

Game Concept: Shadow Shift

Game Goal: Identify the hidden Shifter before the base falls into chaos.

Rules: Players complete tasks and observe behavior while one player secretly changes appearance and sabotages the environment.

Core Loop: Explore → Complete tasks → Observe → Discuss → Vote.

Simple Feedback: When the Shifter changes appearance, a short glitch visual and distorted sound are played.

SCAMPER Summary:

Substitute killing with deception, combine tasks with investigation, adapt the game to low visibility, modify shadows as clues, use lighting as a tool, eliminate instant eliminations, and reverse gameplay by leaving misleading traces.