

Title: Double Agent: By Invite Only

Tagline: “Spies and Security battle it out secretly in upscale party of a multiplayer, where drinks and allies are just as dangerous as a gun.”

Concept Overview

Genre: FPS/Action/Multiplayer

Story: Large upscale parties are all the scream now days, and so will the guests if they ever find out what is going on during them. As a Spy for hire, there’s only one mission to complete, whatever’s on the back of the business card.

Security only prerogative, keep your employer alive (and guests too), valuables in tact, and get rid of the bad seeds quietly.

Gameplay: Spies versus Security.

Spies must use low tech tools they can round up around the area to take or take out certain objectives, including: people, treasured positions, and objects of importance (destroy a structure). They are only armed with a business card with an objective and teammates. Each business card will be collaborative with other Spy’s cards. Secret Agents will traditional law enforcement weapons, but must find the Spies amongst the numerous NPC guests mingling about. They must also maintain a low key enforcement as to not scare off the guests.

Player Motivation: Players motivation is to use their wits not only to out maneuver their opponents, but even their teammates (as a Spy). The tense feel of a killer within the crowd makes team work just more important (as a Security Guard).

Developer Goals

Create a stylistic and tense atmosphere to enhance gameplay, which is always changing. The Business Card system which connects a usual ‘one man’ character with their partner will be the revolving objective that keeps teams working together.

Selling Factors

- Different than usual multiplayer
- Business Card System that keeps things changing

Unique Selling Points

- On the edge Multiplayer, keeps you guessing to the last second.
- ‘Business Card’ System keeps teams together, but secretly plotting their own goals.
- Tons of tools for Complete Destruction or simple Distraction.

Target Market

ESRB Rating: Teen

Demographic: 14 to 17+, Older for social humor.

Platform/Hardware

PC would be ideal for multiplayer, and the stylized look would make lower rigs be able to play it. Xbox 360 and PS3 would be ideal also, as lobby and network capabilities are high enough.

Competing Games

Splinter Cell series, Team Fortress 2, and Citizen Abel: Gravity Bone, The Ship

Final Selling Sentence

As the tension fills, Spies versus Security in this thrilling multiplayer that is high class and highly dangerous.