Game World and Enemies:

* Chapter I  
  - Game World: Situated in the City of Angels – Los Angeles. This Chapter will feature three districts – Beverly Hills, Pasadena and Compton.  
  - Enemies: The enemies are going to be regular polices cars which will deal 5 damage points per hit.
* Chapter II  
  - Game World: Situated in Rome. This chapter will feature two districts – The Vatican and Modern Colosseum.   
  - Enemies: The enemies are going to be ancient-looking police cars but will deal slightly more damage to the player (7.5 damage points).
* Chapter III  
  - Game World: Situated in Madrid. This chapter will feature three districts – La Prosperidad, Salamanca and Cortes.  
  - Enemies: The enemies are going to be Fiat police cars and will be faster than the previous chapter but will deal 5 damage points.
* Chapter IV   
  - Game World: Situated in London. This chapter will feature four districts – City of Westminster, Waterloo, Canary Wharf and Canning Town  
  - Enemies: The enemies are going to be modern police cars which will be fast and will deal 10 damage points per hit.
* Chapter V  
  - Game World: Situated in Moscow. This chapter will feature two districts – The outskirts of Moscow and central Moscow.  
  - Enemies: The enemies are going to be WWII vehicles which will be slow but will deal 15 damage points per hit.
* Chapter VI   
  -Game World: Situated in Tokyo. This chapter will feature four districts – Setagaya-Ku, Meguro-Ku, Shibuya-Ku and Shinjuku-Ku.  
  -Enemies: The enemies are going to be modernised-samurai style police cars. They will be fastest enemies and the game and will deal 17.5 damage points per hit.

Main Gameplay Concept:

* The game will feature 6 chapters. Every chapter will be a different city which will have 2 - 4 parts (districts). When the player kills all the enemies of the first districts, proceeds to the next once.
* The player will travel through the world and every chapter will have its own distinctive theme.
* The difficulty of the game increases as the player progresses through districts and chapters. Enemies become more powerful and have more health points.
* At the end of each chapter the player will encounter a boss (tank) which will be using different weapons and will have unique perks and abilities.
* Different types of weapons will be presented in the game. The player can choose which weapon to use depending on the enemies he encounters.
* Different enemies will have different behaviour and will incorporate different tactics.

Cutscenes:

* The game will feature 3 cutscenes  
  - First one is going to play before chapter one. It will feature two mysterious people who will briefly tell the story.  
  - The second cutscene will be played in the end of each chapter and it will show the transitions from city A to city B.  
  - The third cutscene will be played in the end of Chapter VI and it will be the epilogue of the game.