

A NIGHT AT THE GALLERY

A stylized illustration of two characters. On the left is a thief wearing a black mask, a black suit with a harness, and black boots. On the right is a guard wearing a black suit, a white shirt, a black tie, and black sunglasses. The background is a solid blue color with a subtle texture.

Game Design by:

Joel Kincaid
Dave Lindo

A NIGHT at the GALLERY is...

A team-based cops-and-robbers game that pits a group of thieves trying to steal a work of art against a team of security guards protecting the gallery. The thieves have a specific art piece they must steal before the night ends and must work together to infiltrate the gallery and evade the guards. The guards don't know which exhibit is the target, so they must patrol the gallery and use a variety of security measures to try and catch the thieves.



Rather than hand everyone guns and make it a shooter, the guards instead use a capture mechanic to detain the would-be thieves, if only until they manage to break out of confinement. The asymmetric goals and abilities and absence of shooting mechanics make A Night at the Gallery an objective-focused game in which proper planning and good teamwork are the best means to victory.

THE MARK



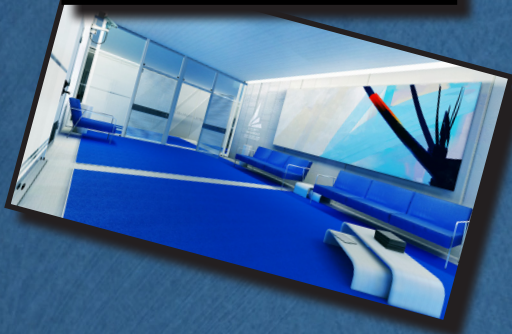
A Night at the Gallery is targeted at gamers from ages 14 to 35 that enjoy team-based, objective-focused gaming experiences. Many of these will be fans of shooters, but prefer the objective gameplay over a pure killing frag fest. Fans of the stealth genre will also enjoy the game because it utilizes stealth mechanics and there are few multiplayer games in this genre. Since the subject matter is realistic versus focusing on a niche theme, *A Night at the Gallery* will appeal to a wider audience, especially those who enjoy heist movies like *Ocean's Eleven*.



PLATFORM

The game will be targeted for PCs and major consoles, as these platforms best fit a first person game with synchronous multiplayer.

A NIGHT AT THE GALLERY



STYLE

The game will have a highly-stylized, somewhat cartoony visual. Characters will fit the cartoony style to reinforce the non-violent gameplay with cell-shading and exaggerated shapes. Environments will be a minimalist shaded style, with flat, solid colors, keeping the visuals simple and reflecting real-world art galleries.

TONE

The game will have a smooth but quirky jazz sound track, similar sounding to the Pink Panther theme song, to give it that relaxed but suspenseful feeling. When a chase or struggle begins, the music will ramp up in tempo to match the excitement. Overall the game should bring to mind images of master thieves attempting to infiltrate a ritzy gallery.



THE SETUP



Each match starts with the art gallery open for a short time, giving the thieves a chance to scope out the layout of the gallery. Each layout is generated randomly, meaning that the thieves need to use their time wisely to memorize the layout before they begin the heist. They'll be able to see the basic structure of the gallery, but they won't be able to see any of the security measures until the heist begins.

The guards can try to identify the thieves and keep an eye on which parts of the gallery they pay particular attention to. However, the thieves are accompanied by a crowd of AI-controlled art patrons that they can use to blend in as they scope things out. When the museum closes, the patrons leave, the security measures turn on, and the thieves begin the break-in.



THE JOB

Once the museum closes, the thieves are shown the piece of art that they need to steal. During the heist, the thieves will need to infiltrate the gallery and get past the security measures to their target. Without knowing which art piece is the thieves' goal, the security guards will need to patrol the hallways and try to stop the burglars from getting away with their prize.





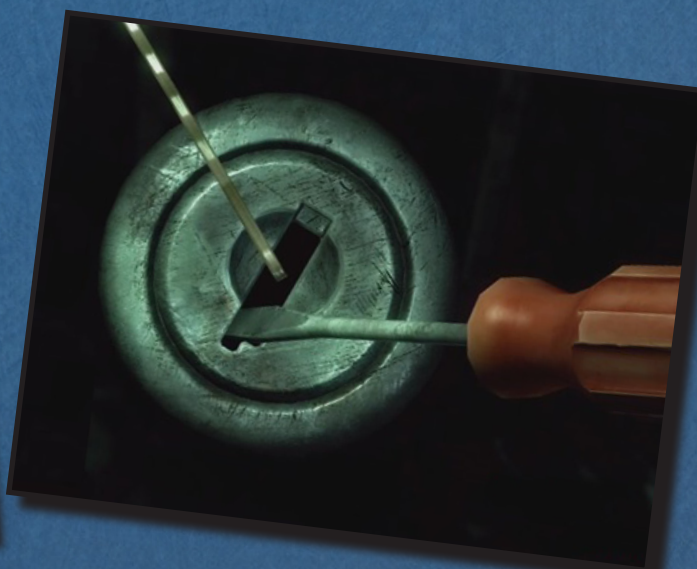
THE CATCH

There is no death in *A Night at the Gallery*. Players can only temporarily disable each other. If the guards manage to get close to a thief, they can hand-cuff them and escort them to a holding room for detainment.



