***High Concept Document***

**1 GAME ANALYSIS**

**1.1 Game Concept**

You play with a character named Jarmo in a game called Jarmo. In his dreams everyone tries to kill him. The idea is to kill everyone as fast as possible to gain more money to buy weapons. After everyone is dead Jarmo wakes up again, but this time everything is harder.

**1.2 Game Goals**

Our goal is to make an enjoyable fps game, with smooth, disturbing and oddly fun gameplay. After you play this game you will be scared to go to sleep.

**1.3 Game Information**

Fps, levels, disturbing/twisted story

**1.4 License/Brand Analysis**

**1.5 Target Audience**

People who like fps games. Pc gamers. Age 16 +

**1.6 Competitor’s Analysis**

No competition, game style unique

**2 GAME DESIGN**

**2.1 Expanded Game Concept**

The game character is Jarmo and he is 54 years old. Jarmo is sleeping the whole game, but he doesn’t know it. In his dreams all humans want to kill him so he has to kill them first. The idea of this game is to give the player a smooth, disturbing and oddly fun experience, with a twisted story.

**2.2 Game Structure**

Jarmo lives in the border of Helsinki. Every level is harder than the previous level and the city’s structure is a little bit different.

**2.3 Gameplay**

Jarmo is the main character of the game, and he starts the game with a baseball bat. The faster you kill everyone the more money you will earn. With money you can buy better weapons and accessories.

**2.4 Expanded Gameplay**

When you start the game Jarmo thinks that he woke up and starts his morning routine. Someone knocks on his door and he opens it and suddenly someone attacks him. Jarmo grabs the baseball bat and kills the attacker. Jarmo looks outside and sees other people coming for him, so he decides to defend himself and kill everyone. After killing everyone, he wakes up again and thinks that it was just a dream. He can now see his bank account floating and an option to buy weapons and accessories. He buys what he can and someone knocks at the door again. He opens the door and the same guy is there to try and kill him again. Jarmo is prepared and easily eliminates the attacker. After which he goes to kill everyone. Then he wakes up again and again and again, until he wakes up one last time in this terrific world. After you complete the final level Jarmo wakes up and this time everything is normal. All of it was just a dream and everything is fine now, or is it?

**3 GAME FEATURES**

**3.1 Key Game Features**

Shooting, buying new weapons and accessories, enemy ai, bosses, going back to previous levels, time system and speedrunning.

**4 SUMMARY**

Jarmo is an immersive video game with an interesting story. The game features shooting with tough enemies and player upgrading. This game will also be fun for speedrunning. The ultra realistic graphics and the shooting will make you feel like you’re Jarmo.