# Game Title: America Down Under

## Intended Game Systems:

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

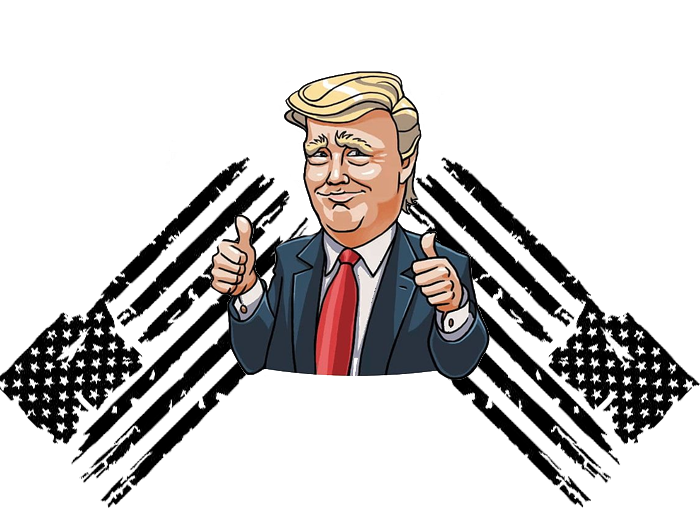
Try to find a reason/ ways to target Mobiles gamers too.

## Target Age of Players:

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

Players who are into single player 3rd person role playing games where they are allowed to customise their character and has a great story/ back story behind the gameplay.

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



(Creation of logo design description with references)

# Game Outline:

## Game Story:

The players will have the opportunity to play as three different political characters when they start the game, these characters are Donald Trump, Hillary Clinton and Barack Obama. All three playable characters have three different story arks and encounter each other at least once in their quest in America.

## Backstory to the game

Donald Trump is finished taking a very long and important call which ended in some very foul language and some clear elements of anger being expressed. His family and director of the secret service asks what’s wrong, who was on the phone and what was discussed? Trump responds to his family that everything is okay and pulls the director to a private room.

Once the room has been vacated Donald tells the Director that his opponents have allegations towards his about using the Russians whist campaigning for president and have witness’s as well as papers to prove this. They have threatened to make this information public unless he leaves office immediately. Donald calls there bluff and hangs up after a few words of anger where said.

The documents shown and the witness’s statements make it 100% clear that the Russians helped Donald come into power and America goes crazy and demands Donald’s Impeachment. Six Months later America in political civil war due to this matter and the land of the free becomes a warzone.

## Donald Trump’s Starting Story Ark

### Country Divided

Once the Civil war starts America is divided into lots of different minor factions with different or similar beliefs on how the country should be run and by who, the three main factions are the ones run and Barack Obama, Hillary Clinton and Donald Trump. The players are then introduced to the game world as Donald who is outfitted with a military grade assault rifle, side arm and body armour outside of the heavily damaged white house in Washington DC.

### The Attack of the White House

The Director of the secret service approaches his and updates Donald Trump of the situation of the defence of the White House. Trump then has to lead a defence against the attackers formed of minor militia and political opposition in Washington and save the defenders of certain defeat and occupation of the White House.

Once the battle is over Donald investigates who the attackers where and who they are led by. Once Donald finds out who attacked his Iconic house (payments and bank transfers) he gets all the remaining defenders of the white house (secret service men/women and National Guard) and takes them to the predicted location of the enemy stronghold. This then leads to the first main mission of the game.

### Liberation of Washington

After saving the White House Donald takes his forces to attack the main stronghold and influencer of his enemies in Washington. After a bloody battle the stronghold is taken and occupied by Donald and his followers. From this site as well as the White House all remaining resistance towards Donald is cleaned up. Once this has all be done Donald sets his ambitions to discover, recon and capture/ kill his political enemies outside of Washington.

