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UI/UX

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Game Pitch:

THE CYCLE OF FREEDOM

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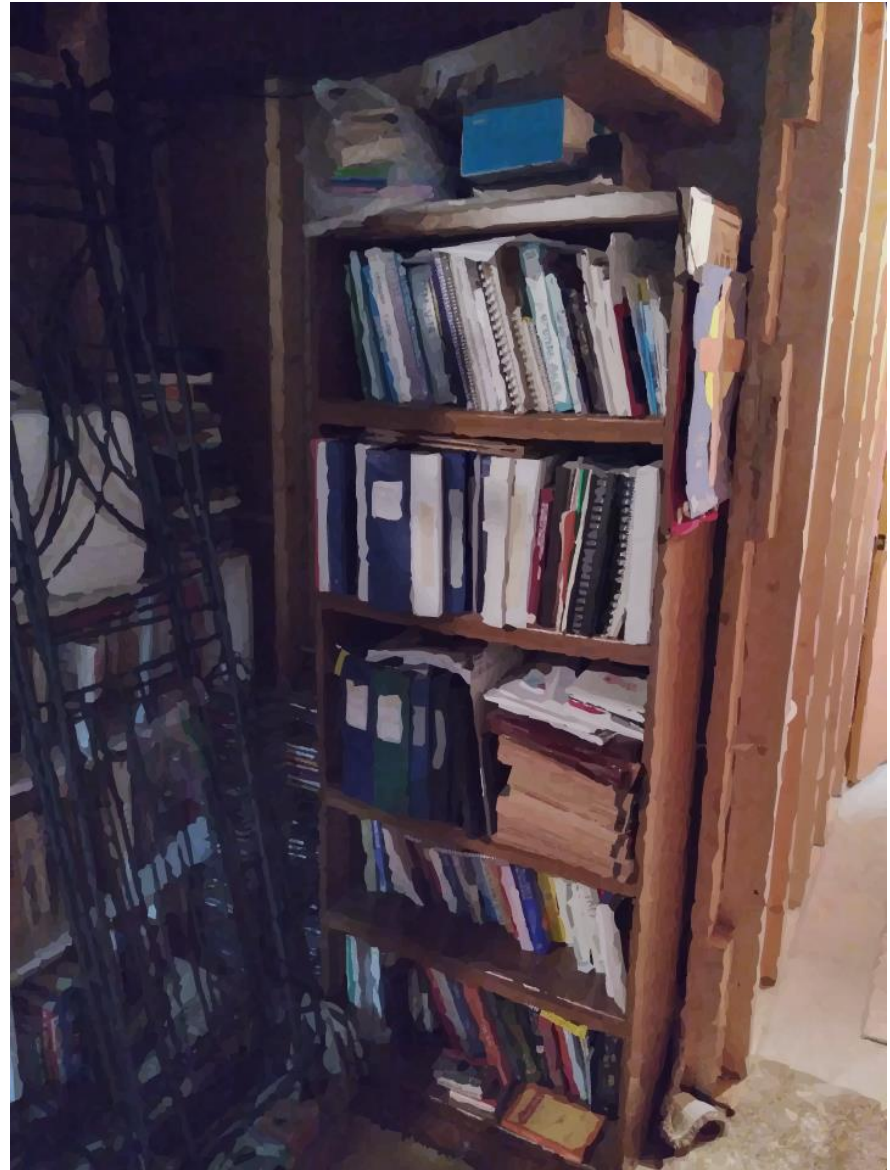
New Game

Options

Quit

Story Synopsis

The game is about a man trying to gather followers to start a rebellion and overthrow a communist dictator. It takes place in the United States in the year 2120. The protagonist is 24-year-old Mike Jones. He lives in a small town with his grandmother who works as bookkeeper. She had been running the book shop since before the antagonist, President Vick, took total control of the country. One day, Mike finds out his grandmother has been hiding books in a secret room in the basement of her store. He confronts her, and she tells him it's a collection of nonfiction stories and historical records that were banned after the establishment of the totalitarian dictatorship. She had saved them from being destroyed because the government wanted to limit the knowledge of the general public. This peaks Mike's interest, so he reads all of them. He learns that people don't have to live this way and becomes determined to end the dictator's reign of terror.



