PI HARD

Terrorists have seized your university campus during your Calculus class, but soon they'll find that they've messed with the wrong engineering students...

KEY FEATURES

- **ONE-LINERS!** Save a certain **suspiciously familiar-looking university** campus from terrorists, led by the globally-feared German thieve Huns Burger, and be a national hero!

- **DRONES!** Control your character in **a top-down perspective**, use this to your advantage by being aware of your surroundings, but beware, enemies may lurk around the corner any second!

- **SURPRISE!** Subdue your foes one by one when nobody expects you, like it's Christmas '88 in Los Angeles!

- **ENJOY THE SIGHTS!** Taking you to beautiful landscapes from locked garages, to cramped auditoriums, not forgetting gorgeous computer labs and glass libraries, you have the **freedom to choose the approach** to an objective!

- **SOMEBODY KILL HIM!** If the enemies' **awareness level** gets high they'll be **more aggressive towards you**, and they won't stop until you've been dealt with!

- **EFFICIENT BAD GUYS!** Unlike Stormtroopers, the enemies do know how to shoot, so most of the times **stealth is the way to go**.

- **GROUP PROJECTS!** Convince your pumped-up, gym-regular, rugby-practicing colleagues to **help you** subduing terrorists.

- **AND MOST IMPORTANTLY:** You get to **avoid that boring Calculus class!**

Overview

Player motivation

The player will portray a common student, that, like most others, finds the Calculus classes boring. Using unique strategies and knowing the ground like nobody else, he/she will stand between the terrorists taking over the campus. Throughout the levels, the player will be able to choose from two strategies: either going in stealth or full-on "Rambo" killing spree.

Genre

Stealth-based Tactical Real-Time Action Strategy

Target audience

Players interested in real time strategy-based / survival action games
College students that share the boredom of Calculus classes, specially from our campus.

Unique Selling Points

We are approaching this game in a very unique way, we are trying to capture the essence of a crisis moment, when the needs for a leader emerges and someone must come forward and deal with the situation.

Throughout the game we'll put the player through some tests, that can leverage his skills or not, depending on the player being ready or not to be a leader.

Plus, it's the only game in a setting based in our university campus.

Competition

- Turnover
- Agent RX (for mobile platforms)
- Monaco (similar gameplay but different concept)

Target Hardware

The target hardware would be every computer that can runs Steam, since we intend to publish our game through the Steam market. The minimum requirements for the machine's hardware would be the same as the minimum from the Unreal Engine 4, because that's the engine that we'll use to build the game.

Design Goals

For the game experience we'll try to create sensations that puts the player on edge and moderated stress, by creating anxious scenes where the player would have to avoid certain moves not to be caught by the terrorist, and to provide the opposite feeling, to empower the player to be the mastermind of an escape plan, with his own strategy, that the player can elaborate and choose to execute as he wishes.

To gain that kind of powers he'll have to devote to the cause and get very skillful at deceiving and being stealth from the terrorist, and to complete missions with success, to get stealth points that he could trade for new respect points. The more respect points the bigger sit he earns for himself on the planning table.