

New Survivor-side Gameplay Proposal

Disclaimer: This proposal is based on what I've heard from Home Sweet Home though I never saw any gameplay nor do I know how it exactly works within that game.

Today, survivor gameplay consists basically of doing generators and looping killers. From early-game until the very end the focus is always the same, getting generators done. With this proposal, we get to keep the core mechanics while introducing something fresh into the game and giving survivors a different mechanic to interact with.

Introducing - Scrap Hunting.

Scrap Hunting is the new game mechanic that requires survivors to fetch a certain item from a random location on the map before they are allowed to start repairing a generator. Each generator requires a different item so survivors must run around for a while sourcing these materials before they can start working on generators.

Items

- New item type: Scrap
 - Scrap items are found at random locations on any map on Scrap Crates;
 - There will be 3 crates, one for each of the Scrap items where the items can be sourced from;
 - Scrap Crates are always visible to survivors, including the item they provide;
 - Taking an item from a Scrap Crate is immediate.
 - Scrap items can only be used to prepare a generator for repairing;
 - Scrap items occupy a different slot in the UI and do not affect any items the survivor is carrying;

- Scrap items do not prevent a survivor from using their item;
- Survivors can only carry 1 Scrap item at any time;
 - The item will be automatically consumed when interacting with a generator that requests the carried item;
 - The item can be discarded at any point - not being able to be picked up again by anyone;
 - The item will be replaced when interacting with a different Scrap Crate.
- New Scrap Items
 - Wires
 - Bolts
 - Valves

Gameplay Changes

- Generators will now ask for a Scrap item before they can start being repaired;
 - The requested item is chosen at random;
 - The requested item is visible in red on a face of the generator. If the generator has been unlocked its color becomes green instead;
 - A survivor that starts repairing a locked generator while carrying the required Scrap item on them will unlock the generator for all the other Survivors and will start making repair progress immediately;
 - A survivor that attempts to repair a locked generator while not carrying the required Scrap item will still engage with the generator but will not make any repair progress until it becomes unlocked.
- Generator repair time is reduced to 50 seconds - or less, needs to be discussed;

- With the introduction of Scrap Hunting into the game we can bring down these repair times a lot while not compromising on the feel and timing of the game. Also makes repairing a way less boring task!
- Multiple survivors repairing the same generator will have the same bonus percentage speeds as today.

New Base Game Perks

Survivor: Mechanical Prowess

Your past experiences have given you an advantage.

Negates the effects of Scrap Collector - the killer will not receive the loud noise notification or see the aura of the generator when it is unlocked by you.

Once per game, press the Active Ability 1 button while attempting to repair a locked generator to unlock it for all survivors bypassing the Scrap item requirement.

Killer: Scrap Collector

You're a scavenger and you got the eye for it.

Receive a loud noise notification every time a generator is unlocked and see its aura in white for 5 seconds afterwards.

Please share your thoughts and ask any questions - I'll reply within my knowledge limitations :D Feel free to share any flaw or concern you might have with the proposal too!

Thanks for reading!