**Cognition**

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**July 4, 2016**

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**Revision History**

0.0.0.0 - started the project

0.0.0.1 - created 3 layers and changed the name of the game

0.0.0.2 - created 2 objects, “start button” and “story button”

July 4, 2016

**Vision Statement**

Cognition is a side scrolling shooter where the player takes on the role of a soldier on the path to becoming the perfect, war machine. The last phase of his training is against the human mind. In order to become the soldier his employers are asking for, he must obey every order which means conquering his own emotions. To do this, the soldier is placed in a sim to fight his feelings. The player will fight alternate versions of the soldier representing his emotions fear, sadness, love, and anger. Each of these major emotions is considered an unstable variable that may lead the soldier off the path of his objective. As the major bosses in the game, these representations will be fought at the end of layouts and are designed to look like the soldier in some way. The game takes place in a facility representing his mind filled with entities, generated by his subconscious, that are trying to stop him. Upon completing his training, the player is tasked with his first order which he must obey. The game ends with the soldier losing consciousness and the ability to reason, as his training has rendered him as a senseless killer whose only purpose is to take orders.

July 4, 2016

**Audience, Platform, Marketing**

Audience: The project is targeting primarily males between the ages of 14 and 24 in the United States.

Platform: The final version of the game will run on PC.

System Requirements: You will need a keyboard and mouse so you can walk around and be able to shoot and fight.

Top Performers:

Shovel Knight - It was released on June 30th, 2015 by Yacht Club Games and it has sold more than 300,000 copies.

Feature Comparison: A consumer will purchase our game over our competitors because we have an innovative story and our game will include puzzles and cool weapons that the consumer will love

Sales Expectations: We will sell over 100,000 copies of our game.