

Alien Evidence gathering game idea

Overview

- 2 stages: day and night
- Aliens and UFOs are only present at night
- Night can be ended by starting the RV (HQ) and driving away
- Day time can be used to purchase and setup equipment
- Day can be skipped at any point to start night
- Objective is to use equipment to collect evidence types
- Evidence must be brought back to the HQ to be cached
- At the end of night, evidence is converted to cash
- Audio, photo and video cash worth is calculated based on how many evidence types are included
- Audio, photo and video cash worth has multipliers if it includes a variety of evidence types

Evidence types

- Audio recording of UFO
- Audio recording of alien
- Audio recording of alien radio chatter
- Audio recording of alien attack
- Photo of UFO
- Photo of alien
- Photo of alien victim (human)
- Photo of alien victim (animal)
- Photo of alien technology
- Photo of alien abduction
- Photo of alien footprints
- Photo of crop circle
- Video recording of UFO (stationary)
- Video recording of UFO (moving)
- Video recording of alien
- Video recording of alien technology in use
- Video recording of alien attack (human)
- Video recording of alien abduction
- Alien blaster
- Alien blood
- Alien specimen (dead)
- Alien specimen (alive)

Equipment

- Torch (default) - provides basic illumination, light attracts aliens, every player is given one for free
- Audio recorder (default) - records all audio in certain radius, used to capture audible evidence, must be brought back to HQ to store recordings, every player is given one for free
- Flare gun - must be purchased at HQ prior to night, used to signal location to allies, also attracts aliens, can be used offensively against aliens, comes with one shot but more ammunition can be purchased
- Photo camera - must be purchased at HQ prior to night, used to capture photo evidence,

maximum of 10 photos, camera flash attracts aliens, must be brought back to HQ to store photos

- Video recorder - must be purchased at HQ prior to night, used to capture video evidence, each recording is ≤ 5 seconds, maximum of 10 recordings, must be brought back to HQ to store videos

- Night vision camera - must be purchased at HQ prior to night, used to capture video evidence in dark conditions, each recording is ≤ 5 seconds, maximum of 5 recordings, must be brought back to HQ to store videos

- Pistol - must be purchased at HQ prior to night, used to attack aliens and humans, comes with 12 ammo but more can be purchased

- Shotgun - must be purchased at HQ prior to night, used to attack aliens and humans, comes with 8 ammo but more can be purchased

- Hunting rifle - must be purchased at HQ prior to night, used to attack aliens and humans, comes with 10 ammo but more can be purchased

- Radio - must be purchased at HQ prior to night, used to communicate with allies, aliens attracted to noise is close enough, can hear alien chatter if on same frequency (hidden evidence type)

- Swab - must be purchased at HQ prior to night, used to collect samples of aliens blood (alien blood left behind by damage take)

- Ghillie suit - must be purchased at HQ prior to night, used to camouflage with forest environment

- Tripod - must be purchased at HQ prior to night, used to set up cameras and torches to record or use as bait

- Movement sensors - must be purchased at HQ prior to night, placed around map to detect movement in a given radius, movement can be seen as dots on HQ computer

- Head torch - must be purchased at HQ prior to night, provides basic illumination without needing to be held in active hand

- Night vision goggles - must be purchased at HQ prior to night, used to see in dark conditions without needing to be held in active hand

- Tracker gun - must be purchased at HQ prior to night, used to fire tracker darts

- Pistol ammunition

- Shotgun ammunition

- Hunting rifle ammunition

- Flare ammunition

- Tracker darts - must be purchased at HQ prior to night, fired from tracker gun and attach to object they hit, location can be seen on HQ computer (updated at certain frequency)

- Pistol attachments - torch, laser sight, extended magazine

- Shotgun attachments - torch, laser sight,

- Hunting rifle attachments - scope, laser sight

Headquarters

Acts similar to ship in Lethal Company

- RV with space for all players.

- Computer onboard where players can order equipment (during day) or view camera perspectives and trackers (during night)

- Evidence must be brought back to HQ to be stored

Movement modes

- Walking - default movement mode, moderate speed and moderate noise
- Crouching - low speed and low noise
- Prone - extremely low speed and extremely low noise
- Sprinting - high speed and high noise