E.V.I.L.
NEVER SLEEPS

TOP SECRET

EXECUTIVE SUMMARY

'E.V.I.L. Never Sleeps' is an over-the-top stealth/action spy game in which players infiltrate secret lairs in exotic and dangerous locales and employ a variety of wacky gadgets to creatively overcome challenges and complete their objectives. It takes the expansive, non-linear sandbox levels of HITMAN, and pairs them with the campy spy theme and cheeky humour of No One Lives Forever, resulting in a freeform play experience with a comedic tone.

OVERVIEW

'E.V.I.L. Never Sleeps' is played from a first-person perspective. The gameplay revolves around using the various tools the player has at their disposal to avoid detection and complete their objectives. These tools include both lethal and non-lethal weapons, and an assortment of gadgets. Many of the gadgets are based on hacking, subverting, or disabling electronics, and this is what the player will be doing a lot during missions.

The levels are non-linear and afford the player multiple possibilities for navigation and objective completion. Choosing different gadgets will allow the player to tackle situations in new ways and access new paths around the level. The levels will also feature a high degree of interactivity, with players using their weapons and gadgets to manipulate the environment to their benefit.

DEMOGRAPHIC

'E.V.I.L. Never Sleeps' is aimed at a teenage-adult audience of no particular gender, and we expect to receive a T for Teen rating from the ESRB. The aim is for the game to appeal to players who enjoy stealth games and 'immersive simulation'-type qualities. 'E.V.I.L. Never Sleeps' assumes that players have at least an average level of video game literacy, meaning they have played games before and have some level of understanding and expectation when playing this game.

PLATFORM

'E.V.I.L. Never Sleeps' is being developed for PC, with the possibility of a current-generation console release at a later date. We are aiming for a high-fidelity art style and an involved control scheme that best suits an input method with a sufficient number of buttons, which the PC and current-gen consoles both provide.

STORY

International terrorist organisation, E.V.I.L., has kidnapped world leaders from 12 different countries, and has each of them held in a different secret lair. E.V.I.L. has made a ransom demand for $10 trillion, but their ransom video accidentally revealed the location of one of the secret lairs. As an agent of G.O.O.D. – a counter-terror institute specialising in the latest high-tech, experimental gadgetry – your mission is to infiltrate and destroy the E.V.I.L. lair, whilst rescuing the world leader being held there and determine the locations of the other secret lairs.

PLOT

Over the course of the game, the player systematically infiltrates E.V.I.L. lairs, one by one, rescuing the word leaders and gathering information that will lead them to the next lair. As they progress, the E.V.I.L. mastermind learns of the player's actions and increases security at the remaining lairs, giving the player a greater challenge the further they get through the game. After the final world leader is rescued, the location of the super secret lair where the E.V.I.L. mastermind is hiding will be revealed, and one final mission will take place there; the player's objective being to eliminate the E.V.I.L. mastermind and destroy the lair.

USP/DESIGN PILLARS

MANIPULATION

PREPARATION   **ADAPTATION**   **ALTERNATIVE SOLUTIONS**
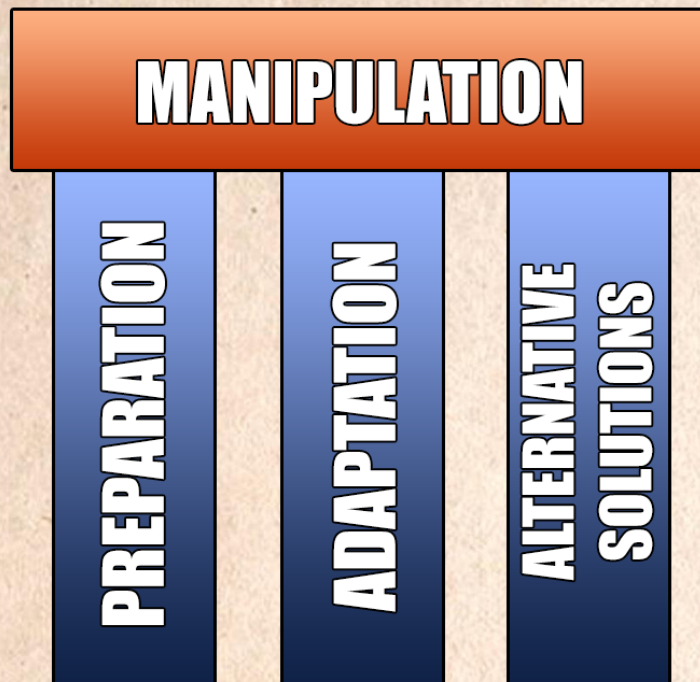
Preparation

- Reconnaissance
- Observing and listening to gather information about your surroundings
- Meeting the contact to get key information on the mission
- Finding key items
- Laying traps
- Planning ahead

Adaptation

- Plans going wrong
- Being forced to adapt and overcome unintended challenges
- Reacting to unexpected situations

Manipulation

- Using gadgets to manipulate objects
- Manipulating the environment to create possibilities
- Manipulating NPCs for information or mission progression opportunities.

Alternative solutions

- More than one way to complete objectives
- Alternate paths allow the player to approach challenges from different angles
- Non-combat solutions
- Different gadgets afford different possibilities

CORE MECHANIC

The core mechanic in 'E.V.I.L. Never Sleeps' is the use of guns and gadgets to interact with the world around the player. Guns can be used to take out NPCs – either permanently or temporarily, depending on the gun – as well as to interact with elements of the environment, such as shooting a surveillance camera to destroy it, shooting objects in the environment to make them fall or explode, or shooting the lock on a door to open it. Gadgets serve various purposes, such as subverting and jamming electronics, accessing new areas of the level, reconnaissance, and recovery in less-than-ideal situations.

Before each mission, the player can choose 1 gun and 3 gadgets to take with them. This will influence their approach to the mission and their method of completing the objectives. Each gun and gadget have unique properties, behaviours, and applications, resulting in benefits and drawbacks for each selection. The guns and gadgets that players can select are listed below:

GUNS

Suppressed pistol

- Damage type: Lethal
- Total ammo capacity: 2 magazines (1 already loaded in gun + 1 in reserve)
- This gun is quiet; NPCs/guards will only hear the player fire this weapon within 4 metres.
- Can interact with environmental/enemy elements by shooting them (E.g. the player can shoot chains/ropes to drop suspended objects, destroy surveillance cameras, destroy guard radios so they cannot radio for backup, detonate environmental explosives, etc.)
- Limited ammo. The player cannot acquire any additional ammo during the mission.

