

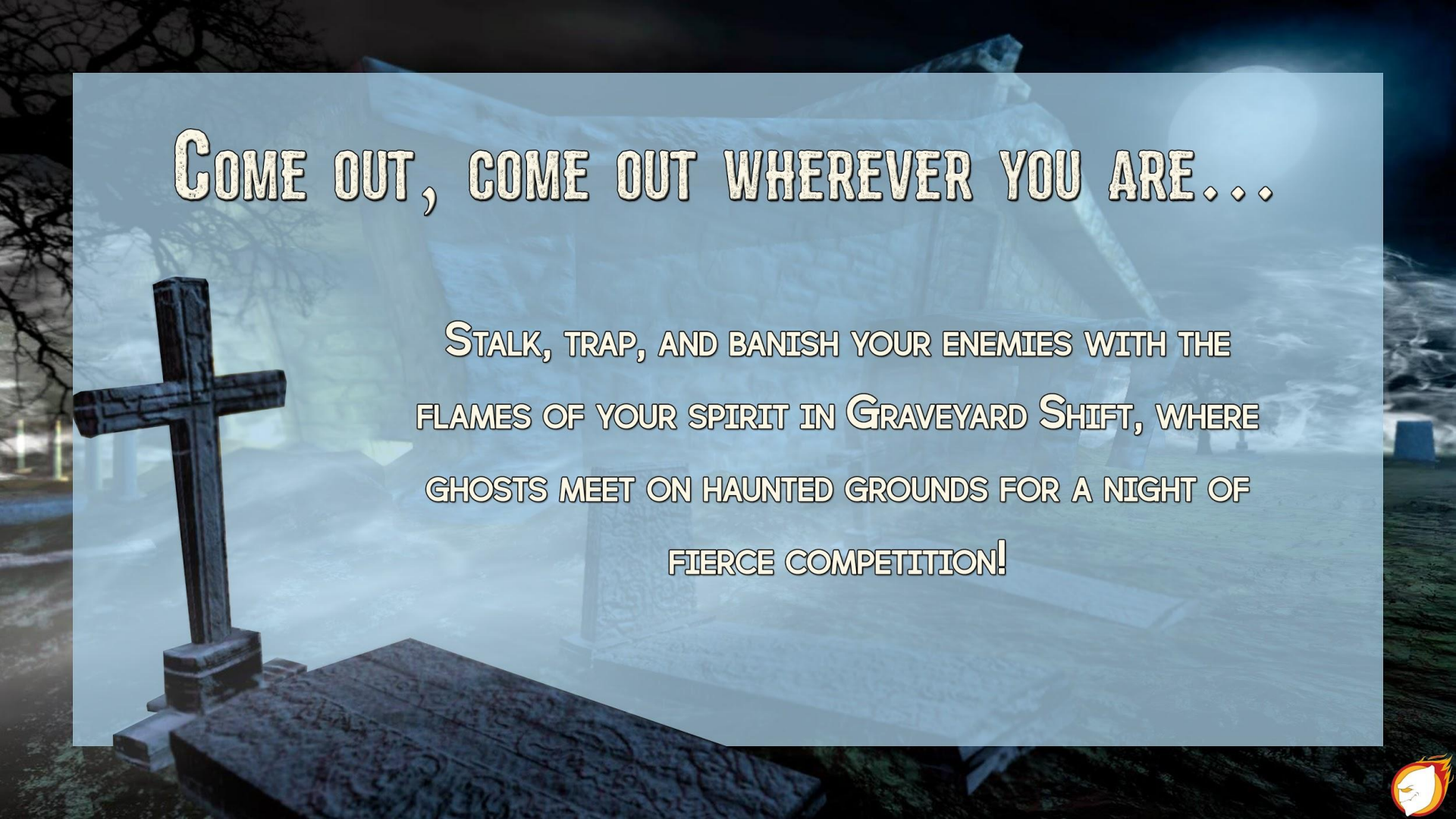
GRAVEYARD SHIFT

AN AGP PITCH

WINDOWS, MAC - UNITY 5 - WWISE, PHOTON







COME OUT, COME OUT WHEREVER YOU ARE...

