

## **SETTING DESCRIPTION**

Our main area is League of Shooters building in the middle of the city. It has Renaissance vibes and disguises as a big hotel. Has rooms for both normal customers and customers wanting someone dead. Under the ground floor every floor is soundproof, and basement contains gun range. Under the basement every floor has different target practice fields, and it gets harder as you go down from the basement.

Our secondary area is League of Assassins building close to the side of the city. Looks like a tech company and controls the tech in the city. Their gun range and target practice fields are far from the city, in a place dressed as a barn but open to public. Gun ranges are LoA's one of the income sources beside tech products. They observe the shooters in ranges and hire the best ones they see.

Game could be played both as first and third person. Third person in vehicles. Player generally doesn't drive, shoots in the side seat. Assassinations could be planned before such as entrance, killing spot and weapon, or go without a plan. Jobs has two people, one is player, one is NPC.