Tranquilizer gun

- Damage type: Knock out
- Total ammo capacity: 20 tranquilizer darts.
- This gun is silent, NPCs/guards will not hear the player fire this weapon at all.
- How long it takes for the tranquilizer to take effect depends on where the player shoots somebody...
    - o Head = Instant knock-out
    - o Chest = 2 seconds
    - o Stomach = 4 seconds
    - o Arm = 8 seconds
    - o Hand = 10 seconds
    - o Leg = 10 seconds
    - o Foot = 12 seconds
- Can NOT interact with environmental elements/guard radios by shooting them.
- Limited ammo. The player cannot acquire any additional ammo during the mission.

Taser

- Damage type: Knock out
- Can only hit targets up to 10 metres away.
- Instantly knocks out an enemy if the attack connects.
- Silent, NPCs/guards will not hear the player use this weapon at all.

- Must be recharged after each shot. Recharge takes 6 seconds.
- Unlimited ammo.

GADGETS

Lockpick

- Can be used on non-electronically locked doors that typically require a key.
- Unlimited uses.
- Takes several seconds for the lockpick to complete.

Electronic subversion device

- Can be used to subvert the functionality of various electronics.
    - ***Cameras:*** Switches its target tracking, so the vision cone locks on to and tracks an enemy rather than the player.
    - ***Turrets:*** Switches the identification, so it shoots enemies instead of the player.
    - ***Electronic locks:*** Switches the lock state between locked/unlocked.
    - ***Enemy identification pod:*** Switches the ID pod between on/off. When off, the enemy is no longer protected from threats such as turrets and laser trip mines.
- Unlimited uses.
- Once an electronic is subverted, it remains subverted until the player switches it back.

Electronic jammer device

- Can be used to disable various electronics.
    - ***Cameras***: While jammed, the camera can no longer detect the player and trigger an alarm.
    - ***Turrets:*** While jammed, the turret will not identify and fire upon any target.
    - ***Electronic locks:*** Freezes the lock in its current state, so it cannot switch between locked or unlocked.
    - ***Laser trip mines***: Jams the laser, so the mine cannot be detonated.
    - ***Power box for laser grid***: Disables alarm-triggering lasers.
    - ***Enemy weapons***: Disables the enemy weapon, so the enemy wielding it cannot fire at you.
    - ***Enemy radios***: Disables the enemy radio so they cannot radio for backup and alert every other enemy.
    - ***Enemy identification pod***: Disables the ID pod, so enemies are no longer protected from threats such as turrets and laser trip mines.
- Unlimited uses.
- Can temporarily jam an unlimited number of electronics. Only three electronics can be permanently jammed at a time. To permanently jam any more electronics, the player must first unjam something they've already permanently jammed.
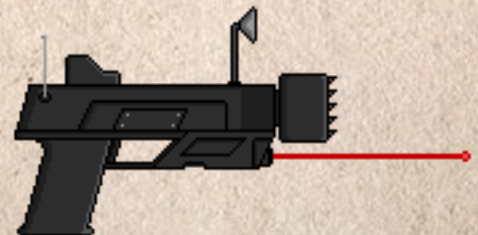
Distraction device

- The player throws it/plants it. It can then be activated/deactivated remotely.
- When activated, it emits a sound.
- The nearest NPC to the device within 10 metres will leave their position to investigate the noise.

Smoke bomb

- Thrown item.
- The bomb detonates 3 seconds after the moment it is thrown.
- The smoke cloud breaks line-of-sight, allowing the player to escape from enemies.
- Any NPC caught in the smoke cloud will be stunned for 10 seconds as they cough.

Remote explosive

- The player plants the explosive or leaves it somewhere.
- The player can then trigger the explosive using a remote detonator.
- Cigarette bomb, and lighter detonator?

Remote control camera shoe

- One of the player's shoes doubles up as a remote-control recon device.
- The player takes off their shoe and small wheels pop out from the side of the shoe, turning it in to a small vehicle. The shoe has a micro-camera embedded in the toe.
- The player has a phone that is linked wirelessly to the shoe, and it receives a video feed from the shoe.
- This gadget is useful for reconnaissance without the player putting themselves in harm's way.
- Until the shoe is retrieved, the player becomes more susceptible to stubbing their toe. The player loses 1 HP every time they collide with solid geometry.

Body remover

- Fast-acting acid that rapidly dissolves a body, preventing enemies from finding it.
- Limited supply – can only be used five times before it runs out.

Tactical banana

- Set and forget. When an enemy steps on this banana, they'll slip over and get knocked out.
- Infinite uses.
- Start with two.
- The player can pick up a banana after they've used it.

Scanner

- Can be used to detect enemies through walls, highlights interactive points of interest, and helps locate the contact.
- Has a range of 15 metres.
- Can be used for an unlimited duration.
-

WEAPONS, STATISTICS, AND DAMAGE MODELLING

In 'E.V.I.L. Never Sleeps', guns fire their bullets wherever the crosshair is aimed. There is no artificial bullet spread. Instead, the crosshair slightly drifts at all times, and recoils when the gun is fired. Furthermore, all guns in 'E.V.I.L. Never Sleeps' fire projectiles, rather than using hitscan. Projectiles fired by the player travel quicker than those fired by enemies. The higher speed for the player keeps their guns feeling snappy and impactful, while the lower speed for the enemies gives the player the chance to avoid gunfire if they are quick.

Enemies that are killed, knocked unconscious, or shot in the right arm will drop their weapon. The player can then pick up the enemy weapon to use. This is useful because the player only has a limited supply of ammo for their own weapon, which cannot be replenished. Enemy weapons cannot be reloaded, so once the ammo in the magazine is used up, the player must discard the weapon. Enemies can pick up weapons from the ground, too, though if they've been shot in the right arm, they will only be able to pick up and use secondary weapons. If an enemy loses their primary weapon, they will switch to their secondary weapon. If the enemy loses their secondary weapon, they will run away from the player and try to stay out of the player's line of sight until they can find a weapon.

Weapon statistics differ for the player and the enemy, even if the player picks up and uses an enemy weapon.

