Project 1 Paper Concept

Summary:

In a certain city, there exists a large unnamed company that hires modern-day bounty hunters to carry out tasks that range from retrieval of lost money and goods, to tracking down people, to assassination. You, the player, are one such bounty hunter that this company has employed for years, specializing in tracking down missing persons. You have been contracted once again by this company to find someone, after which you will be given further instructions. This case, however, is different than any you have had in the past, as you are given very little information to go off of. You only know that this person is well known among the city’s “underground.” Your task is to traverse the city, making your way through the seedier areas to find information and evidence, both by investigation and by talking to people, that will lead you to the target. However, depending on what evidence you are able to collect and how you interact with the people of the city, what you learn and your perception of the target will differ and change. Once you have found the target, you may have a very different view of the person than you would had you went down another “path” and gathered different things. This will in turn affect the decision you must make at the end to carry out your final orders to dispose of the target or to defy these orders and assist in the target’s escape. It is up to the player, based on what is learned in the game, to make this decision.

Location:

An urban city, a large portion of which is overrun with crime and poverty. The player will be exploring both inside buildings/rooms and outside in alleyways covered in dirt and scrawled with graffiti.

Time of Day:

Daytime, later in the afternoon, around sunset/dusk.

History:

This is a city where crime and poverty are not uncommon, save for a few well-off areas. Walls are painted in graffiti and knowledge is valued as gold. Its inhabitants, if not involved in gang or business activities, mostly keep to themselves, and outsiders are viewed with suspicion. However, while they do not open up easily, if the right things are said people are willing to give you what you want in exchange for something in return, whether it be evidence, money, or flattery. Like the city, the company that the protagonist has been contracted by does not have the best of reputations because of the work that they do. Still, they are also known for being good at what they do and their pay is nothing to underestimate. The company has a relationship of trust with the protagonist, as he has worked for them countless times in the past, typically in tracking people. He has rarely been hired to kill, as he tends to decline such jobs, believing that killing is only called for when necessary. He carries around a gun, but it is meant more for intimidation and persuasion. He is a veteran at this sort of work and has experience with the less safe areas of the city. However, he has never been given a job quite like this one before, in which he is given so little to go off of. He dislikes taking on anything that does not provide him enough information beforehand, but this was an offer with a paycheck that he could not turn down.

Inhabitants:

The people that the protagonist will be interacting with are a mixture of criminals, gang members, low income people of the city, and ordinary folks. They are generally untrusting to outsiders but are willing to give you information in exchange for other things such as money, other info, good proof, or even well timed flattery.

Use:

The protagonist will be exploring various parts of the city, both interior and exterior to track down information and evidence that will eventually lead him to his target. He will be going through alleys, buildings, rooms, both on the ground and up and down buildings, to let the player fully explore the city and what it has to offer.

Images:

 





 