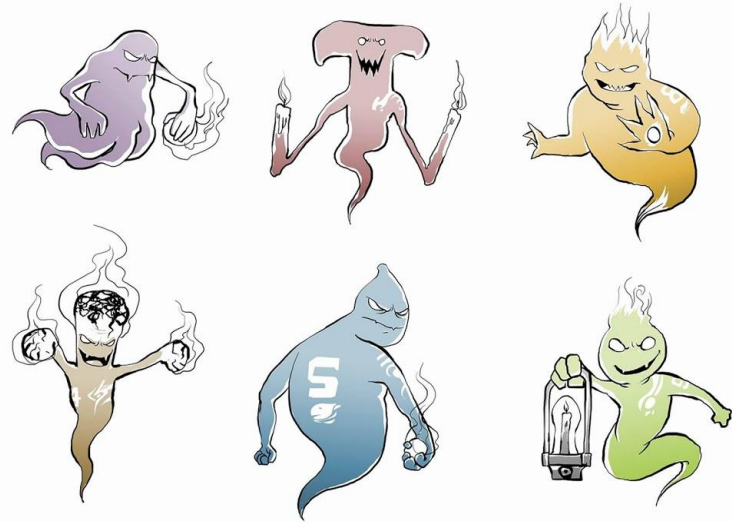
STALK, TRAP, AND BANISH YOUR ENEMIES WITH THE
FLAMES OF YOUR SPIRIT IN GRAVEYARD SHIFT, WHERE
GHOSTS MEET ON HAUNTED GROUNDS FOR A NIGHT OF
FIERCE COMPETITION!



PLAYER GOALS

Three *seekers* compete against each other to be the first to bring down *the haunter*, a fourth player in a sea of doppelgangers.

- First Person
- Networked
- Free For All



EXPERIENCE GOALS

Seekers feel crafty and intelligent, like detectives in hot pursuit of a suspect.

Haunters feel sneaky and opportunistic, like ninjas circling a target.



WHERE WE STAND OUT

	Blending With NPC	Deception	Tracking	Asymmetric	Combat
GRAVEYARD SHIFT	✓	✓	✓	✓	✓
ASSASSIN'S CREED BROTHERHOOD	✓	✓	✓		
SpyParty	✓	✓		✓	



BARTLE & PLAYER ENGAGEMENT

Bartle Player Motivations

- *Killers* have a focus on winning, rank, and direct peer-to-peer competition.
- *Achievers* enjoy attaining status and achieving preset goals quickly and/or completely.
- *Socialites* strive to develop a network of contacts and friends to engage with.
- *Explorers* seek the unknown and a feeling of discovery.



BARTLE & PLAYER ENGAGEMENT

*Killers will be rewarded with direct play against the haunter
and social deception with the other seekers.*



BARTLE & PLAYER ENGAGEMENT

Achievers will enjoy their unlocked cosmetics, and take extra satisfaction in outsmarting other seekers.



BARTLE & PLAYER ENGAGEMENT

Socialites can jump in to spectate other matches,
bet on the results, and mingle for social experiences.



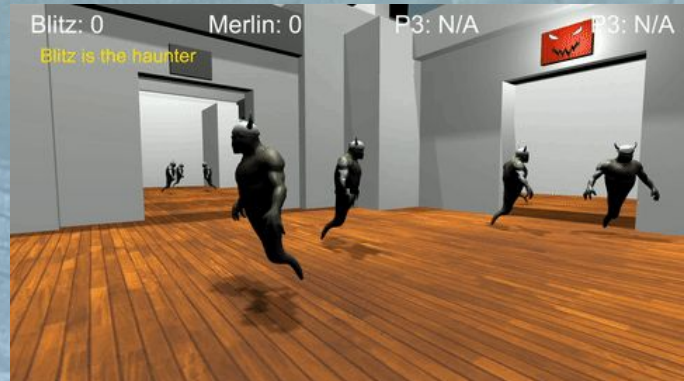
BARTLE & PLAYER ENGAGEMENT

Explorers will enjoy the opportunities for new deception and engagement in each emergent match.



ROUNDS & SCORE

- A game of GS lasts 4 quick rounds.
- The *Haunter* earns points by banishing any *Seekers*.
- *Seekers* earn points by banishing the *Haunter* or seekers that have received a bounty.