Shot location	Effect on enemy	Effect on player
Head	6x weapon damage.	2x enemy weapon damage
Chest	2x weapon damage.	1x enemy weapon damage
Stomach	1x weapon damage	1x enemy weapon damage
Right arm	Enemy drops primary weapon, and can only use secondary weapon thereafter.	0.5x enemy weapon damage
Left arm	Enemy cannot use radio.	0.5x enemy weapon damage
Legs	If one leg is shot - enemy limps. If both legs shot – enemy crawls on ground.	0.5x enemy weapon damage

Suppressed pistol (Player only)

Max damage	20
Minimum damage	10
Damage falloff start	25 metres
Damage falloff end	50 metres
Rate of fire	As fast as the player can pull the trigger
Recoil	Light
Magazine capacity	7
Muzzle velocity	300 metres per second

Tranquilizer gun (Player only)

Max damage	N/A
Minimum damage	N/A
Damage falloff start	N/A
Damage falloff end	N/A
Rate of fire	40 rounds per minute
Recoil	Light
Magazine capacity	1 (must be reloaded after each shot)
Muzzle velocity	300 metres per second

Taser (Player only)

Max damage	N/A
Minimum damage	N/A
Damage falloff start	N/A
Damage falloff end	N/A
Rate of fire	10 rounds per minute
Recoil	Light
Magazine capacity	1 (must be reloaded after each shot)
Muzzle velocity	300 metres per second

Handgun

	Player	Enemy
Maximum damage	20	10
Minimum damage	10	5
Damage falloff start	25 metres	10 metres
Damage falloff end	50 metres	35 metres
Rate of fire	As fast as the player can pull the trigger	280 rounds per minute
Recoil	Light	N/A
Magazine capacity	15	15
Muzzle velocity	300 metres per second	150 metres per second

Assault Rifle

	Player	Enemy
Maximum damage	35	15
Minimum damage	15	8
Damage falloff start	40 metres	20 metres
Damage falloff end	80 metres	80 metres
Rate of fire	750 rounds per minute	750 rounds per minute
Recoil	Medium	N/A
Magazine capacity	30	30
Muzzle velocity	450 metres per second	225 metres per second

Pump Action Shotgun

	Player	Enemy
Maximum damage	10 per pellet (each shot fires 12 pellets)	6 per pellet (each shot fires 12 pellets)
Minimum damage	4 per pellet	1 per pellet
Damage falloff start	10 metres	4 metres
Damage falloff end	25 metres	20 metres
Rate of fire	100 rounds per minute	100 rounds per minute
Recoil	Strong	N/A
Magazine capacity	8	8
Muzzle velocity	350 metres per second	175 metres per second

CORE GAME LOOP

Vision

Hearing

Lasers

Alarm button

Enemies

Surveillance cameras

Alarms

Avoid detection → Sneak

Lethal → Gun → Attack

Non-lethal

Lethal → Gadget

Non-lethal

Distract → People → Manipulate

Surveillance cameras

Lasers

Laser trip mines

Turrets

Enemy weapons

Enemy radios

Enemy ID pods

Locked doors

Obstacles / Threats

Gun | Gadget 1 | Gadget 2 | Gadget 3

Mission briefing | Loadout

Prepare

Act

CORE LOOP

Navigate

Uncover level on map

Learn level layout

Find alternate paths

Find keys / keycards

Identify

Obstacles/Threats | Objective location(s) | Side-objectives | The contact

Surveillance cameras | Lasers | Enemies | Turrets | Laser trip mines | Disguise | Behaviour | Location

Types | Locations | Patrol route | Numbers

PREPARE

- Before each mission, there is a mission briefing.
- The briefing gives an overview of the mission objectives, what threats you may encounter, and the recommended gadgets to take.
- After the briefing, the player selects the gun and gadgets to take with them on the mission. The player can choose differently from the briefing's recommendation.
- The player can choose 1 gun and 3 different gadgets.

NAVIGATE

- As players navigate the level, areas they visit will become revealed on their in-game map.
- Players will become familiar with the overall level layout as they navigate.
- Players will find alternate paths.
- Keys and keycards that can unlock doors, and thus alternate paths, will be found as players navigate the level.
- All of the above will aid the player when trying to evade enemies or escape after completing the mission objectives.

IDENTIFY

- Players will identify obstacles and threats that may either pose a challenge, or present an opportunity for the player manipulate the obstacle/threat for their own benefit. These obstacles/threats include:
  o Surveillance cameras
  o Lasers
  o Turrets
  o Laser trip mines
  o Enemies
    ▪ Enemy types
    ▪ Where the enemies are located
    ▪ Enemy patrol routes
    ▪ How many enemies there are
- The player will also identify the contact. Clues in the environment, or overhead in NPC dialogue will clue the player in on the contact's disguise and location. The player may also be able to identify the contact by observing their behaviour.
- Players will also identify main and side objective locations, which will help them form a plan for getting in, completing the objective, and escaping.

ACT

- The player acts upon the information they have gathered thus far.
- The player uses information about the enemies and threats to help them avoid detection.
- Enemies will investigate or become alerted due to certain sights and sounds.
- Being spotted by a surveillance camera will trigger an alarm.
- Alarms can also be triggered by lasers or manual alarm buttons that NPCs can press.
- Players can also attack using guns or gadgets.
  o There are lethal guns, for eliminating enemies permenantly, but guards become alerted if the body is found.

- o There are non-lethal guns that are quieter, and enemies won't become alerted if an unconcious body is found, but the enemies can be woken up.
- There are some gadgets that can be used to attack enemies, too.
  - o Explosives will kill enemies.
  - o The tactical banana can be used to knock enemies unconscious.
- Manipulating obstacles and threats, as well as enemies, is a major way in which the player acts.
  - o Electronic devices such as surveillance cameras; lasers; turrets; keycard readers; and enemy devices, including their weapons, radio, and identification pod, can all be jammed or subverted, creating opportunities for the player to make progress towards completing their objectives.

OTHER MECHANICS

MOVEMENT AND RECONNAISSANCE

By simply using the movement keys, the player will run by default. The player can hold the sprint button to increase their speed. Throughout the course of the game, the player will encounter various obstacles that can be traversed with climbing or vaulting:

Climbing ladders

The player can climb ladders by getting close to a ladder and moving forwards whilst looking up or down. Once a player has begun climbing a ladder, they will stay 'engaged' with it, even if they stop moving. The player can disengage from the ladder at any point by pressing the jump key, which will cause them to leap forwards in the direction they are facing. When the player reaches the top or bottom of the ladder, they will automatically disengage from it. If the player is in mid-air nearby a ladder, they can press the interaction key to catch the ladder, becoming engaged with it.