## Hillary Clintons Starting Story Ark

### Country Divided

After hearing of Donald Trump’s tampering of the previous election and the proof being validated by the sources providing the information and the witness’s confirming everything being shown to the world Hillary wakes up her husband Bill and immediately started plans to overthrow Donald in Washington. During the six months that followed Hillary and Bill planned an attack on the White House to try and quickly kill Donald and take over the country. They both recruit a mercenary group and citizen militia with basic weapons to attack the White House using Guerrilla tactics.

### The Attack on the White House

After recruiting the small army Bill Clinton provides information to the militia of secret pathways/ passages into the White House as well as predicted places where not to attack due to the number of forces, this information is given to them when Bill was in power in 1993-2001 so the information arguably is outdated. Nevertheless the small army took this information and assaulted the White House using a nearby stronghold occupied by Clinton enthusiasts. From this stronghold the Clinton strike force will attack the White House severely damaging it which forces Donald Trump to come out of hiding. Clinton’s forces report sightings of Donald and on Clinton’s orders to attack him. This results in defeat and a full scale retreat for Clinton’s forces back to the stronghold.

### Loss on Washington Stronghold

After hearing of the defeat and full retreat of the Clinton Liberators Bill and Hillary’s orders where to gather as much support as they can and defend the stronghold until Bill can come with an invading force to reinforce and take out Donald and his White House forces for good. Unfortunately it was too late so Hillary’s orders where to fight to the last man & woman whist taking out as much Trump supporters as they can. After Donald killed the remaining Clinton influence stationed at the Stronghold Bill gets a call from Donald declaring war on them.

## Barak Obama’s Starting Story Ark

### Country Divided

After hearing of Donald Trump’s tampering of the previous election and the proof being validated by the sources providing the information and the witness’s confirming everything being shown to the world Barak Obama scoffs/ giggles to himself saying he knew it and America is salvageable from his rule. He then tells his wife and kids what has happened and he is going to make a few calls inside Donald’s party as well as party representatives who have resigned or been fired by him. During the next six months Obama calls and meeting with all these politicians and influencers across all of America to start a revolution to save America before it’s too late.

### Saving America

Barak and his wife Michelle make it clear to his allied Politian’s, civilians, mercenaries and soldiers that they do not want to try and find a fight with the opposition but to primarily help wounded during battles and the helpless, almost acting like liberators to try and influence nearby cities, states and its people to the reside through kindness, healthcare and protection rather than brute force and death. Barak’s goals is to save America, not to destroy it in an attempt to kill is opposition. He and Michelle make that very clear to anyone, city and state hat want to join their cause. In the event of capturing an enemy stronghold or major influencers his soldiers are under neutral orders to bring them in for questioning and the opportunity to keep their lives in exchange for information.

## Successful Endings/ Victory Condition for all characters

### Donald Trump’s Victory Condition

Trump is able to break into the Mexican wall defended by Mexican border police and National Guard influenced by either Clinton or Obama and escapes into Mexico where he bribes his way out of trouble and lives the rest of his life under the protection of the Mexican Drug cartels laving America to its own fate.

### Hillary Clinton’s Victory Condition

Hillary and Bill’s Clinton Liberators manage to take over the majority of Donald’s strongholds, Cities and states meaning that they have more influence, troops and resources to find Donald. They find trump in a nuclear grade underground bunker and finally kill him and his remaining major influencers. This means that they have a clear road to Washington and the Presidents seat, the only main opposition being Obama’s party wo aren’t interested in fighting.

### Barak Obama’s Victory Condition

Barak and Michelle manage to convince any surviving members of both Clintons and Trumps armies to lay down their arms and live together without any more destruction and death of the American people. As they campaign across America armies, militias and even mercenaries stop trying to kill each other and resolve these issues diplomatically rather than violently. As a result of this Bill, Hillary and Donald and exiled to Southern America where they just have their wit and will to defend them.

