*Untitled Game*

**High Concept:**   
 **Media:** Digital  
 **Turn-type:** Real time  
 **Player mode:** Single Player (maybe multiplayer as well)  
 **Category:** Third Person Action Game

**Rating/Target Customers:** E

**Requirements:**

* Pawns
* 6 sided dice
* Grid
* Customized playing cards.
* Requires four players.

**Rules:**

1. The Game will begin along a 10x10 grid with four pawns set on assigned sides of the grid.
2. The object of the game is to collect the key, hidden underneath a set of blocks.
3. As soon as someone finds the key a timer of two minutes will begin and the other players that don’t have the key will need to chase after the person with the key and kill them to win.
4. Whoever has the key after the timer is over will be proclaimed as the winner.

Conflict:

1. Special Abilities/ items- There are three special items that the player can use throughout the game. They will be placed randomly along the board. (Note: Items will be represented as cards).
2. To obtain the item the player must either hover over the item’s place on the board.
3. *Items used during play*:
4. Bomb: Bombs the player “Holding the key” (Note: only used for the person with Key.)
5. Attack: Attacks the other players along the grid.
6. Dodge: Allows players to dodge both attack card and the bomb card.