

# Aftermath Pitch

**Title:** Aftermath (Working Title)

**Genre:** First Person Stealth Action

**Version:** 2.1

## Executive Summary

I am Oein McManus. Police and news stories say my brother killed my friends and himself. That story is a lie. I WILL find the truth and expose the ones responsible. Aftermath is a First Person multi-platform stealth action game for men over age 17.

## Story

**Vincent McManus** is a full time sheriff and part time police officer in the small town of Wild Rose, MN. He grew up there. He knows everyone and they know him. He's friendly, charming, and well-liked. So, how could anyone believe he could kill his friends? That's what **Oein McManus** needs to find out.

**Oein** is a self-described computer geek attending college in Minneapolis when he is called home for his brother's funeral. He knows his brother couldn't have done this. He knows the story isn't true. He's incredulous that the people who have known them both have bought it so easily. Oein must fight the corrupt **Department of Justice** his brother was a part of and the angry, misinformed townspeople to find the truth and clear his brother's name. Someone has killed his brother and 5 of his friends. Someone is going to pay...

Players will play as both Vincent and Oein in a story-switching storyline.

## Play Mechanic:

Gameplay 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.
- Small inventory. Most items needed will be found in the immediate environment for immersive play and puzzle-solving.
- 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.
- Arcade-style mini-games tell Vincent's story and allow the player to gain both knowledge and game skills.
- Game can be played in story mode or mini-games can be played separately for casual play and skill-building.

**Target Audience:** Male players aged 17-25. The ideal player will prefer to be totally immersed in a game and will enjoy puzzling out the game when they are not playing.

**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....

### **Key Features and Unique Selling Points:**

- Player Character switching in a unique way.
- Interactive environment choices
- The story unfolds in "real time" while switching between the past and the present to unfold the mystery.
- The story builds to a surprise ending. The element of surprise is essential to this game and will need to be guarded.
- Each level answers a question while presenting another to draw the player through the game and keep the story unpredictable.
- Emotive dialogue choices.

### **Competition Analysis**

- Uses the emotive dialogue option of *INDIGO PROPHECY* alongside the "one time only" story arc choices in the upcoming *ALPHA PROTOCOL*.
- Uses the story-switching gameplay mechanic of *FOLKLORE* in a unique way.
- Players get help from NPC's via cell phone...similar to the use of the Codec in the *METAL GEAR SOLID* series.
- AI pacing elements from NPC's similar to *GHOSTBUSTERS* and *CALL OF DUTY 4*.