Vaulting

Vaulting is achieved by getting close to the obstacle and pressing the jump key whilst moving towards the obstacle. The player will vault over to the side. Any object between 0.9 and 1.25 metres in height can be vaulted over, including:

Railings

Windows

Crates

Low walls

Carrying out reconnaissance before tackling the objectives is a vital part of 'E.V.I.L. Never Sleeps'. As players navigate and survey the level, they will:

- Uncover visited parts of the level on their in-game map.
- Find alternate paths and routes around the level.
- Memorise the level layout so that they can navigate efficiently.
- Observe the environment and NPCs, gather information about their surroundings and look for any opportunities that will help them complete their objective.
- Overhear NPC dialogue that will give them information and lead them to opportunities that will help them complete their objectives.
- Find key items that will aid in level navigation and objective completion.
- Find the contact, who will provide the player with valuable information about their objectives and what threats they are up against.

THE CONTACT

On each level, there is a G.O.O.D. agent in disguise. This is the contact. If the player can determine which NPC on the level is the contact and establish communication with them, the player will receive additional intel pertaining to main or side-objectives, as well as useful information about the enemy types and threats that the player may encounter in the level.

The player can determine the contact's identity in several ways. One way is to listen out for NPCs discussing how someone is looking or acting out of character; this gives the player a clue that they can follow up on. Another way is to use the scanner gadget. The contact is embedded with a G.O.O.D. microchip that will show up on the scanner if you are near enough to it. The player can also spend time observing NPCs. The contact will break away from the other enemies to find a private place to briefly report back to HQ. The player can use this to determine the identity.

In each mission briefing, the player will be given a code phrase and the response expected from the contact. If the player gets close to an NPC and presses the interaction key, the player will say the code phrase to the NPC. If it is the contact, they will give the correct response and then reveal the relevant information to the player. If the NPC is not the contact, they will become alerted.

SUSPICION, DETECTION, AND ALERT PHASES

Enemies have four behaviour states...

Patrol

The enemy sticks to their position/patrol route.

Suspicious

The enemy leaves their position/patrol route to investigate a sight or sound.

If the enemy does not find anything that alerts them during their investigation, they will return to their position and return to the patrol behaviour state.

Alert

The enemy has become alerted and is actively engaged in combat with the player/hunting the player to kill them.

The alert phase has a 30 second timer.

If an enemy has sight of the player, the timer resets to 30 seconds.

If the player stays out of enemy sight, the timer will begin to count down.

If the timer reaches 0, enemies switch to the 'Searching' behaviour state.

Searching

The enemy searches for the player within a 20 metre vicinity of their current position.

The searching phase has a 1 minute timer.

If the player stays out of enemy sight, the timer will count down.

If the timer reaches 0, all enemies switch to the 'Patrol' behaviour state.

If an enemy sees the player, all enemies switch to the 'Alert' behaviour state.

During a mission, certain sights and sounds may cause enemies to become suspicious or alerted:

Sight	Range at which the enemy becomes suspicious and investigates the sight	Range at which the sight causes the enemy to become alerted.
Player, standing still	30 metres	15 metres
Player, running	35 metres	15 metres
Player, sprinting	45 metres	25 metres
Player, crouching still	20 metres	8 metres
Player, crouch walking	25 metres	10 metres
Previously locked door now unlocked	20 metres	N/A
Surveillance camera switched off/destroyed	15 metres	N/A
Lasers switched off	20 metres	N/A
Unconscious body	30 metres	N/A
Dead body	30 metres	7 metres

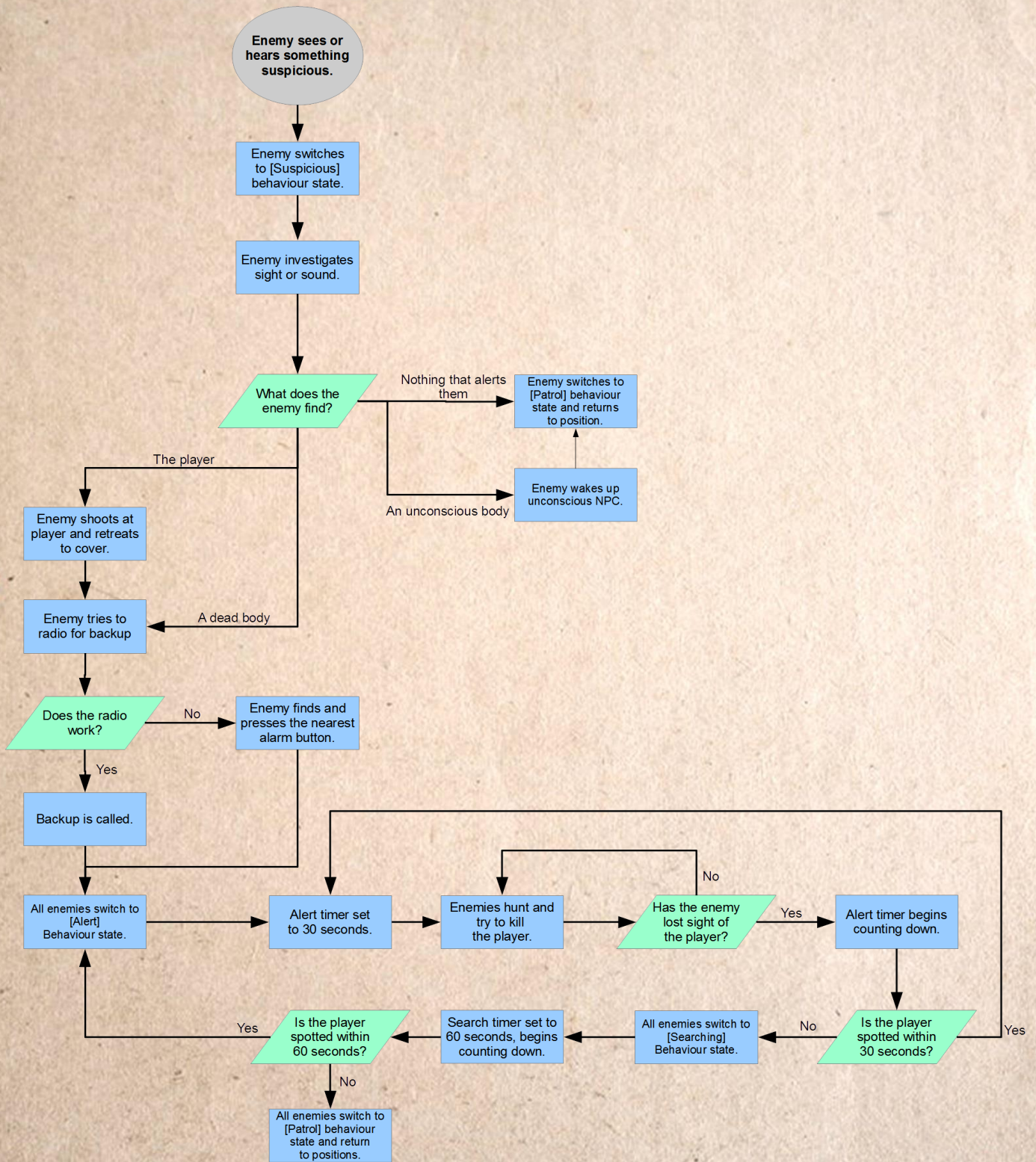| Sound	Maximum range at which the enemy can hear it.	Does the enemy switch to the 'Suspicious' or 'Alert' behaviour state?
The player running	3 metres	Suspicious
The player sprinting	8 metres	Suspicious
Noise emitted from distraction device	10 metres	Suspicious
Gunshot from suppressed weapon	4 metres	Alert
Gunshot from unsuppressed weapon	40 metres	Alert
A bullet hitting a surface	8 metres	Suspicious
An explosion	60 metres	Alert

