

**Implacable** (game title) concept overview

XBOX, PlayStation, PC (game platform)

Target Age: 18+ (target audience)

(ESRB Rating, criteria)

**Game Summary:** *Implacable* is an action-adventure sandbox game set in the seemingly prosperous and tense world, striving for the power of authority from campus to society. As a young fighter, you lead the groups in endless cruel confrontations with various school gangs while also exposing the powerful clique that is behind the scenes.

**Game Outline:** The global society is booming but full of crisis, and the expansion of capital has made the country immensely powerful. The *Super plutocracy*, which controls almost half of the country's economy, manipulates the country's politics and people behind the scenes, and such a terrible fact exists conclusively in this *Metropolis*. *Shinryu's* gang acts as the biggest agent of the plutocracy, trying to take over the territory and school step by step in the city obsessed with wealth and power. *Ryu* who is released from the youth detention center is entrusted by the former principal to drive the violent student out of the campus. But *Ryu* did not know that this violence against violence would plunge into the endless abyss.

At first *Ryu* and *Shinryu* decide the *largest school* as the stage for the relentless battle. *Ryu* and his partners destroy *Shinryu's* evil intentions, and the only way to truly return the school to normal is to warn the righteous *prosecutor* about the violence and bring it to light. *Ryu* was unfortunately caught and imprisoned forever in the *Carrier Island prison*, and *Ryu's* partners went into hiding to bide their time. But *Ryu* met *Master Chan* in the prison and stood together. Under *Ryu's* continuous honing of fighting and combat skills, the *carrier island* became the new base. When *Shinryu* learned of this, he immediately led *armed gangs* to hunt down *Ryu*, who also touched the weapon for the first time. This brutal skirmish on the *carrier island* triggered the discontent of the *super plutocracy*. *Shinryu* who has thus been devolved power joins forces with the *criminal organization* to revolt against the orders from above and continues to eliminate *Ryu*. *Ryu* inherited the will of his master and after the hard battle with *Shinryu* appeared to be in a stalemate.

Finally, the *Shadow prime minister* took action to send private forces to arrest *Ryu* and *Shinryu*. The two wanted men returned to the single duel, what kind of ambition does *Shinryu* have to hold on to power against all odds? A new crossroad appeared in *Ryu's* revenge.

### USP: (Unique Selling Points)

- Dynamic open world map is full of possibilities for complex missions.
- Gorgeous martial arts aesthetic with a challenging close-quarters combat core.
- Grand story background breaks the traditional game experience.

### Similar competitive products:

*Mafia, Metal Gear Solid, Watch Dogs*

## Concept Art and Gameplay Design

*\*To depict the concept drawing, I simply used the comics as my sketch concept thus saving art time.*



Explore the dynamic open world with complex building zones that allow players to interact deeply with the game experience. From schools, buildings, construction sites, prisons, gangster strongholds and various levels.



Powerful enemies have a vast amount of financial and human resources behind them to perform terrorist violence and hunt down players.



Player in third-person mode train in multiple martial arts genres and develop skills to bring out unique game styles.

Participate in courses to upgrade your hacking tools - 3D printed weapons, drones, defense equipment, and more. Build safe houses and recruit warriors. Different enemy characteristics: school gangs, secret forces, elites, boss battles.

## GAMEPLAY MECHANICS

