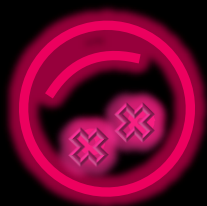
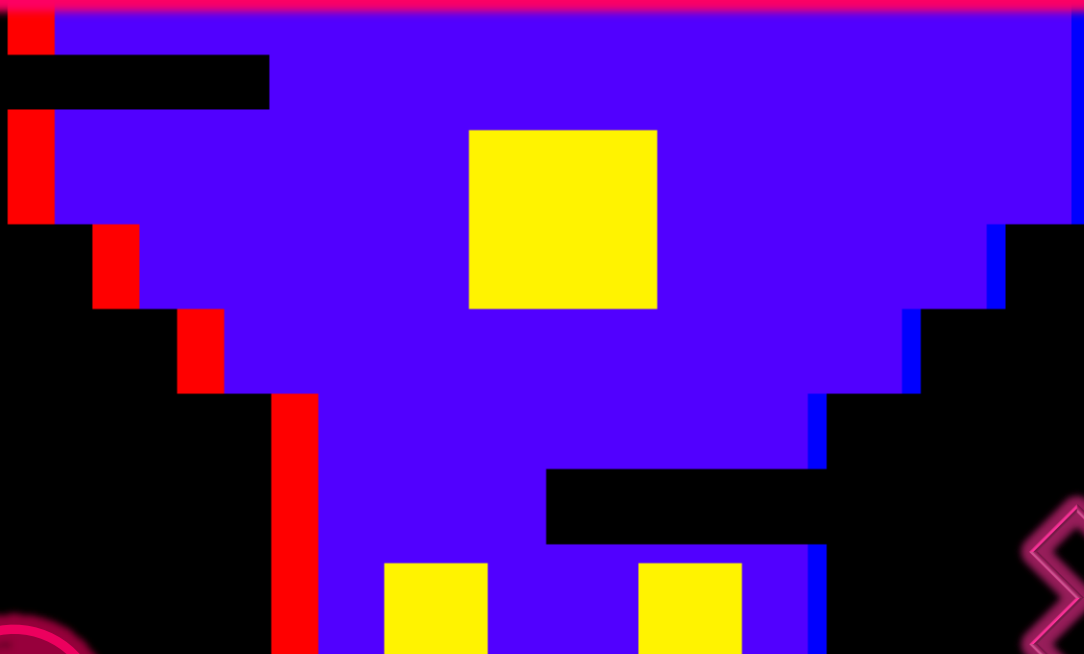




DOGTAG



DOCUMENT HISTORY

| Version | Date | Summary | Author |
|---------|------------|-----------------------|--------|
| 1.1 | 01/10/2023 | Initial Draft | Hoang |
| 1.2 | 12/12/2023 | Post Behaviour Update | Hoang |
| 1.X | 27/12/2023 | Writer Pitch Update | Hoang |
| 1.4 | 02/01/2023 | Tutorial Build Update | Hoang |

GAME SUMMARY

A quick summary of the game:

- DOGTAG is an engaging top-down shooter emphasizing strategic positioning and precise aiming mechanics.
- The game demands quick reflexes and strategic thinking for thrilling encounters.
- This game is designed with captivating pixel art visuals, further enhanced by an advanced lighting system that creates an immersive interplay of light, illuminating rooms and enhancing the gameplay experience.

TARGET PLATFORM

- Modern OS (MACOS, WINDOWOS)
- Steam Deck (Steam OS – Linux Base)
- This game will be played in Landscape Mode
- Targeted Monitor Resolution: 1920 x 1090

BUSINESS MODEL

- Price: Free to Play - 7\$ (Needs to be discussed)
- Target Age Group: Rated T for Teenagers and above
- Target Audience: Action, Shooter, Tactical, Indie
- Release Date: [2024]

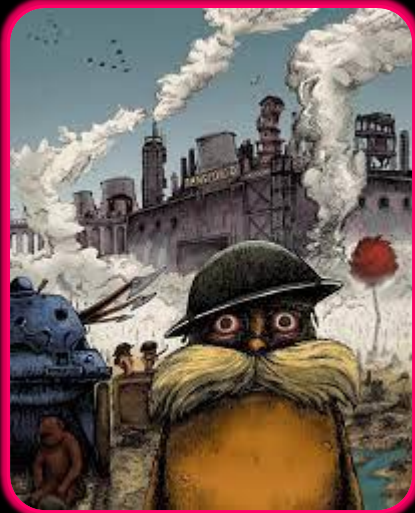
MARKETING STRATEGY

- [Insert]

GAME OVERVIEW

THEME

Post-Traumatic Stress Disorder:



The video game delves into the profound impact of **psychological trauma** on individuals, as well as the intricate and **multifaceted relationship between reality and fantasy**.

