

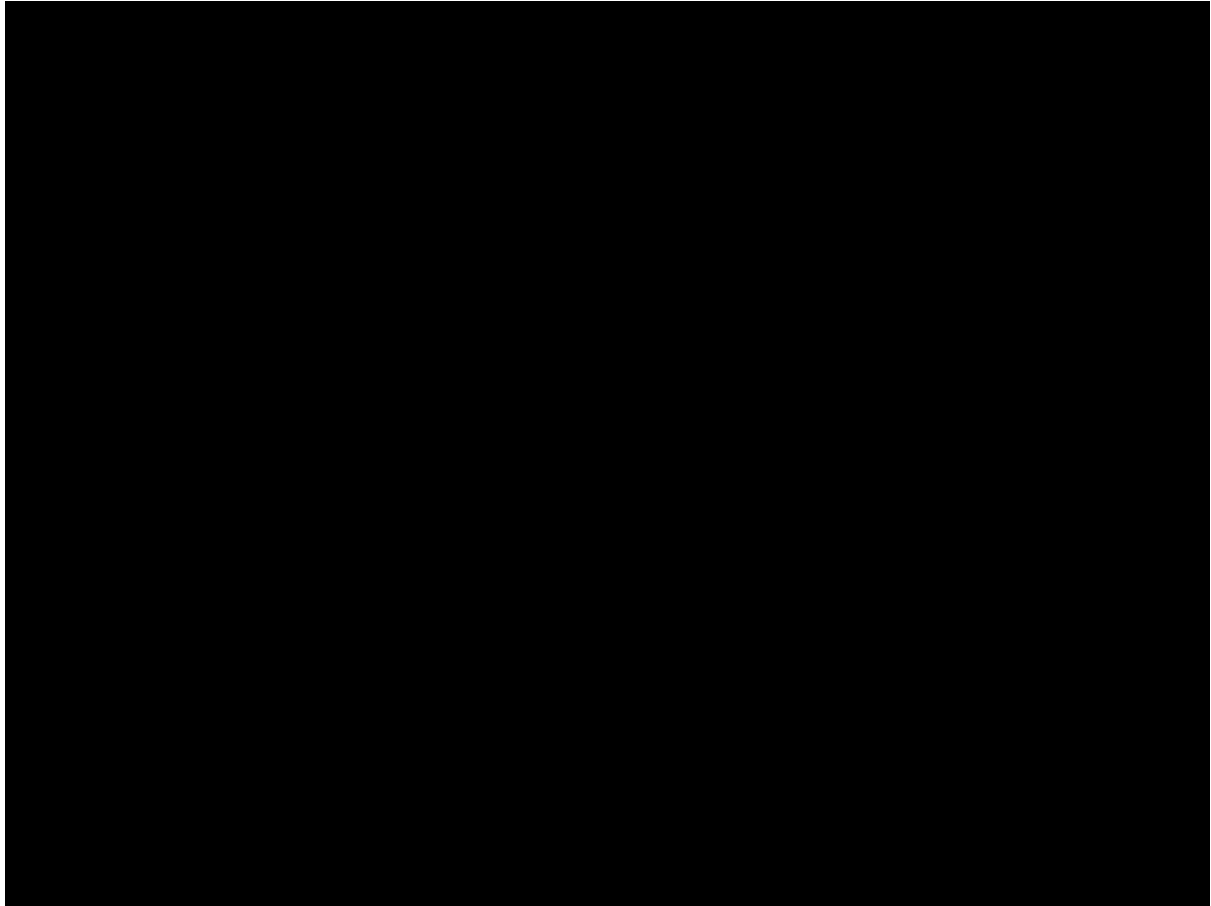
High Concept

Your father owes money to a debt shark and here, in the wild west, it is a death sentence. You must become an outlaw and rob banks to get the money your father needs!



Features

- This is a **fast-paced** game which you have to perform a successful **bank heist**.
- You have a **2D side view** of the map. When you **enter** the map you can **freely walk around**. If you are **seen** or enter the vault you **trigger the alarm**.
- When the **alarm** is triggered you have **10 seconds** to complete your heist, by fleeing with the money, or the **sheriff** will arrive and **kill you**.
- When the alarm is triggered **all enemies** on the level will be **alerted** and will **kill you** on sight
- Each map has an **unique layout** that you can **traverse quickly** and **easily jump** to other platforms.
- **Plan** your every move. You can use **stealth** to your advantage to **avoid alerting** the enemies or **go** in and out with **guns blazing**.
- You have a revolver with **only six bullets**, TNT and a knife at your disposal, use them wisely.
- Both you and your enemies **die** by getting hit with just **one bullet**.
- You can also **slow time**, to easily **react** to your enemies, and **stop time**, after which you can do a **limited** number of **actions**, while the entire level is frozen in time. Both of these skills **consume** your limited **time resource**.
- If you **die** or want to **restart** the level because something in your plan failed you can **rewind time** to a **specific point in time** and restart from there, this doesn't consume your time resource.



Design Goals

- **Fast:** After setting off the alarm you only have 10 seconds to escape, this provides a very fast paced experience.
- **Skill and Strategy:** The player can study the layout of the map and find a stealthy way to reach the vault undetected, manipulate time in the way that best suits him and use his 6 bullets with precision.
- **Player Choice:** Stealth or guns blazing, how to kill different enemies (knife, gun or TNT), which and when to use the different time abilities.
- **Different layouts/experience:** Each level has a different map, with a different vault and enemy locations. This, combined with Player Choice, provides a very different experience every time.
- **Satisfying short sessions:** Each level takes a short time to complete, this allows for a fulfilling experience even within a short playtime.

Player Motivation

You win a level when you successfully flee with the money before the alarm counter reaches 0. You also get a score and a short conversation between the outlaw and his father (at final game version).

Players will play this game because they enjoy fast paced shooters set in different and interesting layouts, always giving them a different experience, even in the same level.

They will also want to improve their score and find new ways to complete the levels, whether it is using stealth to reach the vault or going in guns blazing, making use of the time manipulation.

Intended Audience

Players that want to be able to play in short sessions, like interesting fast paced shooters, that enjoy making their own plan and also the players who enjoy western themed games.

Genre

2D Shooter Platformer

Similar Games

- Mark of the Ninja, a stealthy 2D action platformer.
- Call of Juarez, also a western themed game.
- Hotline Miami, a strategic fast paced 2D shooter.
- Gunpoint, a stealthy, strategic 2D platformer with puzzle elements.
- The Swindle, a strategic 2D platformer with some stealth elements, about heists.

Unique selling points

A western themed 2D Shooter Platformer with bank heists. There is both an initial strategy and stealth part and then a fast paced shooter part, both involving time manipulation elements for a unique experience.

Target Platforms

The Dude, the Bank and the Money is targeted for Windows Computers.