



Genre

Lawless is a 2D Co-op Top-down Vigilante Beat 'em up.

Elevator Pitch

Walk the streets of Boston as noble vigilantes - trying to keep the order in a state of lawlessness.

Unique Selling Points

Setting: United States Boston streets before 1631 - when the first watchmen organisation was established (the first police force).

Style: 80's style Music & sound effects but with more modern graphics & gameplay.

Riots: Due to the lack of justice in the streets. Domestic disturbances can turn into full blown street riots. As rival vigilantes fight each other over street justice. If a riot breaks out you need to try to detain as many criminals as you can.

Street Justice: If you begin to gain control of the streets in certain situations you may see that people choose to help in your cause.

Inspirations

The following movies: The Punisher, A Time to Kill, Tombstone. The following video games: Final Fight, Double Dragon 2, GTA.

Intended audience

Fans of 80's style beat 'em up video games such as: Final Fight, Double Dragon 2, Streets of Rage. Fans of other justice style movies & video games - particularly anything to do with delivering street justice - even superheroes.

Introduction

During a time when there were no police, the law was enforced via a street justice code. You & your brother experienced a severe injustice whereby you are both forced to grow up in an orphanage. As children you were separated as one of the brothers was adopted - at that moment you both made a promise to each other to stick together & find each other as soon as you could & to make the streets a safer place - once & for all.

Gameplay

Roam the streets with your brother watching people going about their daily routines - looking to uncover any suspicious criminal activity. In a lawless state crime can happen anywhere at anytime. If you witness a criminal activity be sure to intervene. If you knock down a criminal you will have a short window of time to detain them. After detaining them you can walk them to the County Jail. If, however, you intervene too soon and there is no crime you may get more than you bargained for. Be on the lookout for gangs of criminals which will form if individual's who begin a life of crime begin banding together.

Controls

Walk/Run	WASD/WASD + Lshift
Push	F
Punch	T
Kick	G
Throw	H
Detain	LControl

Core Features

Health: Your health is what keeps you alive. It will regenerate slowly after time. However, in your mission to clean the streets make sure to head back home once in a while to top up your health.

AI criminals: AI criminals start out as normal people just going about their daily routines - till a criminal situation develops. Such as; a shop is left unguarded, a wealthy person is walking alone, another criminal does something unjust.

AI gangs: AI gangs will form after a while if you do not detain

Street Credit: If you manage to take 5 criminal members of the same group to the County Jail - the group itself splits up into smaller groups.

Justice Served: If you manage to knock-down 5 criminals in any situation within a certain time limit you will get a headband which gives a special bonus to all abilities.

Dynamic time of day: Be vigilant - crime strikes harder at different times of the day.

Control of the Streets: If you manage to eliminate all criminal groups in the city & keep it that way for a long enough period of time you may be invited to become a member of the Watchmen organisation.

Different levels of difficulty: Select the level of difficulty for the challenge you want.

Win & Lose States

Win by becoming a member of the Watchmen organisation. **Lose** by death.

Game Production Adaptability

Scale-down suggestions: Minimum level of different characters walking around in the streets. Use similar or the same graphics models repeatedly for street buildings. Animations for characters can be repeated. Minimise some of the AI features.

Scale-up suggestions: Horses. Banks. Weapons. Environmental manipulation such as using items from the street in fights. Ladders. Being able to enter rooms inside. Listening to criminals talking to gain intel.