**Game Title: Neon Vault: Shadow Protocol**

**Setting:** A futuristic city where technology meets danger, with towering skyscrapers and neon lights. Use your skills, knowledge, and gadgets to score a huge profit.

**Story:**In the heart of Tokyo, tales of the **Neon Vault**’s impenetrable security spread like wildfire. Rumoured to hold priceless artefacts and advanced technology worth hundreds of millions, it’s the ultimate target for any daring (and crazy enough) thief.

**Protagonist:**Riko, a skilled hacker and acrobat, known for his quick wit and agility.

**Objective:**Infiltrate the **Neon Vault**, steal and escape without getting caught and having a coveted multi-government data chip and a piece of cutting-edge nuclear-based technology to retain energy, developed recently for the highest bidders.

**Storyline:**

**The Plan:**Riko sits in his dimly lit apartment, surrounded by holographic blueprints of the vault. They’ll need to bypass the guards, disable the security drones, and hack the mainframe to retrieve the chip.  
*Gameplay:* Riko needs to select his gadgets to help in his master plan, each adding unique possibilities to his arsenal.

**The Infiltration:**The night of the heist arrives. Dressed in sleek black gear, Riko approaches the vault. He uses his acrobatic skills to scale the building, dodging laser grids and security cameras.  
*Gameplay:* Players guide Riko through sections via quick-time events, jumps, and sneaks, while solving mini-puzzles to disable security systems such as lasers, sensors, and other deadly traps.

**The Heist:**Inside the vault, tension mounts. Riko must quickly hack into the mainframe while avoiding patrolling guards. As he reaches the data chip, alarms blare!  
*Gameplay:* Look inside the **Neon Vault**, section after section, room after room, to find the desired artefact Riko so desperately seeks. After finding it, the player must complete a series of quick-time events to balance the weight and avoid triggering the alarm.

**Ending:**With the data chip in hand, Riko vanishes into the shadows of Tokyo, leaving behind chaos and confusion. As he uploads the chip's data, he reflects on how to hide his actions and still profit without getting caught.

Otherwise, if the player fails, Riko ends up getting tackled by one of the SpecOps and gets apprehended by the secret authorities and is never heard from again, his records being erased and family being told he ran away to a small town, forging his goodbye letter.

### Traps

1. Laser Grid Corridor
   * Description: A narrow hallway crisscrossed by constantly shifting laser beams. If touched, an alarm is triggered.
   * Solution Gadgets:
     + Nano Grips(Useful): Allows Riko to scale the walls or ceiling to bypass the grid.
     + RedX Jammer(Useless): Claims to create an illusion to fool infrared laser sensors but doesn’t work for moving lasers as the user needs to be still.
2. Pressure-Sensitive Floor
   * Description: A room with tiles that activate alarms if too much weight is applied. Some tiles are fake and collapse.
   * Solution Gadgets:
     + Anti-Gravity Boots (Useful): Temporarily reduces Riko’s weight, letting him cross safely.
     + Sonic Scanner(Useless): Claims to detect safe tiles via sound vibrations, but fails in the noisy environment of the vault.
3. Patrolling Security Guard Drones
   * Description: A room patrolled by drones equipped with motion and heat sensors. They trigger an alert if they detect anything unusual.
   * Solution Gadgets:
     + Drone Wrecker (Useful): Disables drone sensors temporarily, allowing safe passage.
     + EMP Grenade (Useless): Causes a power surge that also disables Riko’s gadgets, leaving him vulnerable.

### Full Gadget List

1. Nano Grips (Useful):
   * Use: Climb walls to avoid traps.
   * Trap Counter: Laser Grid.
2. Anti-Gravity Boots (Useful):
   * Use: Make Riko lightweight to bypass pressure-sensitive floors.
   * Trap Counter: Pressure-Sensitive Floor.
3. Drone Wrecker (Useful):
   * Use: Scrambles drone sensors to allow safe movement.
   * Trap Counter: Patrolling Security Drones.
4. RedX Jammer (Useless):
   * Claim: Creates holographic illusions to fool traps.
   * Actual: Only works when the player is static, rendering them useless.
5. Sonic Scanner(Useless):
   * Claim: Detects sound differences to identify safe paths.
   * Actual: Overwhelmed by ambient noise and ineffective in real use.
6. EMP Grenade (Useless):
   * Claim: Disables electronics in an area.
   * Actual: Creates more problems than it solves by disabling helpful gadgets.