Night Shift

Themes: Surreal, Suicide, Psychological

Summary:

At night, you run a small corner shop to try and make a living. Your monotonous life is reflected in your dreams each night. As you talk to your customers, the choices you make affect the way you feel. You try to stay happy, but can you?

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You play as a man who opens his shop at night. There are 8 nights. Shop mechanism become irrelevant after night 4. Everything after night 4 will change depending on previous actions. On night 6, customers start wearing facemasks (normal route).

Bad endings based on positive actions

* Stress yourself out by using too much energy
* If you make good decisions, you use more energy
* Negative energy – psychosis
* Outlet for stress
* You have to give up something to make good decisions

Falling energy bar – colour of fall more red if greater

Good decisions – not necessarily good and may expend more effort

Glitched out “seemingly normal” options

Three options, two bad, one good, but the good one does something bad

Ambiguously “good” options that are not

Colour grading

Customer satisfaction rating

You can see the view out of the window.

Short game endings:

* Run out of money (can’t restock/can’t sell/zero money)
* Gambling
* Kill yourself (available night 5 in darker endings)

Other characters:

* Mother (bed-ridden)
* Mysterious man (gives pills in exchange for an energy boost) – nights 1 to 4
* Kid (comes multiple times)
* Teenager

Each night, player can check mirror in his room and his reflection reflects the man he has become/is becoming. (Changes after day 4). States:

Normal:

* Depressed (normal)
  + Flags are not met. Man’s depressed and doesn’t work after day 6
  + Mother neglected
* Happy/Kind (True end)
  + If shop is opened on day 7, someone with the “illness” visits the store and the player passes it onto his mother and she dies
  + If player shuts shop, he acknowledges that earning money will be much more difficult, maybe he’ll invest in a computer and ship to people online.

Drugs:

* Paranoid (surreal)
  + Ghouls
* Psychopathic (bad actions)
  + Large spider blocks staircase and demands to be fed cookies – player gets rid of it and thinks he is invincible
  + Mum can’t support her
  + Mum turns into a monster

Mum is on life support

Turn of lamp posts to leave dream

Bad actions:

* Strangle
* Say nasty things

A day:

Night (Room) Work  Sleep (dream)  Day activity (text only)

Sleep dream:

Same dream repeated

Lamp posts in a row (parallax)

Player can turn them on or off.

Energy bar

Gameplay

|  |  |
| --- | --- |
| Dream 0 | Player talks to person:   * Do you ever feel like life drags on for eternity * In one way or another * People * Why are we here? Why do we exist? * There’s a lot to be said * I know as much as you do * You only really know when you care deeply for someone   Switch off lamp post to exit dream |
| Day 1 | I’ve been getting these reoccurring dreams lately…  I should restock the shop before it gets too late. |
| Night 1 | * I should work…   Talking to customers: |
| Dream 1 | Turn off lamppost to exist dream  Underneath a lamppost is player’s mum.  Son, could you get me some water please? I’m really thirsty.   * Okay (“Did you get it yet?”) * Get it yourself (-)   I love you. You work so hard   * > Love you too (+) * > Thanks * > I really don’t understand why you didn’t get the water yourself (-) |
| Day 1 | I feel tired. What should I do today:   * Restock shop * Feed yourself () |
| Night 2 | Life is so repetitive. I’m losing track of time.  I should work…  Talking to customers:  Guy sell drugs |
| Dream 2 | Underneath a lamppost is player’s mum.  Son, could you get me some water please? I’m really thirsty.   * Okay (“Did you get it yet?”) * Didn’t you ask me this before? Get it yourself you lazy woman (-)   I love you. You work so hard   * > Love you too (+) * > You’re not my mum (-) |
| Day 2 |  |
|  |  |
|  |  |
|  |  |

Depressed route

* Noose hangs from lamppost in dream
* Kills self

Lamp post ending:

* Switch off lamppost in mum’s room
* ECG goes flat

Assets:

Monsters

Spider kills, story resets

Everything seems normal until day 3

Dream dialogue:

Ask mum how she is

When you were young

Talking to customers:

3 types: kid, man, woman

* Sorry that’s out of stock
* Yeah we have that. That will be X
* I’m not
* What the heck, that’s so expensive!!

Kid asked honest questions

* Sir, are you insecure?

Shop items:

* Cigarettes
* Candy
* Magazine
* Gum
* Liquor
* Water
* Chocolate bar

Tip box penny

When drugs, I have fun drug time

Player backstory:

He used to have a job but lost it after being fired for an incident he did not cause. It was around the same time his mum

Player can only switch off lampposts

In his dreams, options:

Talk to mum

Switch off lamp post

I saw my wife came visited this shop yesterday

Monologues

i like chen so much, she is very cute