**Game Title:** Under Cover Kid (Invisible Agents, Invisible Bodyguards, Genius Under Cover)

RPG, action/adventure

**Intended Game Systems:**

PC or console

**Target Age of Players:**

10+

**Intended ESRB:**

E 10+

**Game Story / Gameplay:**

Choose/Build your Own 7-10 year old avatar character, Default Character is Rose Black (girl) or Thorne White (boy) name can also be edited.

You are a child genius, orphaned at 4 you have been trained at a special school for extraordinary children. You have been trained in: Disarming Bombs, Skydiving/flight suit, gun safety and sharpshooting, Martial arts, Tactics, Physics, Tracking, Investigative techniques, International Law, Criminal Psychology (profiling), Forensics procedures, Chemistry(building Bombs and identifying unknown Samples) and first aid, on top of regular school.

You speak enough languages to understand and be understood anywhere in the world.

Opening cinematic shows you and your classmates (A group of other geniuses with a variety of talents and specialties who will offer assistance in various missions) realizing no one will hire children, main character makes inspiring speech about starting their own business and saving the world together.

Guardian Protection Services and Consultation (GPS+C) is born. You are the CEO, thankfully most of the boring paper work can be done by an adult you have hired and communicate with only through email.

No one must find out that the world best bodyguards/agents are only children. Thankfully no one seems to believe they could be, no one considers a kid to be a threat, making you the perfect invisible agent or body guard. Don’t forget to act cute and innocent if someone gets suspicious.

For example:

Adult/guard/suspect: ‘What are you doing in this area?’

You: ‘I dropped my ball’ or ‘I’m looking for a bathroom’ or ‘Playing hide and seek’

Your cover, to give you a reason to be in some usually adult only venues, is that you and your partner are child stars. Rose has a singing career as well as a background in beauty pageants and Thorne has trained as her dance partner. Some missions require one or the other cause a distraction so that you can safely carry out your mission, be it take down an assassin, rescue a hostage or find a bomb.

**Distinct Modes of Gameplay:**

* Like most RPGs missions are the main kind of play, Computer kid on the ear mic gives information and hints/clues if needed, decide on a point of entry/plans from set options before start of mission – means you can play a different approach to help with replay value. Each mission has a specific goal, time limit can be added for higher difficulty, many times you must also escape once your mission is complete but sometimes you just have to get back to where you’re supposed to be, look innocent and walk out with your prize. Some missions start as something else, like a camping trip with your friends leading to trying to catch a murderer in the woods or a Ski vacation where you uncover a plot to blow up a nearby dam.
* between missions you can explore your company office, the break room and labs, speak to classmates/co-workers, sleep, eat/drink, read/watch tv
* Learn new skills mini games or use xp points in menu to buy instead – also practice gun safety/targets
* Decorate room/office mini game
* Down time mini games, Surfing, skateboarding, board games.
* Puzzle mini games (Disarm bomb/analyze sample/crack code/reassemble pictures or documents)
* Choose R&D projects for your engineer classmates to make for you – non-lethal weapons, safety equipment/armor, capture tech (nets, gum guns etc.) Disaster Relief, Transportation, Non-human agents etc.

**Unique Selling Points:**

* Real life skills such as first aid, gun safety and planning
* Hero being undercover leaves you laughing at the NPCs you’ve tricked
* Different perspective than most RPGs, see under furniture, act like a kid, climb things, make a mess or throw tantrums to cause a distraction.
* Befuddle adults around you, use hologram grenades or hologram flame throwers to make them pee their pants and run away, tranquilizer guns and paralytic darts to bring down adults without killing anyone, make sure no one sees you fire.
* A hero even kids can connect with

**Competition:**

Spy kids games – mostly platformers

Agent cody banks

Curious George secret agent