BOUNTIES

- *Seekers* receive a bounty if they attack an NPC instead of the *Haunter*.
- Other *Seekers* earn points by banishing a *Seeker* who has a bounty.



PLAYER TRACKING

- *Seekers* can follow the *Haunter's* general progress by looking at the indicator above each doorway in a room.
- If the doorway is one of the last three passed through by a *Haunter* an image of a ghost will light up.



IN GAME: AMBUSHING

- A vigilant *Haunter* can punish *Seekers* for following the door signs by ambushing them.



LOCKDOWN

- Rooms are sealed when any character, NPC or player, is banished within them.



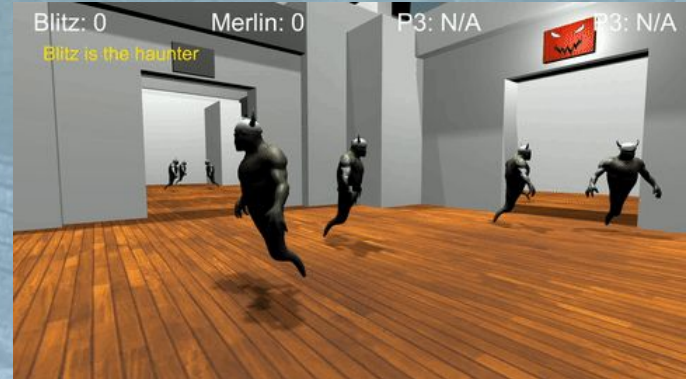
PLAYER EXPERIENCE INTRO

- Server browser
- Character customization
- Unlocked cosmetics



GAME

- Players start their game
- Spawn & play across multiple rounds



AFTER

- Post game statistics
 - Total points
 - End leaderboard
 - All players names
- Jump right back into another game

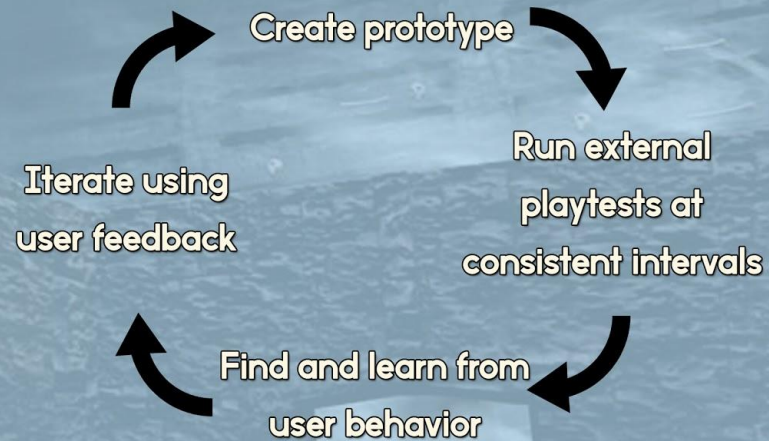


USABILITY & TESTING

We are conducting consistent play tests for Graveyard Shift and consider them a crucial instrument for improving user experiences.

We plan to include:

- Heat map functionality
- In-game stats tracker



AUDIO

Our team has a lot of experience in this area. Audio design & feedback is very important for a competitive game, and the features we will include are:

- Haunter audio differentiation
- Unique room themes
- Feature themes
- Full announcer audio



PRODUCTION PLAN 1

	<i>By May 31st (Tested Prototype)</i>	<i>SUMMER (Expanded Prototype)</i>
<i>Build</i>	MARCH 31ST AGP BUILD, MAY 1ST INDIECADE BUILD	INTERNAL SUMMER BUILDS, AUGUST 25TH AGP BUILD
<i>Design</i>	GRAVEYARD MAUSOLEUM MAP, IP ESTABLISHMENT, UNLOCK SYSTEM	WORLD BUILDING, SPECTATOR AREA ITERATION, GAME BALANCE
<i>Engineering</i>	NETWORKING, WWISE, AND 80% CORE MECHANICS IMPLEMENTED	CORE MECHANICS POLISH AND BALANCE
<i>Art</i>	GHOST MODELS, CONCEPT ART	GHOST MODELS, CONCEPT ART

