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Team Name: Dynamic ASC

Team Code:





This year’s theme is **networks**, the game’s storyline addresses the theme with the interconnectivity

GAMES RELATIVITY TO THE THEME

This game’s target audience is set towards any age, preferably an audience that is interested in technological or action games.

TARGET AUDIENCE

Nowadays, many aspects of our lives are reliant on the internet. If this network were to be destroyed, it would cause utter chaos. The game story is based in a future world where everything is closely linked and requires the internet to function; the destruction of these networks would leave many things un-able to function. The player’s objective is set around this, where they play an important role in fixing what has been destroyed and corrupted. This idea creates an interesting plot that immerses players into a chaotic world where their skills are desperately needed.

GAME STORY AND PLAYER’S OBJECTIVE

"Corrupt Web" is the name of the game. The term "Corrupt" appears in the game's title, meaning that there is some kind of corruption, whether governmental, societal, or otherwise. This might cause players to consider everything related to a spider's web. Because webs are frequently linked with interconnectivity, when players read the term "Corrupt Web" they may believe that something interconnected has been corrupted and destroyed.

GAME NAME