**Goal**: To create a game that explores the concept of an “anti-stealth” game, as inspired by the original “Nothing to Hide”

**Design Pitch**: “See no evil. Hear no evil. Speak no evil.”

**How Pitch translates into Gameplay**:

* See no evil – players should always remain in sight. A good citizen would ever leave the protective gaze
* Hear no evil – players should always remain in earshot. Idle hands are the devil’s plaything and a good citizen is never idle.
* Speak no evil – players should never say something seditious. <to be continued>

**Pitch to Gameplay Detailed**

* See no evil
  + *Basic Cameras* – The most pervasive form of protection. They track individuals and feed their recordings to a local CSB station. Failing to remain in sight will result in an immediate response of Bureau-Bots armed with (mostly) non-lethal tranquilizers.
  + *Terminal Cameras* – A slightly upgraded form of a *Basic Camera*. These little guys will activate the device they are connected to when someone is in sight.
  + *Heat Cameras* – A specialized camera for more private areas. Able to see through walls and other obstructions, but only people (and things) with heat signatures.
* Hear no evil
  + *Basic Recorders* – There are times when visual confirmation isn’t enough or possible, luckily there are recorders. These devices record all citizen audio in a hearing radius.
  + *Terminal Recorders* – Much like their camera brethren, some recorders are tied to other devices. Only when these guys hear someone (or thing) will they activate (or deactivate) the device.
  + *Breath Recorders* –
* Speak no evil