Tone

The tone of the game will be dark and serious but hopeful. The world will look more realistic than cartoony, but it will still be stylized. In a country where people are restrained from living freely, the mood should feel darker. Additionally, the game will not have a particularly happy ending, where the good guys win and everyone is brought to justice. However, by the very end of the game, there will be more light because the characters and citizens will feel more hope for the future.



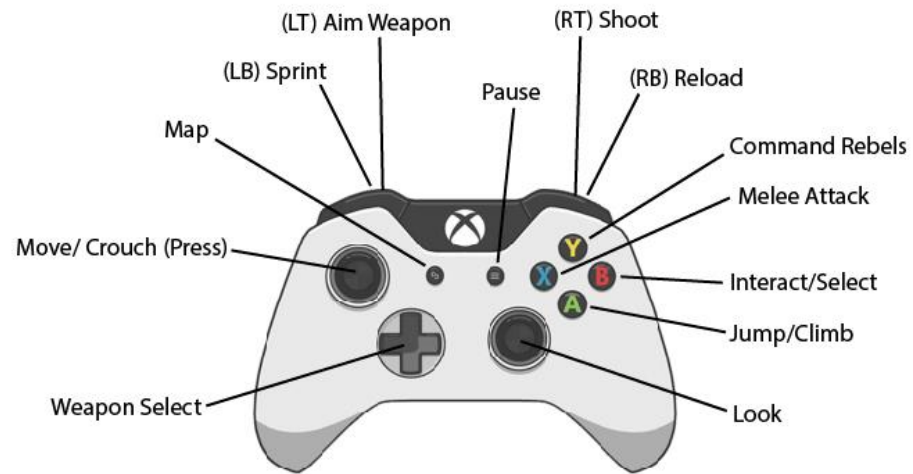
Setting

The beginning of the game takes place in a rural small town in Iowa. Mike moves East, gradually going into larger cities until he and his friends reach Washington DC. Since the protagonist is moving across the country, the game will include a variety of settings, such as the countryside, the suburbs, a forest town, a small city, and a large city. The journey takes the group of rebels from the most open, rural location to the most constricted, urban city. This is done to show that the government has more control over the cities than the wilderness.



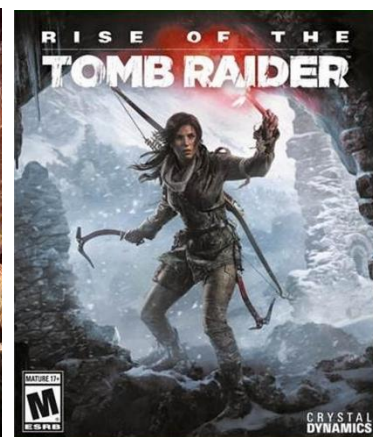
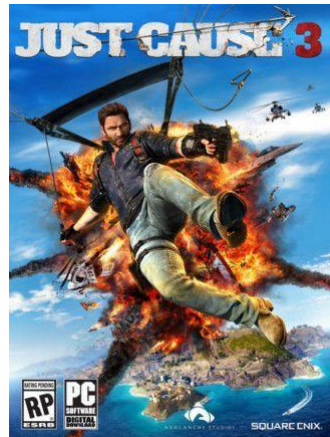
Gameplay

The game will be a third-person shooter where the player can collect items for survival and upgrading weapons. Stealth will be an optional way for the player to eliminate enemies. Strategy will be an important element in the game, as well. There will be a game mechanic where you can command allies to move, attack, and cause distractions. Since you are the leader of a rebellion, you can command your army to assist you in missions.



Visual References

- The Hunger Games – Synopsis, Tone
- Just Cause 3 – Synopsis, Objectives/Features
- The Last of Us – Tone, Gameplay, UI
- Rise of the Tomb Raider – Objectives/Features, Gameplay, UI
- Assassin's Creed Brotherhood – Game play