If the enemy is investigating an unconscious body, they will wake up the unconscious NPC, and return to their position in the patrol state. The now-conscious NPC will also return to their position in the patrol state.

Upon becoming alerted, enemies will attempt to radio for backup or hit the nearest alarm button. If backup is radioed or the alarm button is pressed, every enemy in the level will switch to the alert behaviour state.
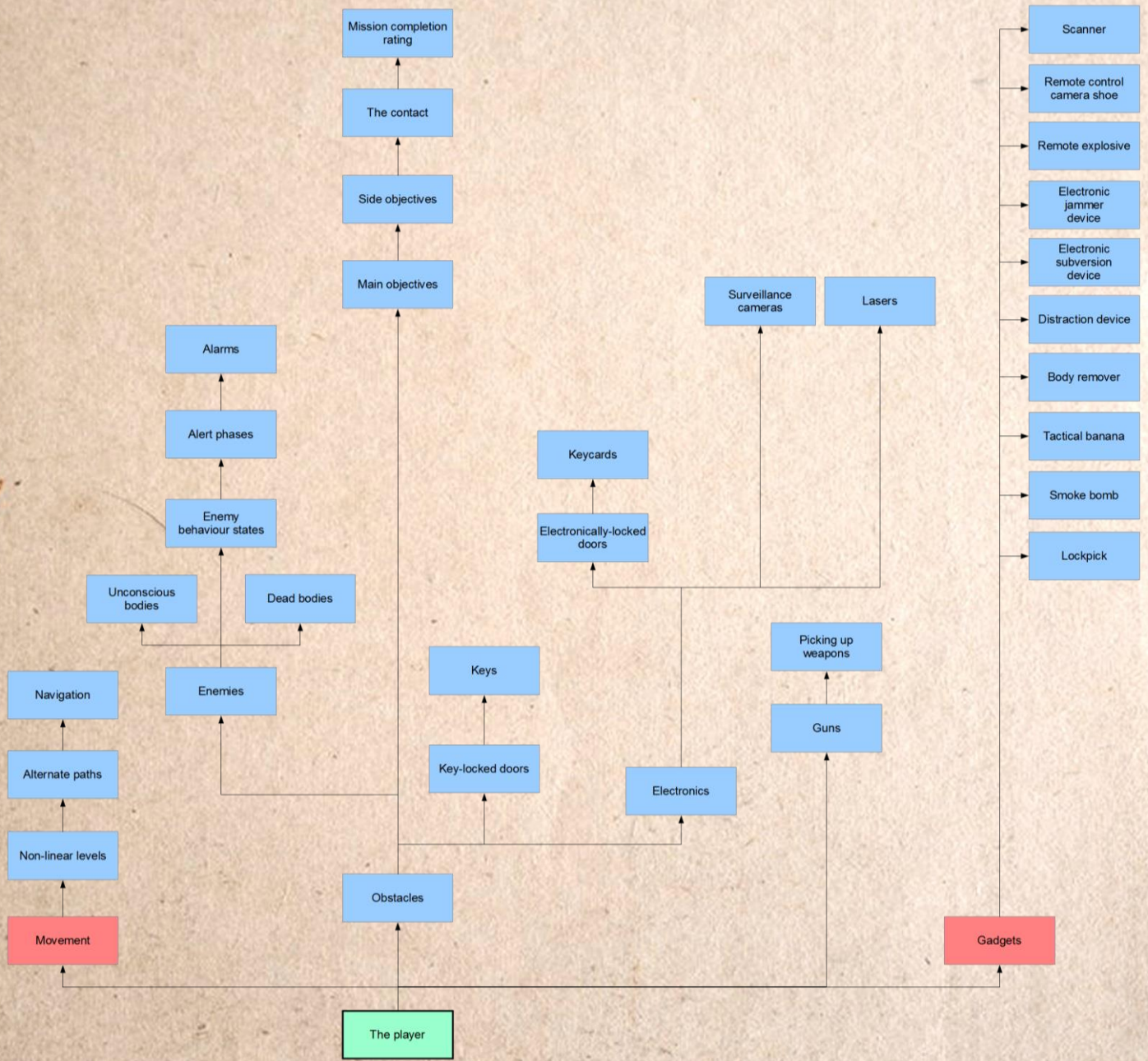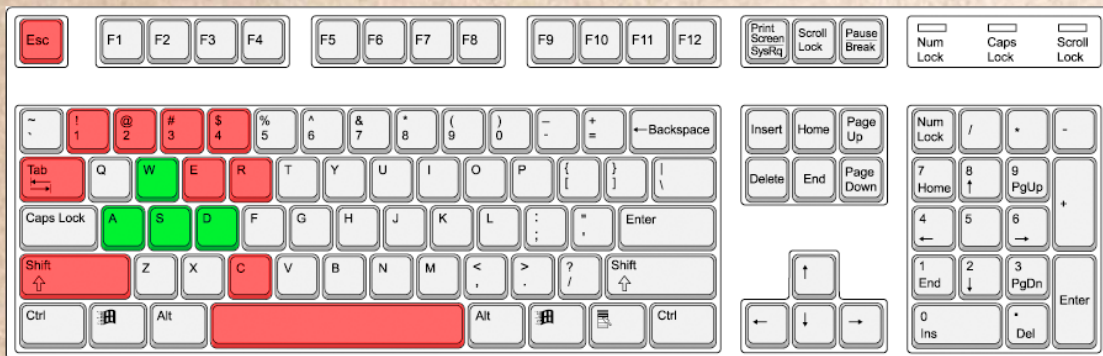
DETECTION/ALERT SYSTEM FLOW CHART

Enemy sees or hears something suspicious.

