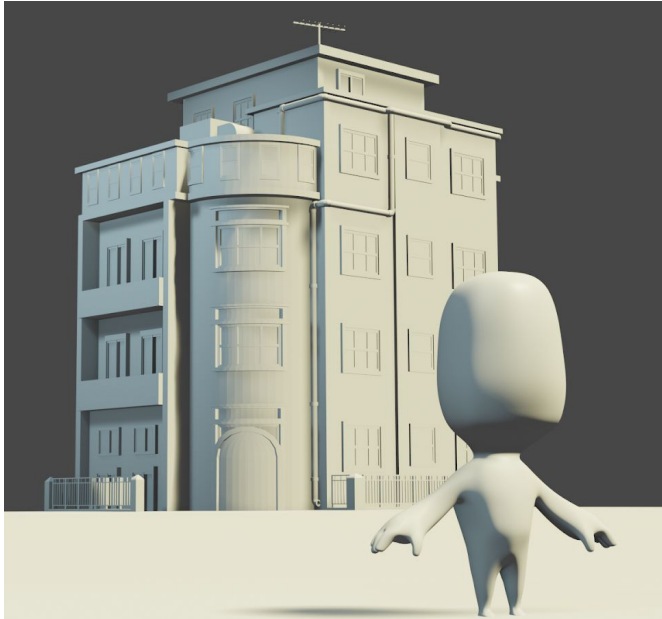## Visual Representation of the Game:
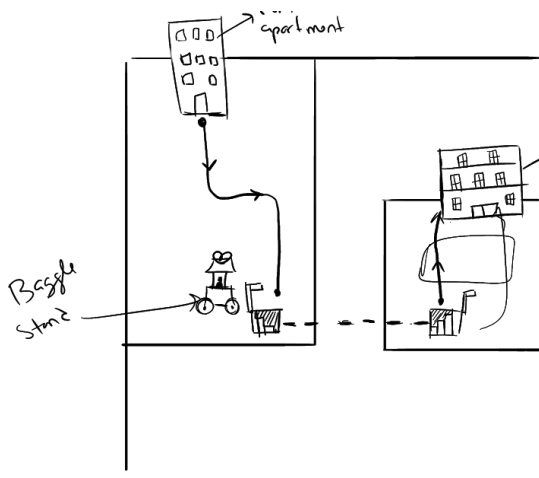
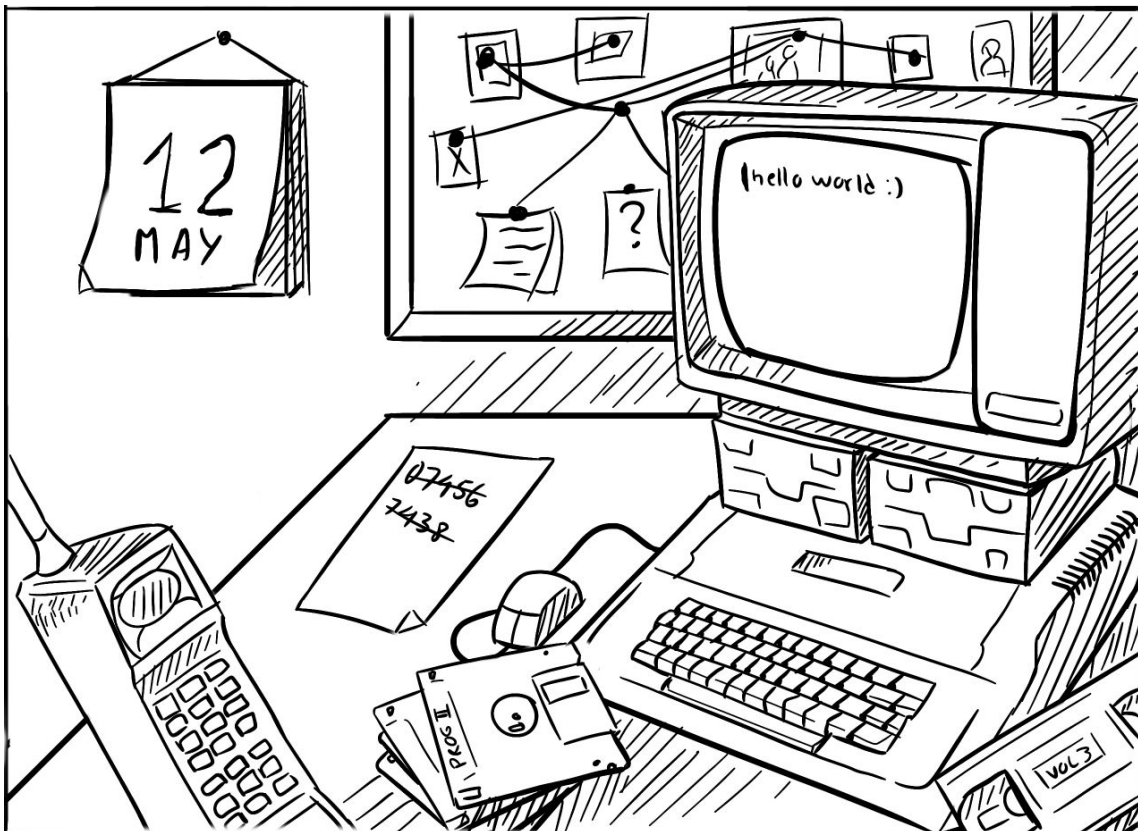Example of a simple Map   Concept art of a character in-game   Sketch of a building

Models we made for Game Art-style Exploration

Look we are seeking to emulate for cities

Example of first person perspective of the game (in the office)