# Game Title: America Down Under

## Intended Game Systems:

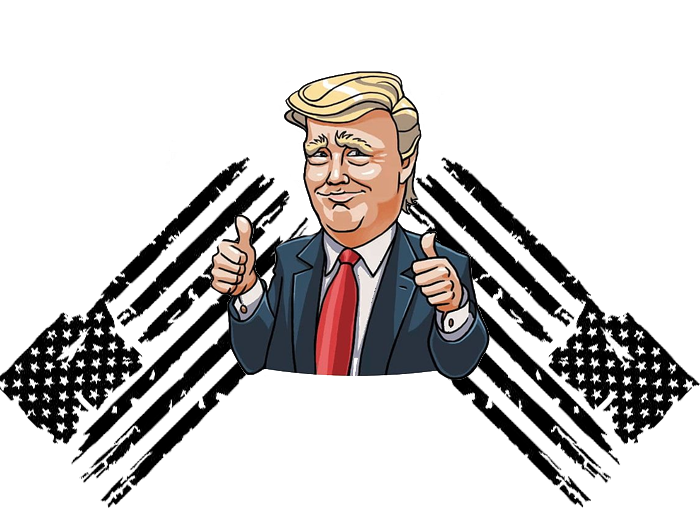
Plan to target PC/AAA consoles (back up with reasons why with references)

Try to find a reason/ ways to target Mobiles gamers too.

## Target Age of Players:

Players over the age of 16, this is due to the high amount of violence and bad language, also got references towards discriminations and drugs (use images and research link/s to back up)

## A logo for the game (doesn’t need to be complete):



# Game Outline:

## Game Story:

### Beginning:

* Players witness America in political civil war and the first scene they see is Washington DC destroyed (buildings, roads and transportation)
* Players are informed on the basics of what’s happened by secret servicemen

### Middle:

* Players discover what they’re character has done before the war started
* Try to work out how they can fix what they have done
* Discover main enemies and what they have done
* Player character personal story & needs
* Major loss to all characters such as family/ main allies

### End:

* Depending on who the layer plays as they win
* Trump escapes to Mexico, Obama restores America and Clinton Kills Trump

**Three Different Stories in the perspective of each playable character**

## Game Flow:

* What are the challenges players encounter
* What methods can they use to succeed in challenges
* How does the progression system work
* How does the game play tie into the story
* Do the players have to fight bosses in order to progress
* What is the victory condition for the players

Players will be challenged all throughout the game whether it’s during a mission or free roam with opponents based in the current position the player is.

# Game Characters:

## Playable Characters:

### Donald Trump:

### Hilary Clinton:

### Barrack Obama:

## Non-Playable Characters:

### Secret Service:

### City Based militia (The American people)

### National Guard Soldiers/ Police:

### Mexican Border Police:

### Trump/Clinton/Obama Enthusiasts (Allies)

## Concept Artwork towards Characters (Include character choice menu):

# Gameplay:

Detail how the gameplay is presented to the player

Are there story chapter/ missions for the player to complete?

Is there any scenarios where the player has to do something different compared to other missions

Does the game utilize any motion or touch controls d=such as move, tap, swipe or pinch.

What camera view will the player have during gameplay?

**Include images of games with similar destructive scenes / atmospheres**

The different controls players will have to use

Any unique features only a specific character can have (game balance)

# Game World:

List the environments mentioned in the story and more

Short descriptions of what players will find

How do the locations tie into the story?

What moods will be invoked towards the players in each world/ scene?

What audio will be used in certain scenarios?

Are all the world locations connected to the game story?

**Present a simple map and show how the players will navigate and some images of the game world**

# Game Experience:

What do the player’s first see when they start the game

What emotions/ moods are the players supposed to feel at the start and during gameplay

Who do the players empathise with as they progress through the game with their chosen character?

How will your game be presented to the player from the beginning (game packaging/ cover) (look at DVD cases)

Does the game have multiple play modes such as flying, driving, swimming?

Describe anything about your gameplay that will get the reader excited

Does your game have any cut scenes, will they tell a story and how will they be presented to the player

When will cut scenes be used (during missions, at the start/ end?)

**Include concept art/ potential scene designs**

# Gameplay Mechanics:

## Core Mechanics:

Running, Jumping, Walking, shooting, going behind cover, reloading, switching weapons.

## Interacting Mechanics:

Opening doors & loot crates/ boxes, in game shops (Weapons, armour, traits), communicating with our non-playable characters.

## Hazards:

Manmade such as tripwires, explosions, detection triggers, alarms

Naturally made such as pavement or tarmac collapsing into a tunnel or overgrown vegetation.

Do you have any **power-ups/ collectables and an economy system?**

**Include some examples of Interacting Mechanics and hazards**

# Enemies:

What enemies are in the game world?

What makes them unique?

What do players have to do to overcome them?

Do you have any boss characters, who are they and why are they a boss character?

What do the players earn for defeating them?

**Include some artwork of the characters and who opposes who in a diagram**

# Multiplayer & Bonus Material:

Are there any achievements, bonus material & unlockable which would encourage the player to replay the game?

Provide examples of the content the player will be able to get

What incentives will the player have for replaying your game?

How will achievements be handed out/ awarded to the player

Will there be an in game shop/ purchases centre and what will the player be offered

Does your game offer multiplayer capability and what will be available with to the players in multiplayer?

Will multiplayer offer the players gameplay they don’t have access to in single player.

# Monetization:

What can the players pay for with real money in game?

Will the players be able to customise their characters to make them more relatable to them?

How will you use monetisation in your game?

Can the players download virtual content?

How does the in game store link to the game experience

How can players buy the items in the game store (with money or in game currency?)

How does the in game currency system work