↓

Enemy switches to [Suspicious] behaviour state.

↓

Enemy investigates sight or sound.

↓

What does the enemy find?

→ Nothing that alerts them → Enemy switches to [Patrol] behaviour state and returns to position.

→ An unconscious body → Enemy wakes up unconscious NPC. ↑ (to Enemy switches to [Patrol] behaviour state and returns to position.)

→ The player → Enemy shoots at player and retreats to cover.

→ A dead body → Enemy tries to radio for backup

Enemy shoots at player and retreats to cover. ↓ Enemy tries to radio for backup

Enemy tries to radio for backup ↓ Does the radio work?

Does the radio work? → No → Enemy finds and presses the nearest alarm button.

Does the radio work? ↓ Yes → Backup is called.

Backup is called. ↓ All enemies switch to [Alert] Behaviour state.

Enemy finds and presses the nearest alarm button. ↓ Alert timer set to 30 seconds.

All enemies switch to [Alert] Behaviour state. → Alert timer set to 30 seconds. → Enemies hunt and try to kill the player. → Has the enemy lost sight of the player?

Has the enemy lost sight of the player? → No (loops back to Enemies hunt and try to kill the player.)

Has the enemy lost sight of the player? → Yes → Alert timer begins counting down.

Alert timer begins counting down. ↓ Is the player spotted within 30 seconds?

Is the player spotted within 30 seconds? → Yes (loops back to Alert timer set to 30 seconds.)

Is the player spotted within 30 seconds? → No → All enemies switch to [Searching] Behaviour state.

All enemies switch to [Searching] Behaviour state. → Search timer set to 60 seconds, begins counting down. → Is the player spotted within 60 seconds?

Is the player spotted within 60 seconds? → Yes → (back to All enemies switch to [Alert] Behaviour state.)

Is the player spotted within 60 seconds? → No → All enemies switch to [Patrol] behaviour state and return to positions.

