SMUGGLOOT

You were just another NPC in a free-to-play video game, trying to sell your lootboxes to make a living. Then the ban happened, and suddenly, your job is now illegal.
Make a living by running an illegal smuggling operation to sell your premium lootboxes to addicted players, while hiding from the law!

🔦 FEATURES

- Control a smuggler through a **top-down perspective**, as you deliver loot boxes to their destination.

- Play through **different scenarios** while trying to deliver the number of lootboxes established as the objective, or a fixed number of lootboxes in a certain time.

- **Avoid the authorities** and don't let them spot your secret, shady business:

  • **Guards with flashlights** and visible vision range that react to sound or suspicious events.
  • **Lootbox smelling dogs** that majorly react to smell, getting suspicious if you spend too much time hidden in the same place.

- Trigger **different events** each time you successfully deliver a lootbox. The probability of this effect being negative increases with each delivered lootbox:

  • **Environment restructure**, from different pathways being blocked, or opened up.
  • **Change in the scenario's foes**, such as increased vision range, mobility, and better equipment.
  • **Purposely confusing visual effects**, such as fog, dizziness or lights going out.

- There are **different hiding spots** where the player can avoid being seen such as closets or manholes, but **standing too much time still will make the scent stronger** in that place will cause **dogs to be alert**.

- **Different types of floor material**, that affect noise and slipperiness; **water puddles** or **loose floor tiles** that the player must be aware while moving throughout the scene.

- Some guards when spotting the player will **activate an alarm** which will alert the other guards, and locking some paths, forcing the player to **use more difficult pathways**, or **deactivate the alarm in a specific zone**.

- **The lootbox can vary in size.** Bigger loot boxes are heavier while smaller loot boxes as lighter which will **influence player's movement speed**.

🔦 PLAYER MOTIVATION

Control the smuggler, as you try to deliver the greatest amount of loot boxes to the objective without being caught by the law enforcement.

Each time a player opens a loot box that you have delivered to them, different randomly generated events affect the gameplay. Embrace the challenge.

🔦 GENRE

Top Down 2D View, Action, Stealth.

🔦 TARGET AUDIENCE

Fans of the **Stealth** genre; Players who enjoy constant danger, and alertness.
Mainly hardcore players of the **Conqueror**, but also Manager archetypes, in the DGD I Model.

🔦 COMPETITION

Metal Gear (MSX), Serial Cleaner, Monaco: What's Yours Is Mine.

🔦 UNIQUE SELLING POINTS

Adapt and react to the randomly generated events, while maintaining the objective of sneaking around and delivering lootboxes.

Combining the use of vision-based foes to **restrain the movement of the player**, and smell-based foes to **keep players from standing still too much**, as a way of keeping the player on edge.

🔦 HARDWARE

PC.

🔦 DESIGN GOALS

Tension - Don't get caught while sneaking around. Keep calm, and don't let the nerves get to you!

Awareness - Between guards, dogs, flashlights and alarms, a distraction can mean the end.

Planning - Decide on the best way to deliver your lootbox. What obstacles are in your way? How many paths are there? Which ones should you face, and which ones should you avoid? Maybe delivering the nearest lootbox isn't the best choice

🔦 TEAM

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