Seconds Count (Inspired by *JFK Reloaded* and *10 ^ 16 to 1*)
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High Concept

Transformation

From *JFK Reload*, a **historical simulation "game",**

Through Sci-Fi transformation inspired by *10 ^ 16 to 1*,

To *Seconds Count*, an **alternative/future history** and **co-op/competitive action game.**

Genre and Platform

The game is a **multiplayer first person "shooter"** (Less intense FPS + motion sensing mini games).

It is about **assassin and counter-assassin** (Competition between roles of assassin and counter-assassin while cooperation among roles of counter-assassin).

The gameplay requires unique individual interface that is only available on **Wii U**.

Target Market

The target market includes mixed **hard-core and casual gamers** and so-called "**mid-core gamers**".

Key Features

Sci-Fi Settings

The Sci-Fi settings come from the question: What are the motives of the assassinations? Imagine that when time travel becomes applicable, secret organisations invest in assassinations. Are they **time crimes** or **true justice**?

Introduce two rival factions: **The Assassins** & **the Time Defenders.**

The game consists of **Operation Scenes** of both **real historical events and fictional history/future events**, each lasting about 2-5 minutes.

Asymmetric Gameplay

The gaming experience varies according to the player's role:

	The Assassins	The Time Defenders
Goal	To assassinate the target	To neutralise the assassination AND subdue the Assassin
Control	Wii U GamePad	Wii Remote / Nunchuk / Wii U Pro Controller

Diverse Roles

| The Assassins (1 player)	The Time Defenders (1-4 player(s))	
Assassin (H)	Sensor (C)	
	Protector (C)	
	Interceptor (C)	
	Enforcer (H)	

(H) More Hardcore Role
(C) More Casual Role
The absent roles will be filled by AI

Seconds Count

The game runs on the concept of "seconds count". To prevent an assassination, the Time Defenders developed a technology that can detect critical events by **5 seconds** at most in advance. Thus they have an **Operation Window** of 5 seconds to take requisite measures before the **Assassination Point** occurs.
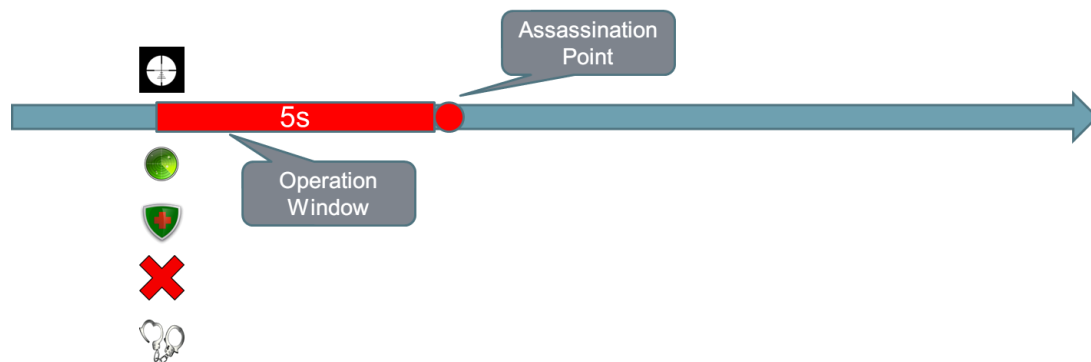
Presentation

Graphics & Audio

The graphics are in **cartoonish style** in order to ease the violence.

The audio includes **scene themed music** (e.g. 1960's American music in JFK's scene) and **Sci-Fi sound effects** (e.g. sound effects of future weapons).

GUI

The GUI differentiates on **Wii U GamePad** and **split screens on TV**.

Gameplay—An Instance

Phase 1

After operation briefs from their own HQs, two teams start time travel to the operation scene. In this stage, two teams are invisible to each other and the world of the scene.

The Assassin has 2-5 minutes (in this scene, just 2 minutes) to choose the assassination spot, prepare the weapon, evasion/self-protection equipment and plan the evasion action.

Meanwhile, the Time Defenders should determine the ideal defense positions, just before the Assassin pulls the trigger.