DEPENDENCY CHART

```
                              Mission completion
                                    rating
                                      ↑
                                 The contact
                                      ↑
                                Side objectives
                                      ↑
                                Main objectives

        Alarms                                          Surveillance      Lasers          Scanner
          ↑                                               cameras                         
      Alert phases                                                                    Remote control
          ↑                                                                            camera shoe
         Enemy                                                                       
      behaviour states                                          Keycards             Remote explosive
          ↑                                                         ↑                
   Unconscious      Dead                                    Electronically-locked      Electronic
     bodies        bodies                                        doors                  jammer
        ↑             ↑                                                                  device
                                                                                    
  Navigation      Enemies                  Keys                                        Electronic
     ↑                                        ↑                                        subversion
 Alternate paths                        Key-locked doors          Picking up            device
     ↑                                                              weapons          
 Non-linear levels                                                   Guns            Distraction device
                                                     Electronics       ↑            
                                                                                       Body remover
   Movement            Obstacles                                                    
                                                                          Gadgets     Tactical banana
                                                                                    
                       The player                                                     Smoke bomb
                                                                                    
                                                                                       Lockpick
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INTERFACE

WASD – Move

Mouse – Look around

Left mouse button – Shoot

Right mouse button – Use gadget

Shift – Run/Sprint

C – Crouch

Space – Jump/vault

E – Interact

R – Reload

1 – Select gun

2 – Select gadget 1

3 – Select gadget 2

4 – Select gadget 3

Tab – Open map/see objectives

Escape – Open pause menu

CHARACTERS

PLAYER CHARACTER – TAYLOR SUITS

Health: 100 HP

Players take on the role of Taylor Suits, G.O.O.D.'s top field agent. Taylor doesn't talk much, and sometimes acts a bit odd... almost as if they're being controlled by someone else...

ENEMY GUARD

Health: 100 HP

Equipment:

      1 primary weapon (Randomised between assault rifle or pump-action shotgun)

      1 secondary weapon (Handgun)

      2 flash grenades

      1 radio

      1 identification pod

This enemy is the most common enemy type.

If the player is in cover, this enemy will use their flash grenades to try to stun the player so they can move in for the kill.

This enemy type has an identification pod attached to their belt. This ID pod allows threats such as turrets and laser trip mines to identify the enemy, thus keeping the enemy safe from harm. If the identification pod is tampered with, the enemy will become susceptible to harm from these threats.

MINION

Health: 75 HP

Equipment

       1 radio

       1 identification pod

The minion is a simple worker who helps to keep the E.V.I.L. lair operational. The minion does not carry any weapons, and thus poses no threat to the player. However, if they spot the player, they will attempt to radio for backup, alert the nearest guard, or press the nearest alarm button.

'TEN MINUTES' OF PLAY

FIRST

When players first play 'E.V.I.L. Never Sleeps', they will likely feel a bit overwhelmed by the possibilities they have to use their gadgets in different ways. It is expected for them to get spotted and trigger alarms quite frequently as they learn how the game works. They will eventually succeed at missions, but it will be tough, and they will have likely retried the mission a couple of times, at least.

LATER

After familiarising themselves with the game a bit more, players should be more adept at sneaking around and avoiding detection. Players will have a better understanding of how they can use their gadgets to manipulate enemies and the world around them, and should be able to use their gadgets reactively to get themselves out of dangerous situations. Players should feel more confident in tackling missions, but new challenges introduced later in the game will keep them on their toes.

LATEST

Players have now mastered their gadgets and guns, and have learned to anticipate enemy behaviour. As such, they are now capable of planning and executing more complex strategies, and even 'toying' with enemies for their own amusement. Players are now able to complete missions without ever alerting the guards, and will routinely complete all side objectives and attain 100% mission completion ratings. Players will return to 'E.V.I.L. Never Sleeps' every now and then for another playthrough.

SAMPLE LEVELS

KEY / LEGEND

Player start point

Power box

Unlocked door

Key

Electronically-locked door

Electronic keycard

Key-locked door

Contact

Enemy presence

Main objective

Minion presence

Side objective

Surveillance camera

Mission exit point

Turret
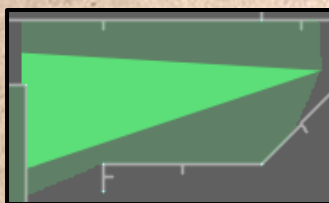
Camera vision cone (light green area), and view sweep zone (darker green area)

