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**DAWNBREAKER**

**HIGH CONCEPT STATEMENT:**

A freshly retired agent Virtus stumbles upon a secret conspiracy involving some of the most powerful people in the world. There he discovers that he must take up the mantle once more and work against his country, who now conspires with an enemy nation. In transit, his tracks were followed, and he was ambushed; resulting in his entire squadron being murdered. This is the story of a survivor, in his eyes a new fire of vengeance burns where righteousness once flared. His mission—to stop the delivery of this state-of-the-art armament system that will soon shake the very foundations of modern civilization.

**PLAYER EXPERIENCE GOALS/DESIGN GOALS**:

* *Freedom of action* – The players are presented with problems that may come in the form of a puzzle or a challenge. The methods in which they solve this are up to the players and how they make use of the tools available.
* *Subterfuge* – Sneaking by an enemy is not the only route to clearing stages; one can employ intelligence gathering through data logs that can give the player an advantage over a tough opponent. The player can also make use of their environment to create distractions. When all else fails—or if the player prefers, violence is always an option. However, it is not an easy path. Later in the game, the player will need to control two characters at exchange-ably, drastically increasing the amount of ways you can clear a stage.
* *Strategic* – Various tools are made available to the player, such as the mini-map, weapons and inventory items to act with. The game will not rush the player, they can take all the time they need to formulate the best possible path to succeed, until they make their decision.
* *Tension* – The combination of music, isolation and consequence of action is intended to evoke a feeling of tension in the player and caution them first to think before leaping to action, though either method of play is viable. Even as the second character is introduced, if the player acts irrationally, they will feel the effects of their mistakes as the more mistakes are made, the harder the next level becomes in the form of additional enemy spawns.

**GENERAL GAME FEATURES**:

* A realistic approach to the stealth action genre that will require the control of two characters at once in order to clear stages.
* Actions of one character will eventually affect the other, the players must consider the other character as much as their own if they want to succeed in the best possible way.
* A parallel inventory system that allows one character to exchange equipment with another to give them an advantage.
* The two characters are almost always unable to directly influence another, as they are oftentimes operating in an entirely different sector.
* Upgrade weapons and craft items to improve your chances at survival.
* The more mistakes are made, the harder the next level becomes.

1. **Player Motivation**

Thrust into the plight of Virtus, our protagonist, the player will relate to his call for vengeance and feel energized to see his mission to resolution. Eventually it becomes clear that this mission isn’t just for him, but for those he can save as well as we come to connect with the goals of the other protagonist.

1. **Genre**

Stealth Action with trace elements of RPG mechanics.

1. **License**

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1. **Target Customer**

Players ageing from 16-24+, people who like stealth and tension in their games.

1. **Competition**

Stealth-adventure games, survival games, certain role-playing games.

1. **Unique selling points**

Simultaneous control of up to two characters that influence each other indirectly.

Stealth tension with a mild horror element of suspense for the tougher enemies in the game.

Realistic attention to detail.

Decision making regarding prioritization: Virtus or Kiari.

1. **Target hardware**

PC with controller / Consoles

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