Phase 2

The Assassin acts. When the trigger is pulled, the **Assassination Point (AP)** is created. Although the Assassin takes action now, the Sensor can automatically detect this action by 5 seconds in advance in the same timeline. Thus this forms a turn-based-like mechanism. By now, the Assassin's all actions are unknown to the Time Defenders.
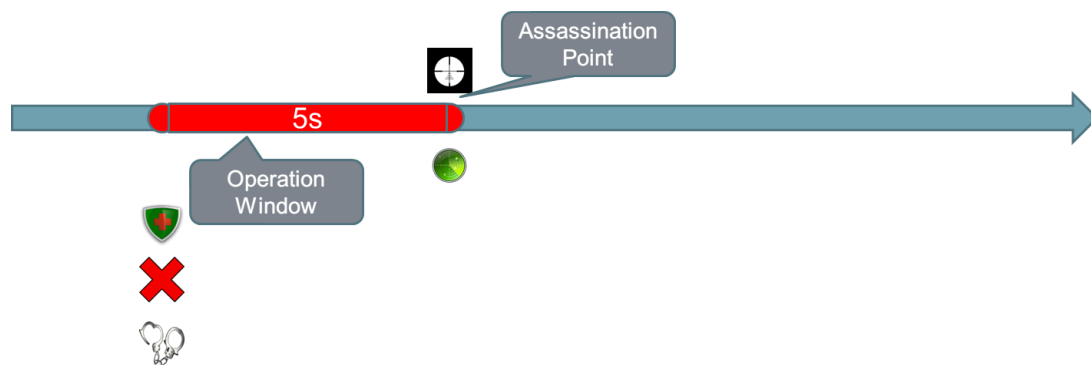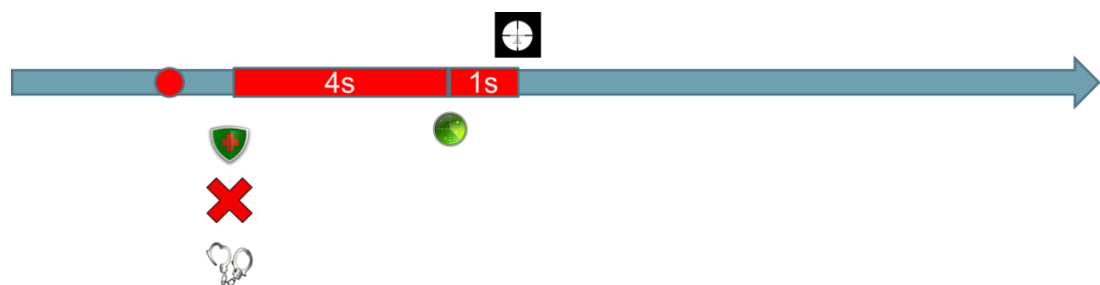

Phase 3

The Sensor acts. The player should identify the Assassin and the details of the attack (e.g. weapon types, direction, etc.) quickly according to the visuals, sounds and his unique sensor screen and then use the Wii Remote to point out and mark the Assassin on the sensor screen to make him visible to all team members. Finally, the player sends signals to other team members about all the information he has got (through party/voice chat etc.). Suppose it costs the Sensor 1 second to complete all the actions above.

The Assassin, in the meantime, should act out evasion procedures to travel back to the HQ. Suppose it costs the Assassin 1 second to complete this action.

Phase 4

Other Time Defenders act simultaneously. Now the AP will occur in 4 seconds (the Sensor spent 1 second in his action) they have at most 5 seconds (4 seconds of Operation Window + 1 second of the Assassin's time for evasion) to do everything to accomplish the goal.

The Protector plays mini games (e.g. picture matching), to choose the right protection measures accodring to the Assassin's weapon type (e.g. force shield for kinetic weapons) and deploy them.

The Interceptor intercepts the incoming "bullet" (can be energy beams or any other weapons) at the AP by acting out the right moves (e.g. slash the bullet from the opposite direction) in the bullet time with the Wii Remote/ Nunchuk.

The Enforcer tries to apprehend or take down the Assassin either before or after the AP and before the Assassin successfully evades. (Note that subduing the Assassin before the AP will prevent the AP but the Protector and the Interceptor will not get more Scores and Credits form their actions.)

Time UP!

The Assassin wins if the target is successfully assassinated.

The Time Defenders win if the assassination is neutralised AND the Assassin is subdued.

Players can view the statistics of their actions in the game and replay the game scene.

Scores and Credits are rewarded according to the specific role and actions.

Irrelevant actions (e.g. killing commoners) will lower Score and Credits.

Credits can be spent on various equipment and items.