

Executive Summary

Title: Aftermath

Genre: Action/Adventure RPG

Version: 2.0

The Big Idea: When you went to bed last night, the world was a peaceful place. It wasn't perfect, but what is? The staccato of gunfire, a glass crashes to the floor, and the world as you knew it no longer exists. This is the story of a family, 2 brothers, best friends. The player will play both brothers in a dream-switching storyline. The whole town loved Vincent, even more than they cared for Oein. He was a bright shining star in the community. Now he's dead, his reputation shattered. His family destroyed. Oein must find out what happened to Vincent in the last 24 hours of his life, unravel the deadly events and repair his family. You are both brothers. To save one, you must save the other.

Category: What makes the game unique is the switching Player Character-style of gameplay and that the player will use the information gained while playing Vincent to play the level as Oein. The other aspect that will make it unique is the switching of time line. Although the player will play Vincent in the present tense, everything they are doing has actually already occurred. It is only when they switch back to being Oein that they are actually playing in the present. This will bring in elements of FOLKLORE along with the movie elements of *Passion of Mind*, *Before And After*, and *All of the Jason Bourne Movies*.

This is a single player game, although I am open to working with the team to develop an option for co-op play. In this version, perhaps it is not only Oein, also the mutual friends of Oein and Vincent that are clearing the family name. As we are all aware, co-op play is an important social aspect of gaming. As a single player game, the play would be campaign/mission-based. Like *Folklore*, the story discovered by one Player Character, will build on and affect the story of the other Player Character, unfolding the mystery until the end.

Platforms: I had a cross-platform console game in mind for *Aftermath*, but am open to creating a PC version.

License: No License. This game is original intellectual property. It can become a franchise once the player gets to the surprise ending: Vincent is alive and an involuntary member of a "deniable" black ops group. The sequel, then, would be a game similar to the up and coming *Alpha Protocol*, giving the player the choice of how he wants to play Vincent and changing the course of the game based on decisions he makes.

Play Mechanic: Game-play is intuitive and action-based. Both Oein and Vincent can walk, crawl, run, jump and fight. Use of the environment to hide, gain knowledge and

fight or escape. The game takes place in "real time". The story is told in first person mode for total immersive gameplay and making the player the story's hero.

Target Audience: Mature Audiences. The ideal player will like to be totally immersed in a game and will enjoy puzzling out the game when they are not playing.

Key Features and Unique Selling Points:

1. Player Character switching in a unique way.
2. Interactive environment choices
3. The story unfolds in "real time" while switching between the past and the present to unfold the mystery.
4. The story builds to a surprise ending. The element of surprise is essential to this game and will need to be guarded. Also, I'd like to keep the player guessing, not only about the ending, but during play, with ongoing plot twists. I want players to ponder the game when they're not playing it.

Marketing Summary: We all want to play games that look pretty, but some of our best franchises are based on games that tell a story well. In *Aftermath*, players will become engrossed in the story, it will get under their skin. When they're not playing, they'll be thinking about it, and talking about it. They'll have to think their way through it and have a running dialogue in their head. When they are through playing it, they will look at some basic things in life in a different way. The story is about who you are before and how you are forever changed after. For the player, who they were before will be changed after they play....