

Game proposal - Renegade

Genre: brutal single-player top down shooter rampage

Target audience: adult players experienced in FPS and action games, open to violence

Gamer type: killers, achievers

Concept:

The main aim of this game is to **portrait the current state of mental health and gun violence in the US in a shocking and violent manner**. Unlike most games, which are played from the point of a good guy protagonist (superhero), this game **puts players in the shoes of a mass shooter**. The player plays a role of a teenager at a US high school, gets bullied at the beginning chapter of the game and goes through some mental troubles. Then, one day he decides to take his fathers gun to school and protect himself against bullies. Then there is a series of scenes when he first starts shooting and a violent rampage begins. He goes to kill some classmates and teachers first, then quickly a police force arrives, which serves as the main enemy for the rest of the game. There are many levels as we follow the main character running away from cops, through sewers, local hospitals, even through some parks and homes nearby. He does not really value human lives anymore. Before each chapter, there is a quick scene showing newspapers about today's news, where politicians are promoting the second amendment and gun ownership, while our story is described only very briefly and in a very small article.

Mechanics:

The main mechanic is a combat (shooting) system with different weapons and need for ammo, both of which can be picked up from police corpses. Also grenades, mines and other special utilities can be found. When near a car or a building, players can also take cover from enemy fire. There is also a health and armor system, when health is low a HUD is affected and if a player dies he can respawn at the start of the current level. As you progress through the game, you can pick several materials and at the end of the level, you are presented with an option to upgrade your kit (i.e. create armor, extended magazines, better aim sights, ...) which then influences how many shots you can take or how accurate your weapons become. As you come to a wounded person, there is a small finisher scene you can initiate, which builds deeper emotional connection with the victims. There are statistics at the end of each level showing how much destruction the player has done.

Main loop:

Level starts -> Flight off hordes of cops -> Loot -> Get to the end of the level -> Upgrade

Player experience goals:

Adrenaline = fast pace and action, where players need to react quickly and strategize

Progress = players get stats about how much damage they did and can upgrade their gear

Strong emotions = players are presented with shocking and brutal images

Inspiration:

Game Hatred for its brutal action packed violence against the police and civilians.
Also for the weapon system and ammo looting. Even the finishers (damn it's really brutal).



Hotline Miami for its 2D top down graphics and fast paced gameplay.



Grand Theft Auto series for its depiction of crimes and fight against the police forces.

