**“HITMAN (AGENT 47)”**

**Executive Summary**

1. **Game Concept:**

The character name Agent 47 efforts to bring down the Franchise, a rival contract killing organization. After eliminating the International Contract Agency ICA, the Franchise seeks to obtain the same cloning technology that created 47, to form their own army of cloned assassins.

The 2d game story follows genetically-engineered assassin Agent 47 as he goes on a worldwide adventure and solves a mysterious series of seemingly unconnected assassinations. Hitman features a number of large, open-ended sandboxes that Agent 47 can freely explore.

1. **Genres:**

* Stealth game.
* Shooting game.

1. **Target Audience:**

Hitman is a shooter game that will most of the time target a demographic of young men between the ages of 15 and 30.

1. **Project Scope:**

47 is genetic superhuman assassin. The ICA (International Contract Agency) assigned 47 to kill five men’s known as "The Five Fathers". By fighting your way you have to complete 5 levels and boss encounters. Your Martial arts and shooting skills are at your disposal.