"I am the Lorax. I speak for the trees.

*And for some fucking reason,
They speak Vietnamese."*

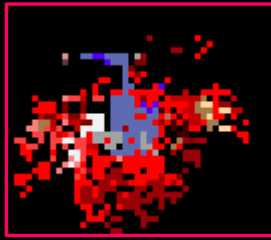
Lorax

Schizophrenia:

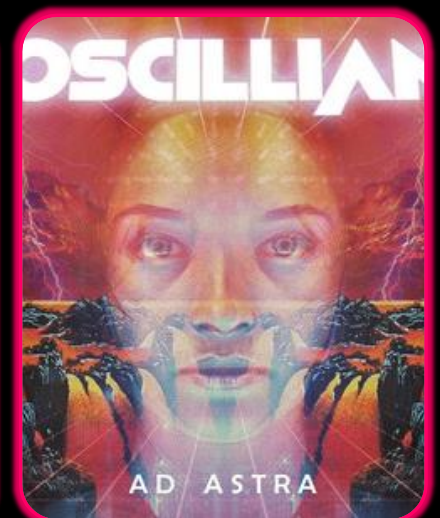
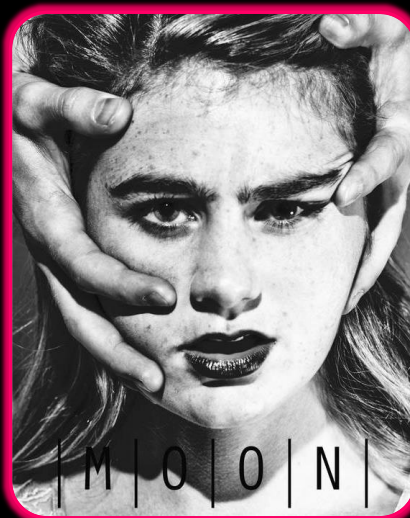


Hallucinations and **distorted perceptions** blend with traumatic memories, blurring the line between a **distorted reality and haunting recollections**, further complicating survival in a hostile and unforgiving environment.

Pixel Art: Low Pixel - Pixel Art



Music: Heavily rely on Dark Synthwave, Technoir



Brutalism:



The city is dominated by **towering, fortress-like brutalist structures** in **shades of grey and black**, embodying an oppressive society ruled by function over form.

The buildings are **massive, weathered, and grim**. Their **harsh lighting and utilitarian design** exude an intimidating aura, echoing principles of control and confinement.

Hollow Neon Metropolis:



The neon cityscape contrasts with brutalist architecture through **modern designs** and **vibrant lights**.

Surfaces glow and promise an escape from harsh realities through a mesmerizing **spectacle of lights and commercialism**.



A labyrinthine network of cramped living quarters stacked atop one another in a vertical downward stream.

Its interior, a maze of overcrowded spaces and flickering neon, echoes the struggles and mundanity of everyday existence.

Individuals are mere cogs in the machine of a dehumanizing urban "utopia."

GAME OVERVIEW

SETTING

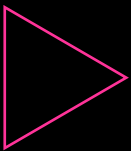
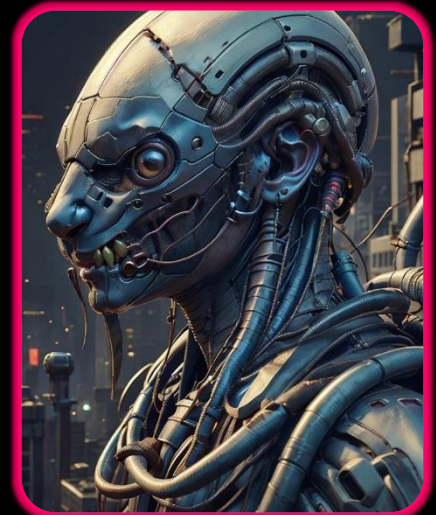
ENHANCEMENT:



The dystopian society promotes and enforces these procedures as a means of control.



People feel compelled to merge with technology due to societal pressures, propaganda, or the false promise of a better life through augmentation.