## Game Flow:

### Player Challenges

During gameplay the players will encounter several different challenges across the game world and depending on the character they have chosen to play the game as will help them decide how to deal with the current issue at hand. Players will need to adapt to each different situation and goal they need to complete in order win the encounter, this can be a main story mission, side story mission or a free roam activity to help edge the political influence in that certain area on the players parties favour.

### Progression Systems

As player’s complete main story and side story missions they are rewarded with experience which goes towards levelling up in the game, weapons related to the mission itself such as a rifle they will win a new rifle and the rarity of the rifle depends on the difficulty of the mission and how well the player did on it. They can also win armour and influence respective of their current traits, goals and what character they are playing as.

Players are also capable of opening loot crates for loyal gameplay such as amount of hours played, signing up to forums about the game and completing story missions and activities. In these loot crates players can find anything from extra experience to legendary weaponry and the chance of getting the better rewards are increased depending of the player’s performances and support.

### Boss Battles

As players progress through the occupation of an enemy state or city the last stronghold will always hold the governor/ main influencer for the opponents party in that certain state/city. If the players are able to kill or capture depending on who they play as the governor are now in control of that specific city/ state. The governors are equipped with weapons respective of the party they are with. For example if they are with Trump they will have powerful offensive weapons over other rewards.

# Game Characters & Traits:

## Playable Characters (PC’s) & Traits:

### Donald Trump:

Donald is a very aggressive and outspoken character meaning that he doesn’t get along with a lot of people and can easily upset others, however he is a very successful business man meaning he is able to make a lot of deals for man power weapons and resources. He is also capable to bribery towards enemy forces.

Donald’s Traits:

* Very aggressive
* Outspoken
* Discriminative towards others
* Successful business man
* Capable of Bribery
* Access to presidency perks such as national guard and secret service

(Create Photoshop doc to represent this under character design)

### Hillary & Bill Clinton:

Hillary & Bill are just as aggressive as Donald but use their aggression in a different way, they use it politically to encourage other strongholds to yield rather than fight as well as get support from superpowers abroad. This means they don’t have as powerful weapons as Donald’s allies but have access to more variety of weaponry and forms of weapons such as armour and deployable equipment like turrets and drones.

Hillary and Bills traits:

* Politically Aggressive
* Influence Abroad
* Minor Negotiations skills
* Access to heavy armour
* Access to deployable equipment
* (Create Photoshop doc to represent this under character design)

### Barack & Michelle Obama:

Barak and Michelle are not nearly as violently aggressive as the Clinton’s and Donald’s supporters but they do have the support of the healthcare aspects of the country as well as very strong skills in negotiations as well as caring for fallen and wounded enemies. This means that Barak hasn’t got access to very powerful weapons but have a lot more health in battles as well as access to deployable health assets to help allies and extra capability to loot all kinds of resources & weapons.

Barack & Michelle traits:

* Standard weaponry
* Very strong negotiation skills
* Willing to help any American regardless of beliefs
* Deployable health assets
* Extra look space & capability
* (Create Photoshop doc to represent this under character design)

## Non-Playable Characters (NPC’s):

### Secret Service:

The secret servicemen and women are the president’s personal army equipped with high tech and powerful weaponry. They are capable of defending strongholds very well but due to the lack of armour and direction they are not recommended to be used for assaults, they are also very expensive to recruit and can only be recruited by the presidents character (Donald Trump)

### City Based militia

City based militia can be found in major cities across America where they class themselves as their own independent militia from the state they are in. these militia can consist of standard American women and men, retired police officers, non-professional soldiers and defected soldiers/ people. These soldiers are key for the player’s character to hold to strongholds and states captured during gameplay.

### State Based militia

State Based militia are exactly the same as city based except they have a more variety of recruits and can be called upon when the player is assaulting an enemy stronghold/ base.

### National Guard Soldiers/ Police:

### Mexican Border Police:

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

### Mercenaries

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

## Character Customisation

# 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 Audio Features**

**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