

Statement of Design Goals

Introduction

Our design goals for Saturday Night Shift was to create a fast, interactive environment in which the player would face challenges in the form of time management. The player has to decide which timed tasks to prioritize to keep their customers satisfied. We wanted to create a fun but stressful, fast-paced experience to give the player the true experience of being the only employee at a local nightclub that isn't in quarantine, as the Reykjavik nightlife reopened after a horrible pandemic, KRONA-19, shook the world.

Design goals

- Our design goal was to make a game where you could manage your own nightclub
- The player would mainly be focused on fixing things that break in the nightclub and deal with other small tasks, i.e. restocking the bar
- The main enemy in our game is time, you only have a short period where you complete the task before it has negative effects on the club.
- The player would complete these tasks by finishing short minigames, such as stocking the shelves with beer bottles or replacing a broken pipe.
- The original idea we had for the game was more that you would be designing your own nightclub, by placing things like couches and speakers around the club yourself, and then deciding on the music and lighting to change the feel of the club. This would have then affected customer satisfaction for your club. This ended up being too much work to do in the 3 weeks we had to work on this game, so we changed it to be more focused around you trying to keep your already designed club running smoothly by, i.e. fixing things when they break.

Some features we did but never ended up using were

- A review system, each customer would generate a review about the club when he left. This would then tell the player how well he is doing.
- Draggable assets, idea was that you could buy assets and place them around the club and when placing them they snapped to a grid.
- Club management menu, The idea was that you could hire employees to improve the workflow of your club, buy assets to decorate and to fit the theme of the week, change music to also fit the theme. The entire menu was scrapped because our game changed.