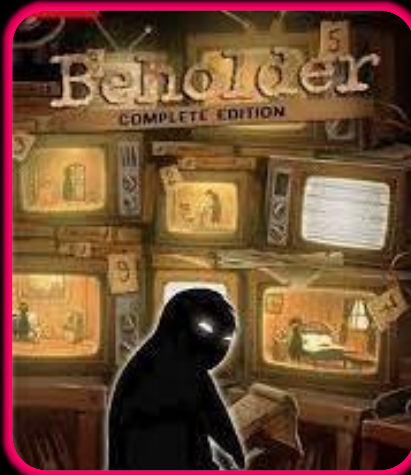


"Hybrid" represents the pinnacle of advanced technology. Cybernetic enhancements and bio-engineered modifications help the residents of Building 23 to cope with the unbearable living conditions.



SOCIAL OPPRESSION:

Citizens are incentivized to betray friends, family, or even their own thoughts if they are perceived as going against the Party's doctrines. It instills fear and prevents any form of organized resistance or dissent by fostering distrust and paranoia among the people.

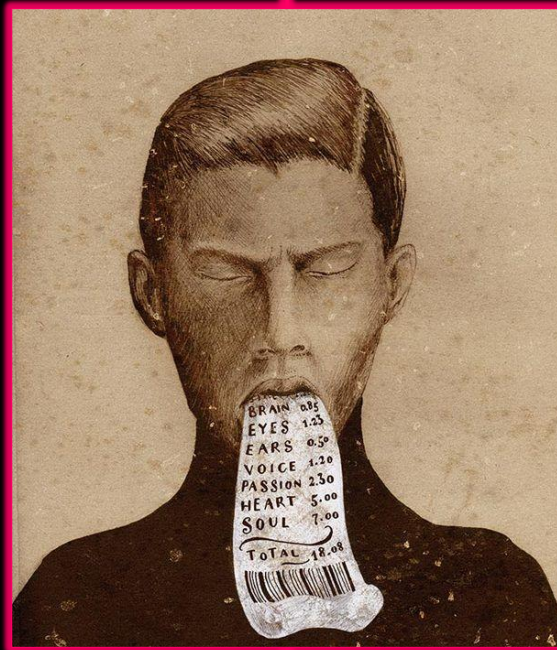


Succumbing to manipulation or coercion by the ruling authority, blurring the lines between voluntary participation and enforced assimilation.



In the face of intense social oppression, individuals are driven to join a collective hivemind to seek refuge from individual suffering.

CONSUMERISM:



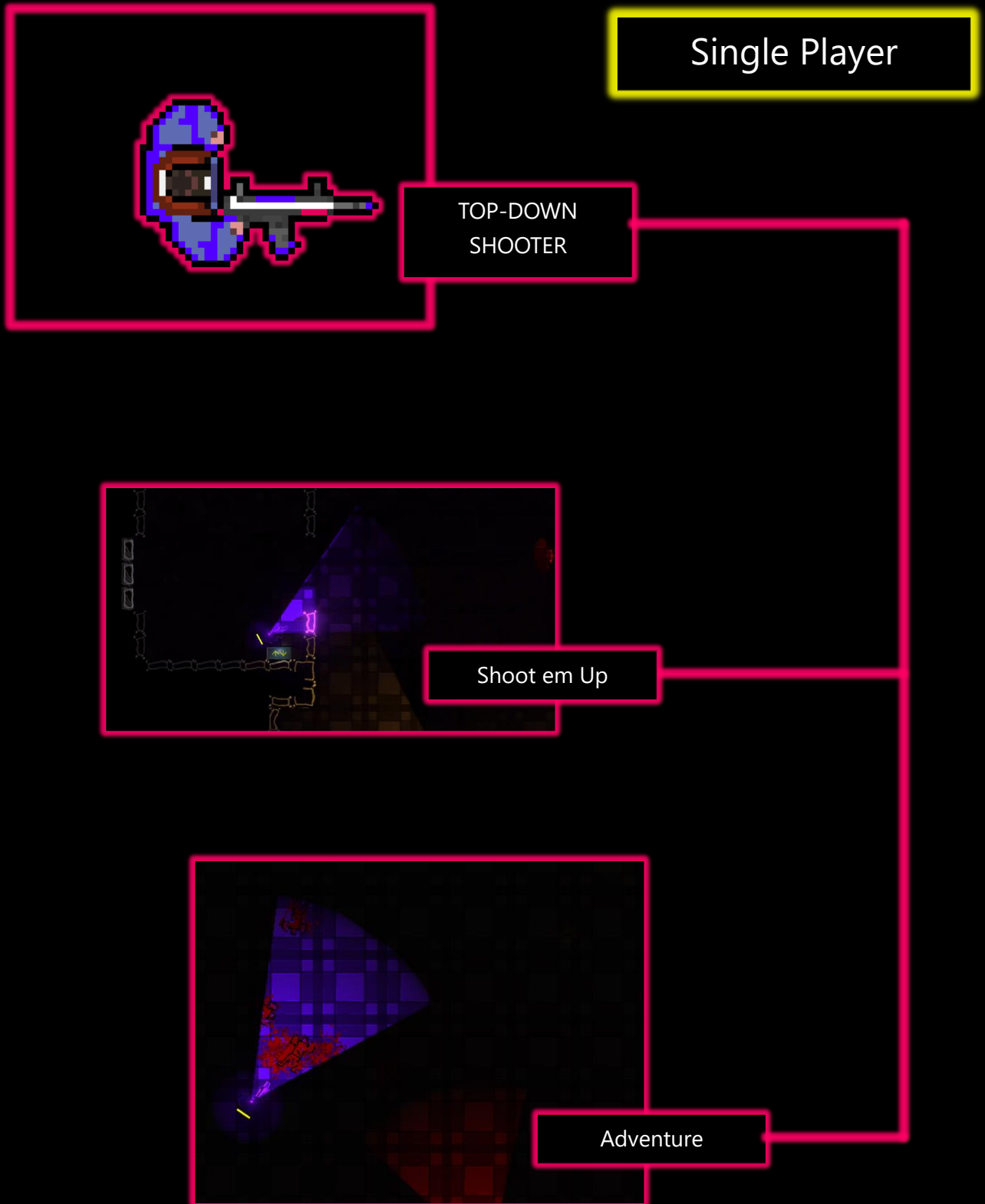
Through advertising, people are constantly bombarded with images and messages depicting certain lifestyles, values, and products as desirable and aspirational, while others are portrayed as undesirable or taboo.