Objectives and Features

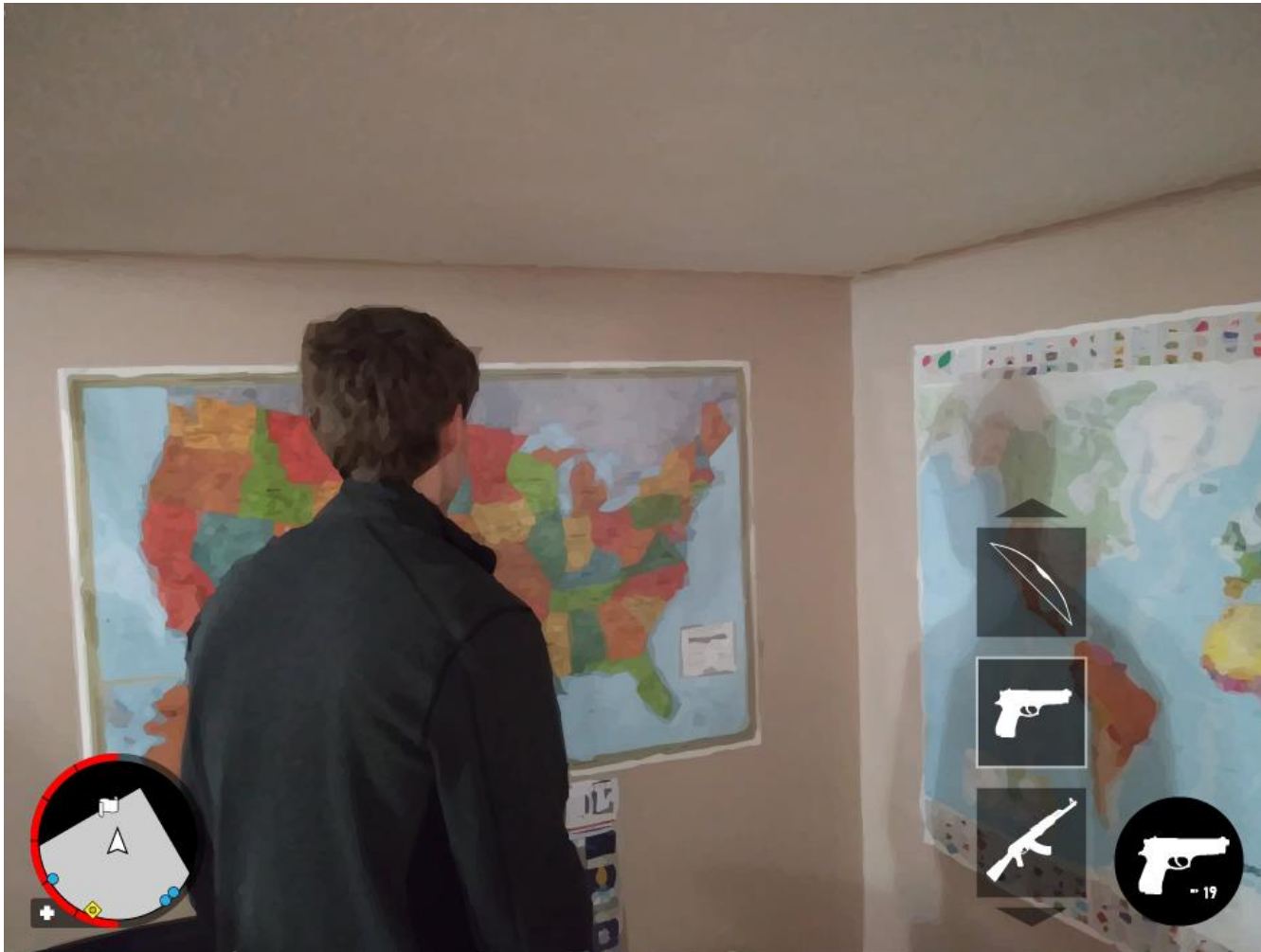
Mike's main objective is to overthrow President Vick and the totalitarian régime. To do this, Mike needs help. The main story will follow him as he recruits supporters, traveling from his small town to larger cities until they eventually reach the capital. Objectives in these areas will include blowing up militia weapons caches, infiltrating enemy bases, and completing various tasks for potential



followers. If you complete favors for potential supporters, they will join the rebellion and aid you on your journey. The other objectives you complete will move the story forward by limiting the enemy's resources and gaining resources for the rebellion.

User Interface

The in-game user interface will include a mini map in the lower left corner, a health bar around the mini map and an weapon icon that shows your equipped weapon and ammo. Also, the player can open the weapon select menu and it will appear in-game.



Audience

The target audience for this game is mainly young adults.

This game is really meant for anyone mature enough to understand the plot. So the general audience will most likely be young men and women who have an appreciation for story-based games.