Laser trip mine

Laser

LEVEL SNIPPETS
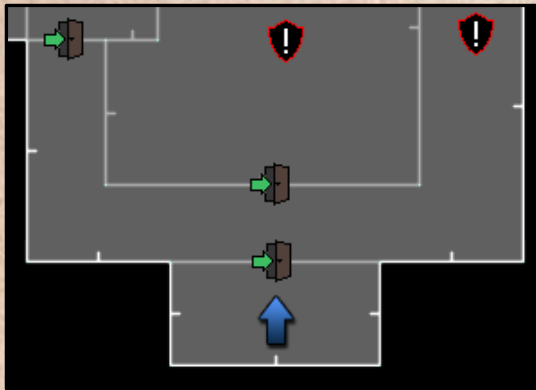
When the player begins a mission, they will start in a 'safe' area. If they remain here, they will not be discovered or attacked. Only when they proceed through the initial door will it become possible for the player to be discovered or attacked.

There is a camera here, and the player will be spotted if they enter the camera's vision cone. The player has several options for avoiding it:
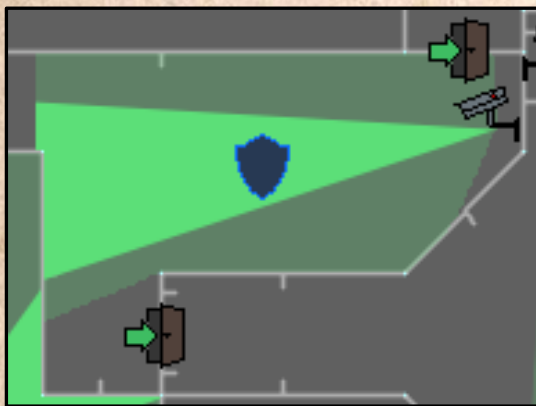
- Time their movement correctly to sneak past the vision cone as it sweeps back and forth.
- Use their electronic subversion device to switch the camera's tracking identification system.
- Use their electronic jamming device to disable the camera.
- Use a lethal damage-type gun to shoot the camera and disable it.
- Use an explosive to destroy the camera.

There are lasers in this corridor that will trigger the alarm if the player touches them. Again, the player has multiple options:

- Find an alternate path.

- Access the nearby room and use the electronic jammer device on the power box to disable the lasers.

- Access the nearby room and shoot the power box with a lethal damage-type gun to disable the lasers.
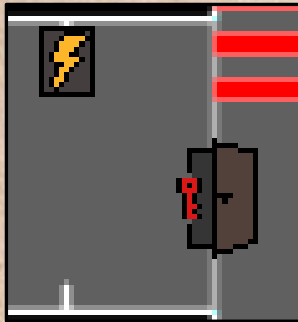
The door to the room containing the power box is a key-locked door. To get through this door, the player must either find the key and unlock the door, use the lockpick, shoot the lock off with a lethal damage-type gun, or use an explosive to blow the door open.
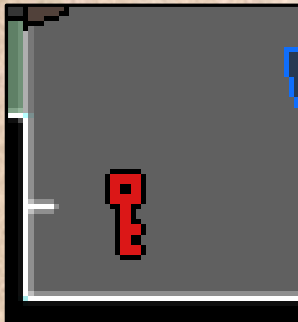
Picking up the key will allow the player to access any key-locked door.
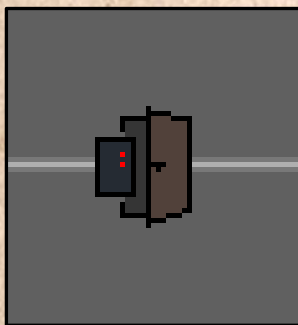
An electronically-locked door like this one typically requires a keycard to open, but the player is able to use their gadgets to get through, too. The player can use the electronic subversion device to switch the lock state between locked/unlocked, or use explosives to blow the door open.
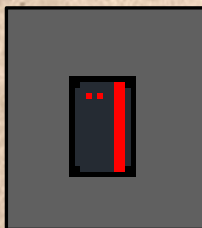
Picking up the electronic keycard will allow the player to unlock any electronically-locked door.

On each level, there is a G.O.O.D. agent in disguise. This is the contact. If the player can determine which NPC on the level is the agent and make contact with them, the player will receive additional intel pertaining to main or side-objectives, as well as useful information about the enemy types and threats that the player may encounter in the level.
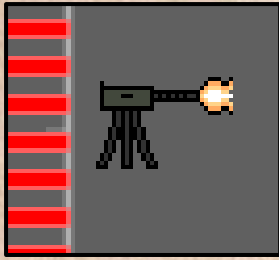
This turret will automatically fire upon anyone it cannot identify if they walk in to the turret's line of sight. The player can use certain gadgets to disable the turret, or get it to fire at enemies instead.
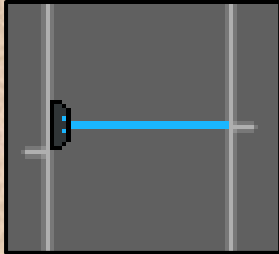
This is a laser trip mine. If the player trips the laser, the mine will explode. Enemies with a working identification pod will be able to pass the mine, because the laser will automatically switch off when the enemy comes close, and will switch on again once the enemy has passed. It would be a shame if the enemy's identification pod didn't work for whatever reason...
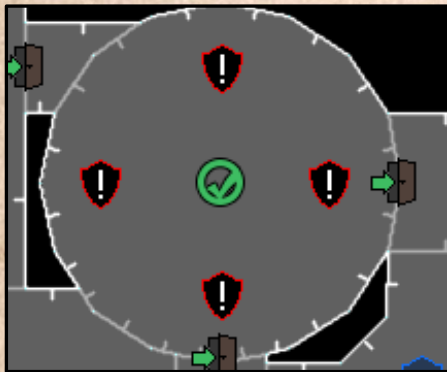
Once the player has completed all of their main objectives, they must get to the escape point to complete the level. There is a high enemy presence around this objective, so the player will have to be careful!
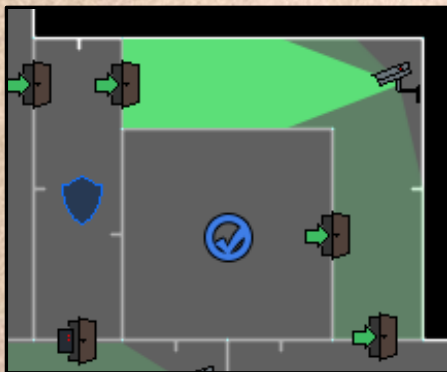
Side-objectives are not mandatory, and the player can finish a level without completing these objectives. However, the player will not be able to reach a 100% completion rating for the level without completing the side-objectives.
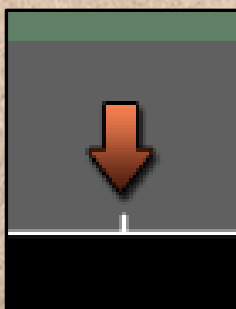
The mission escape point becomes active once all the main objectives are complete. When the player stands here and presses the relevant interaction prompt, the mission will end.
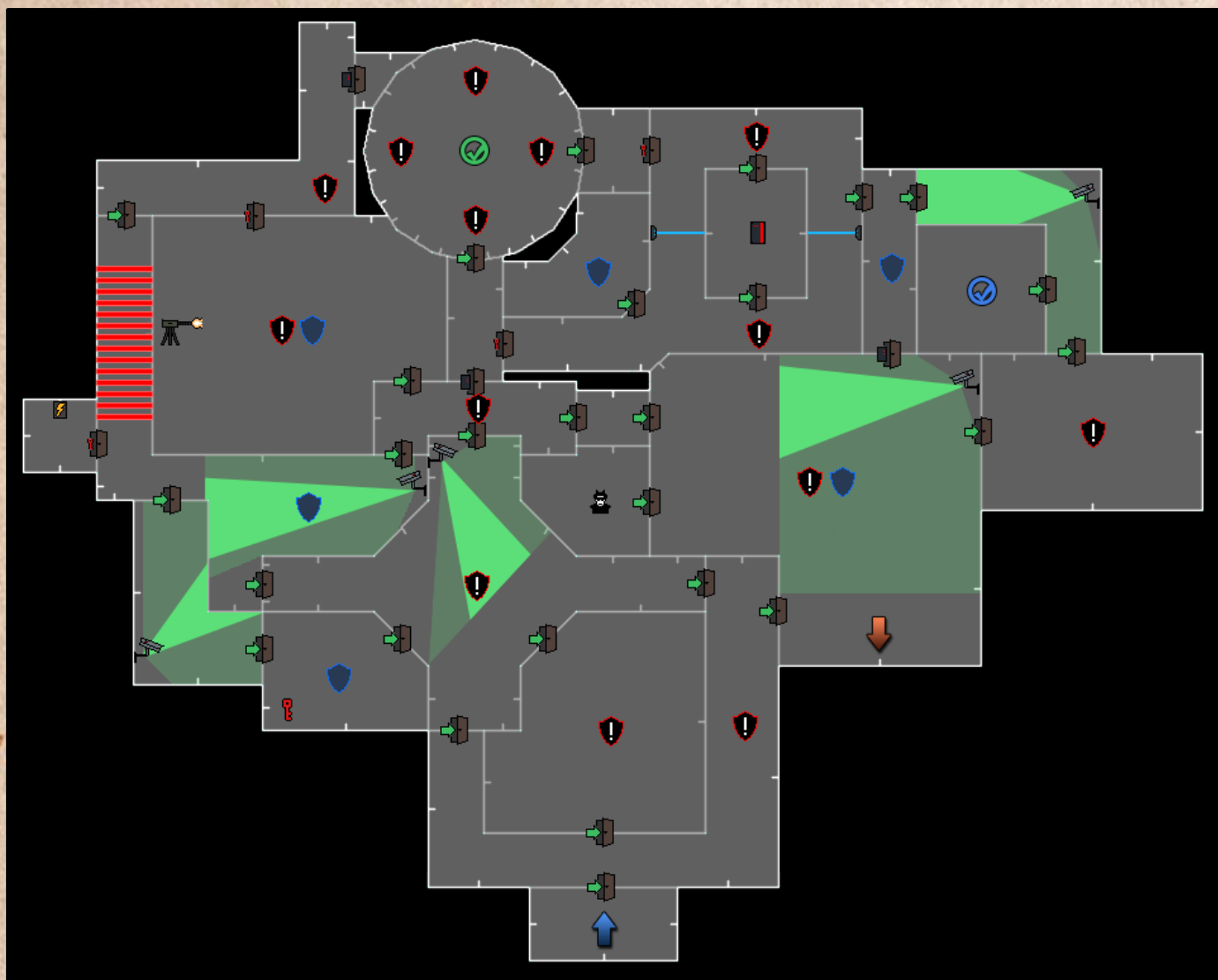
Here is an overview of an entire level. This demonstrates the non-linear level layout, which affords players multiple paths for evading enemies and reaching their objectives. While taking certain gadgets may allow players to access certain paths sooner, the player is never completely locked out of a path because they lack the right gadget. There is always an alternative way of accessing each path.

COMMERCIAL PLACEMENT

Stealth and 'immersive simulation' games are a relatively niche market, and don't typically sell the most copies or generate the most revenue, but we are hoping to build 'E.V.I.L. Never Sleeps' in to a high-quality game that will have long-tail sales potential through word-of-mouth praise. Consumers do not tend to find a single-player only game with a campaign lasting between 8 – 12 hours a very attractive purchase these days, so 'E.V.I.L. Never Sleeps' will also be sold at a slightly lower-than-normal price point of £29.99.

We will keep the development team fairly small, but it means the full development cycle will take a bit longer. Below is a table breaking down the various team members that will be required, their salary, how many people in that position we'll need, how many years they will be needed in the development cycle, and the total cost to pay all of those people for the length of time they are required.

Role	Salary	How many we'll need	How many years they'll be employed	Total cost
Creative director	£70,000	1	4	£280,000
Lead programmer	£60,000	1	4	£240,000
Programmer	£35,000	2	4	£280,000
Art director	£55,000	1	4	£220,000
Lead artist	£40,000	1	4	£160,000
Lead animator	£35,000	1	4	£140,000
Artist	£28,000	2	4	£224,000
Animator	£28,000	2	4	£224,000
Lead designer	£58,000	1	4	£232,000
Designer	£35,000	2	4	£280,000
Producer	£50,000	1	4	£200,000
Audio director	£68,000	1	4	£272,000
Sound designer	£38,000	2	4	£304,000
QA lead	£35,000	1	4	£140,000
QA tester	£24,000	3	4	£288,000
Marketing/PR/Sales	£56,000	2	2	£224,000

This brings the total cost of paying the development team to £3,708,000.

For monetisation, we will develop and release expansion packs, each containing 3 new levels and 1 new gadget. These will be priced at £7.99 each.