# Story

## Richard Wallace

Male, Caucasian, 48   
Friends with Terry McCarthy because they have been in the force together for the last 15 years. He is very loyal to the force and is not affiliated to any gangs or criminal organisations.  
Appearance: Clean Shaven, Grey Haired, Well Aged but Weary.

## Terry McCarthy

Male, Caucasian, 55  
Friends with loyal Richard Wallace but little to Richard’s knowledge Terry is affiliated to an extremely professional London based Albanian drug gang who own multiple methamphetamine super labs across the city. He is paid off to tell the gang if a raid is organised on one of the labs. He wants to retire but the gang won’t allow him.

## Miles Taylor

Male, Caucasian, 35  
Friends with Richard Wallace, Miles used to be affiliated to the *Hood* in America but he managed to get a new identity and move to the City. He still however has hood connections and finds out about Nathan in this way

## Harvey Cole

Male, Caucasian, 31  
Harvey joined the force five years ago after his dad died and has been completely clean ever since. He usually keeps his private life to himself however he notices Nathan snooping around the station and tails him one night. The hood catches him stalking Nathan and is almost executed but Nathan tells them to spare him if he agrees to not tell anyone. However, he gets roped into the *Hood* through favours of Nathan and ends up being on their payroll.

## Nathan Goodman

Male, Black, 23  
Nathan is a young and fresh *Hood* recruit and is sent to go into the armed police department to get someone inside the major crimes department on their side. He ends up roping Harvey Cole in and they end up taking a liking for each other before swiftly seeing opposing morals and ending up killing one another

## Molly Cooper

Female, Caucasian, 41  
In a midlife crisis Molly decides to leave her old office job in Australia and come to pursue a more exciting life of crime. She however is shit at the job and will get killed very easily.

## Plot

The game is set in a London-esc city during the 90s. The music on radio stations and the types of NPC available will resemble the time. The radio is often used to play non-instrumental songs after missions to set the tone whilst keeping the down to earth and film-like nature.

The game opens with the metropolitan-police armed forces unity in a van preparing to deal with a bank robbery. Five characters with heavy duty helmets can be seen loading magazines and stashing weapons in their holsters. Their faces and identities are not revealed in this scene. However, one of the members (who is black) is revealed to be a recruit. The song

# Gameplay

## Planned features

* Open world
* Switchable characters
* Purchasable property
* Purchasable cars
* Top Down Shooter Gameplay
* Story with missions
* Three Open areas including:
  + Snow area
  + High Density City area
  + Desert area

## Notes

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The game is set in the 90s