<i>Audio</i>	SFX, PRELIMINARY VA	DYNAMIC AUDIO IMPLEMENTATION, AUDIO POLISH, VA
<i>Usability</i>	USABILITY AND PLAYTEST SESSIONS	USABILITY RESEARCH
<i>Marketing</i>	CREATE SOCIAL MEDIA PRESENCE & MARKETING PLAN FOR THE YEAR	CARRY OUT MARKETING PLAN, CULTIVATE SOCIAL MEDIA
<i>Business Dev</i>	CONTRACTS, EQUITY SPLIT, AGP PITCH, INDIECADE	-
<i>Team</i>	KEY RECRUITING	MINOR RECRUITING



PRODUCTION PLAN 2

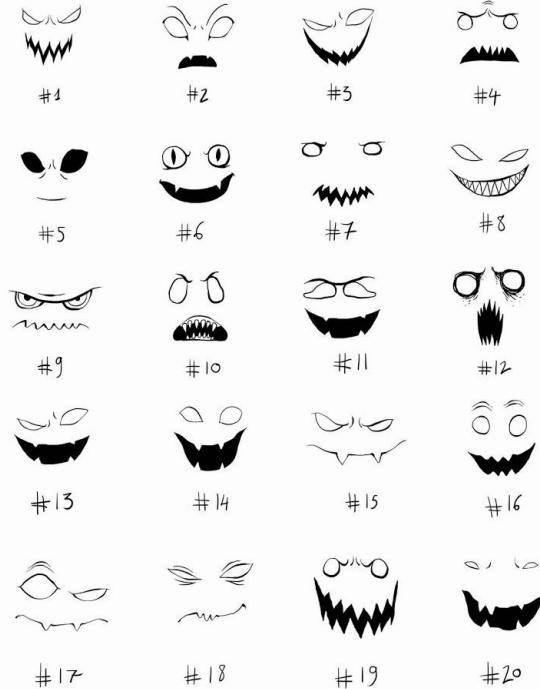
	AGP FALL ALPHA (FEATURE COMPLETE)	AGP SPRING BETA (CORE CONTENT COMPLETE)
<i>Build</i>	WEEKLY BUILDS, MIDTERM BUILD, FINAL BUILD	WEEKLY BUILDS, MIDTERM BUILD, DEMO DAY BUILD
<i>Design</i>	WORLD BUILDING, GAME BALANCE, UNLOCK SYSTEM	GAME BALANCE & POLISH
<i>Engineering</i>	ALL CORE MECHANICS IMPLEMENTED WITH NETWORKING	CORE MECHANICS POLISH, DATABASE SERVER
<i>Art</i>	UNIQUE PROPS, FINISH MENU ART, ANIMATIONS	FINAL ART & POLISH

<i>Audio</i>	UNIQUE ROOM THEMES, FEATURE THEMES	POLISH AUDIO
<i>Usability</i>	USABILITY AND PLAYTEST SESSIONS	CARRY OUT MARKETING PLAN, CULTIVATE SOCIAL MEDIA
<i>Marketing</i>	CREATE SOCIAL MEDIA PRESENCE & MARKETING PLAN FOR THE YEAR	CARRY OUT MARKETING PLAN, CULTIVATE SOCIAL MEDIA
<i>Business Dev</i>	INDIECADE	GDC, DEMO DAY
<i>Team</i>	ESTABLISH AGP TEAM CULTURE & OFFICE SPACE, FINAL RECRUITING	-



PLATFORM & PRICE

- Graveyard Shift will sell as a one time purchase for \$5.
- Initially developed for PC due to market type and mechanics appeal.
- Open to expanding to Xbox One, Playstation 4, and WiiU.



TEAM

6 Art, 3 Engineering, 2 Design, 2 Usability, 1 Audio, 1 Production. No more than 15 team members, all registered for the class.

Engineering Lead - Will Anderson andersow@usc.edu

Audio Lead - Thomas Kelleher tkellehe@usc.edu

Design Lead - Chris Toczauer ctoczau@usc.edu

Production Lead - Dominic Ricci riccid@usc.edu

Usability Lead - Audrey Cheng audrey@usc.edu



THANK YOU

FROM THE GRAVEYARD SHIFT TEAM

