

# Kill the Light

*Design Brief*  
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## DESCRIPTION

Kill the Light is a first person shooter multiplayer game, where players play against each other in an extremely low light situation, players need to utilize their flashlights on their weapons or the light source in the level to track the opponents and finally eliminate them or achieve certain goals to win the game. The sound that players are making while moving and attacking will also be an important piece of information for players to look for.

It will have a similar asymmetrical competitive gameplay like the Bad Blood or Chambara, but unlike those two games, Kill the Light will have an more immersive realistic game experience, and more importantly, the asymmetrical gameplay is more subtle: the light source that can be used by players is like a double-edged sword, it can help players winning the game or losing it depending on how the lights are being used.

## GAMEPLAY

Game mode: Kill on Sight  
Player number: 2 - 4

Spawn:  
Players will be spawned randomly on the map with their weapons and flashlights.

Light sources:  
Each player has a mounted flashlight on his/her weapon. Players need to use the flashlights to observe the terrain, spot the enemy players, and blind the enemy players while engaging them. There are also some light sources that players can interact with in the level, players can decide how to use them.

Weapons:  
Each player has a gun and a close range melee weapon. Once players find out where the enemy players are, they can use guns to kill the enemy players in distance or using melee weapons to kill them in silence.

## FEATURES

### LOW LIGHT SITUATION

First person perspective in an extremely low light situation will create a strong sense of uncertainty, and reduce the players' sensitivity to their surroundings, increasing their needs to use any light source they have.

#### DYNAMIC SOUND

Any sound created by players will be dynamic, which will give away players' location, and at the same time can be used by players to set up an ambush. The dynamic sound created by the game environment on the other hand, will increase the intensity of the game experience.

#### DESTRUCTIVE ENVIRONMENT

There will be a certain amount of environmental elements such as bridges, oil barrels, walls that can be totally or partially destroyed, players can gain strategic advantage over the opponents by destroying certain elements, or they may be giving themselves away by doing the same thing.

#### DESIGN GOAL

##### ASYMMETRICAL

Though players will have the same kinds of abilities to use the light sources in game, but when to turn on the light, and which direction players should point the lights to will decide whether players are getting usable intel of other players' location or giving away their own locations, thus "have a clear look at the surroundings" should be a very careful decision to make. Same as the sound, pulling the trigger may be effective if a player has a clear shot on the target, otherwise, the muzzle flash, the sound and the tracer of the bullet will all be compromising a player's information.

##### MANIPULATIVE

Players are capable of using light and sound not only just a positive way to find the clues of their opponents but also a way to bluff and create misleading information, to lure their opponents into the ambush or making mistakes.

##### INTENSIVE

With the low light game environment, and simple gameplay mechanics, it's the decision about the simple moves like turning on the light or choosing where to walk that would determine the outcome of the game. The intensive should be created among the most basic levels of the gameplay.

#### WHY

Human beings seek the abilities to fly high in the sky, to swim deep in the ocean, thus we spend thousands of years to create the most sophisticated technology to send people to the moon, to drive people underneath the ocean, but yet we haven't conquered the darkness of the night. Most first person shooter game happens in the day time where every players can have a good

visibility on the game objectives and each other, even if it is happening in the night time like the halloween events in COD warzone, it's technically not in the dark, the moon light is so bright, that it seems like they only put a filter on the screen to make it look like "at night".