THE HOLDING ROOM

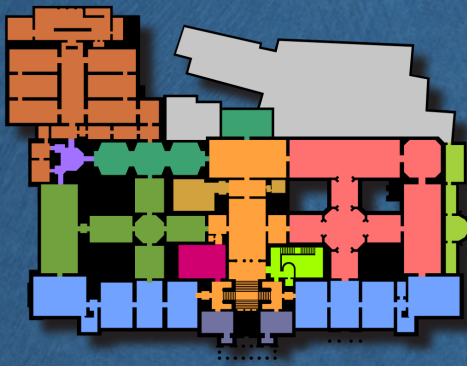
Once in the holding room, thieves have a couple ways of escaping. They can use a hidden lock pick to escape on their own, but this takes some time to accomplish. Alternatively, if one of their fellow thieves can get past the guards, they can "jail break" them.



THE GALLERY



The gallery is designed to be an interesting space for both parties as they attempt to best the other. As stated previously, the gallery is randomly generated for each match, making navigating the level a challenge in itself.



Random generation also works because art museums and galleries are often built more on aesthetic whims rather than functional needs. Strange floor layouts will fit the fiction and provide a complicated and maze-like space for players to compete in.

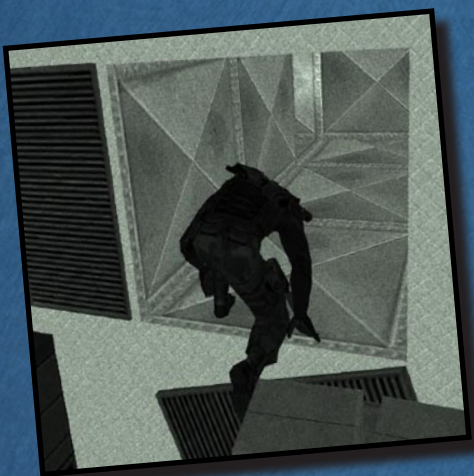
Additionally, each room will be filled with display cases and stands of various sizes, providing plenty of cover and hiding places. Some of these may even be mobile, giving players the opportunity to manipulate the environment to their advantage.





LIGHTING

During the open gallery phase the space is well-lit, but once the gallery closes and the heist begins most of the lights in the building will turn off for the night. Guards will have to navigate by flashlight, while thieves are able to use night vision goggles.



VENTILATION SYSTEM

Each gallery has an interconnected system of vents with entrances at various points around the gallery. Thieves will be able to enter the vents, but guards can't. This allows thieves to escape from a chase and re-enter the gallery from a different location.

THE GEAR

After the gallery closes, both sides will get a chance to choose the tools they will use during the match. Each player is given a budget to spend on gear; this way no player will have access to all the tools and each player can customize their gear to fit their tactics, playstyle, and the layout of the gallery.

THE THIEVES' TOOLS

In order to best the security guards and make it away with their prize, the thieves employ a variety of tools.

Lock-Picks

Allows thieves to open up locked doors that bar certain sections of the museum; however, the process takes time and must be restarted if interrupted.

Blackjacks

When all else fails, a sneaky thief can use his blackjack to temporarily knock a guard unconscious, though it only works from behind.



Smoke Bombs

The primary use for smoke bombs is to obscure the vision of any pursuers, giving a thief time to escape around a corner and out of sight. However, they double as being able to reveal the exact location of laser triggers (see below).

Goggles

Normally, the thieves have night vision goggles, but they can be upgraded to thermal vision. Thermal vision allows players to see through walls to spot approaching trouble.



THE SECURITY SYSTEMS

The security guards have their own set of tricks up their sleeves that they can use against the thieves. Some of these take the form of static emplacements rather than carried tools.

Keys

If a security guard comes across an unlocked door, they can re-lock it to hinder thief movement through the gallery.

Tasers

This taser gun extends the range on the guard's ability to take down thieves and put them in cuffs.



Security Cameras

One guard can watch several parts of the gallery from these remote cameras and alert his teammates to anything he spots; however the cameras only cover a few key areas.

Laser Alarms

Some hallways and rooms are guarded by lasers that trigger alarms when something breaks the beam, alerting guards to the location of intruders.

CONCLUSION

A Night at the Gallery delivers a competitive multiplayer experience that eschews gunplay in favor of objective-centered team play. Its unique combination of stealth and defense mechanics recreate the feeling of a classic art heist. The lack of powerful weapons means that thieves should feel pressure to stay hidden as they pick their way through the maze-like gallery, and the guards should feel just vulnerable enough to make them doubt every shadowy corner. For both teams, the battle is more about wits than skills, with planning and teamwork being the keys to success.

