**Nightshift**

**Sleepygeeks Games**

**Project Description**

Nightshift is a first-person tower defense action shooter. The player must defend both himself and a generator located somewhere on the map. Enemies will enter the stage from one or more directions and attempt to reach the generator. If they reach this generator, they will attack it, and eventually destroy it. The player will be charged with fighting off these enemies both directly, by using his own weapons, and indirectly, by placing turrets and traps around the map. The player should be wary, however, that the enemies will attack him as well as the generator, and if either is destroyed, the game is over.

**Version History**

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| **Version**  **#** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Reason** |
| **1.0** | ***Sleepygeeks*** | ***12/5/2019*** | ***Sleepygeeks*** | ***12/5/2019*** | ***Initial version*** |
| **2.0** | ***Sleepygeeks*** | ***12/7/2019*** | ***Sleepygeeks*** | ***12/7/2019*** | ***Revised version*** |
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***1. Characters***

***2. Story***

***2.1. Theme***

***3. Story Progression***

***4. Gameplay***

***4.1. Goal***

***4.2. User Skills***

***4.3. Game Mechanics***

***4.4. Items & power ups***

***4.5. Progression & Challenge***

***4.6. Losing***

***5. Art style***

***6. Music & Sounds***

***7. Technical description***

***8. Marketing & Funding***

***8.1. Demographics***

***8.2. Platforms & Monetization***

***8.3. Localization***

***9. Other ideas***

**1. Characters**

Owen Deckard

● The player character.

● Served in the effort against the Gear Head Uprising.

● Now works as an engineer and night shift worker at a Gear Head factory.

● Creates constructs from Gear Head scrap to defend factory interior.

Owen Deckard just can’t catch a break. Having served in the Gear Head Uprising, he found work as a scrap artist, a soldier tasked with the collection and repurposing of Gear Head parts. The work was grueling, but Owen found pleasure in the opportunity to work with his hands. By the end of the war, Owen had become a decorated soldier, recognized for his contributions to the war effort. He would later find a job at a local Gear Head factory working as an engineer. And while the money is good and he’s given the chance to work in a workshop once again, Owen finds that he misses the chance to truly innovate and make something extraordinary. Which is why when he hears about the Gear Heads malfunctioning throughout the night, he leaps at the chance to work the nightshift, hoping this will be what he needs to flex his creative muscles once again.

Louis Cipes

* Floor manager at factory.
* Serves as a sort of secondary to Owen, alerting him of materials, structure integrity and/or enemy proximity.

Louis Cipes acts as Owen’s eye’s above ground. Typically a floor manager, he and Owen struck up an unlikely friendship over yoga. He acts as Owen’s partner during the night shift, sticking to the manager’s office above the main floor, keeping an eye on the action below. If he comes across as tense, it’s because he is. Anxious at the thought of another Gear Head incident, he’s ready to do anything in his power to help Owen maintain peace in the factory. He just hopes that doesn’t mean having to leave the office.

Gearheads:

● The robot enemy that the player will fight.

**2. Story**

Setting and History

● The setting is 1923.

● Gear Heads are automatons built to help.

● Gear Head Uprising created mistrust in Gear Heads as a whole.

The year is 1923 A.G.H.U. Gear Heads, automatons built for the purpose of assisting in day-to-day life, have become the subject of controversy. It’s been three years since the Gear Head Uprising, a conflict where Gear Heads en masse went rogue and attempted to lay waste to humanity. No one knows what sparked the rebellion, but rumors claim it was the work of the “Men Against Metal Coalition,” a major anti-Gear Head group.

There have been signs of healing. Some major companies have begun implementing Gear Heads into their workforce once again, albeit in smaller roles and with greater restrictions. But it’s not enough. While the major threat of the Gear Head Uprising has been placated, there still remains a sense of fear amongst the general public in regard to these machines. This has not slowed down the Gear Head production industry, despite protest from the general public.

**2.1. Theme**

The theme of Nightshift is fairly lighthearted. Fighting robots is treated as a fun activity. The player will not be presented with grim or tragic storytelling.

**3. Story Progression**

When the story begins, Owen will have discovered a disturbance in the factory just as it’s beginning to close. He returns to find several Gear Heads activated and running amok. Armed with a few spare parts and a nearby weapon, he’s able to quell the threat. However, fearing that a repeat occurrence may occur, Owen and his friend and coworker, Louis, shack up in the factory, determined to defend the factory’s interior.

**4. Gameplay**

In Nightshift, the player will be tasked with defending both himself and a generator from waves of enemies who spawn at the far end of the map. To do this, the player will have access to a variety of weapons, turrets, traps, and abilities.

The waves of enemies will get more difficult over time, with each stage lasting roughly 10 waves. The player will be rewarded with resources when he destroys enemies which he can use to purchase and upgrade new tools. At the end of the stage, the players performance will be graded based on how few hits both he and the generator took from enemies.

**4.1. Goals**

The object of the game is for the player and the generator to take as little damage as possible. The player will accomplish this by quickly and skillfully dispatching enemies with their own weapons, as well as intelligently placing traps and obstacles.

**4.2. User Skills**

1. Strategy

2. Quick reflexes

3. Twitch aiming

4. Trap placement

5. Unlocking of additional traps/ weapons

**4.3. Game Mechanics**

The player character is controlled with standard WASD controls. The player will select the weapons and traps he wants from a menu and place them using the mouse, by aiming at the location on the environment he wants them to be placed. The map is built on a grid, and each trap is sized to take up one square of that grid, therefore traps can be placed easily and logically around the map.

**4.4. Items and power-ups**

Weapons:

* The Blunderbuss: A shotgun style weapon that works best for short range
* The Musket: A medium range, semi-automatic weapon that has a reasonable rate of fire and accuracy.
* The Long Rifle: A powerful, accurate, slow firing weapon that is best suited for long range combat.

Traps:

* The Buzzsaw: A spinning blade that deals damage over time to any enemies within its range.
* Oil Spitter: A turret that shoots oil onto enemies which slows their movement speed.
* Barrier: A solid barricade that enemies must go around.

**4.5. Progression and challenge**

Each wave of enemies becomes more difficult than the previous one, for 10 consecutive waves per level. Other levels will become more difficult over time as well.

**4.6. Losing**

The game is lost if either the player or the generator is destroyed.

**5. Art style**

Nightshift will have a stylized, cartoonish art style similar to Disney animated films, set in a steampunk universe.

**6. Music and Sounds**

Music and sound are a stretch goal for Nightshift.

**7. Technical description**

The tools used for Nightshift will be:

* Maya
* Unity
* Discord

**8. Marketing & Funding**

There will not be marketing or funding for Nightshift.

**8.1. Demographics**

Age: 13 to 99

Sex: Everyone

Casual to moderate players

**8.2. Platforms & Monetization**

Nightshift will launch first on PC.

**8.3. Localization**

Nightshift will be in English only.

**9. Other ideas**

Other Ideas pending.