Advertisements aren't just about selling products; they're tools for ideological control.

GAME OVERVIEW

GENRE

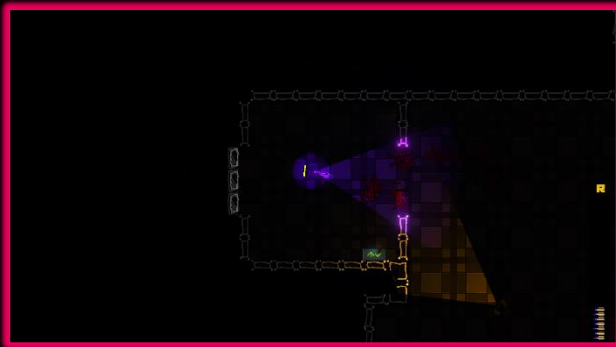


CORE GAMEPLAY MECHANIC



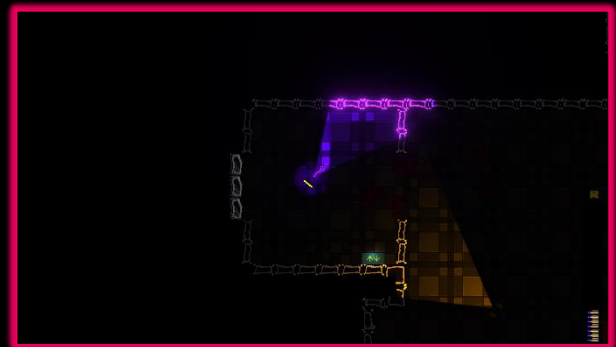
ONE HIT DEATH

The player will die immediately if the character receives any damage from enemies. This emphasis on positioning and quick reaction thinking to be able to outmaneuver the enemies.



Headlight indicates direction.

Player and enemies share the same ability to project lights from their heads to light up the direction where they are looking at.



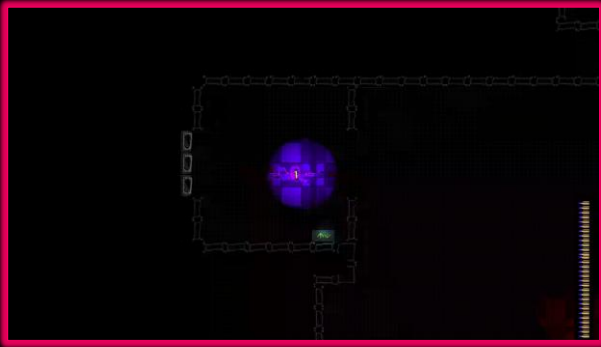
Light illuminates' static objects

[Insert text here mate]



Each bullet emits light.

[Insert text here mate]



Limited Time Sprinting

[Insert text here mate]

