

Darklighters

Name/Username: Martin Macko/Mato098

Target Audience: Semi experienced players

Gamer Type: base builder, horror enjoyer

Target Platforms: PC, consoles

Genre: 1st person gritty tower defence with exploration elements and arcade level structure (enjoyers of deep rock galactic that want to build bases, or fallout 4 base building if it was actually satisfying and focused)

Number of Players: 1 / co-op for up to 4 players

Projected Release Date: 2027

High concept statement

In a inter-planetary world where human lives are scarce, you as a frontier explorer are sent on missions to secure holdings in remote locations to extract natural resources, build base for a settlement or establish a surveillance post. Set out and secure a foothold for humanity in various dark, scary and oftentimes repulsive environments. Build a base capable of surviving attacks of local inhabitants, scour the area for resources as you get to take only the bare minimum. Maintain the base during your stay, and live long enough for the relief party to swoop in.

Core mechanics: Build defences -> explore environment -> fight monsters -> extract and upgrade

Feature set:

Build: Place available buildings around the objective to protect it.

building types: turrets, walls, traps, utility buildings (healing station, ammo storage, landing pad for relief crew)

Materials for buildings are not available from deployment, need to be harvested in the area.

Race against the clock: Levels are structured in a format of survive a given amount of time.

Fight: Players possess a range of weapons to keep them safe while exploring, as well as keep the monsters away from their base.

Upgrade: Players can upgrade their arsenal after each mission, as well as the types and levels of buildings available to them.

Artstyle: Mainly inspired by the Metro series with high focus on atmosphere and tension building.

Player experience goals:

Fear: As players scramble to build up their defences and harvest needed materials as fast as possible while trying not to attract any of the roaming monsters.

Adrenaline: Defending against hordes of monsters as their attacks intensify as the mission comes closer to extraction.

Relief: Of making it out and seeing their relief crew mow down remaining hostiles.

Explore: the environment and use terrain to their advantage.

Team Roles

Coder or two - for the code

Artists – Concept art, 3d models, animations and terrain

Designer – Site layout rules, Enemy variants and mechanics, weapon types, building mechanics, balancing

Tester – for testing

Writer (part time) - Not the main focus, but some lore is necessary

The competition:

Mainly Deep Rock Galactic, Art and atmosphere should be akin to the Metro series.

