

The CURE

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Premise

- The overall premise of this game is that after a man can inexplicably create fire after a questionable operation and is kidnapped to be experimented on he has to fight for his life with his new powers in order to escape his captors.

Main Playable Characters



Frank



The Assassin

Narrative

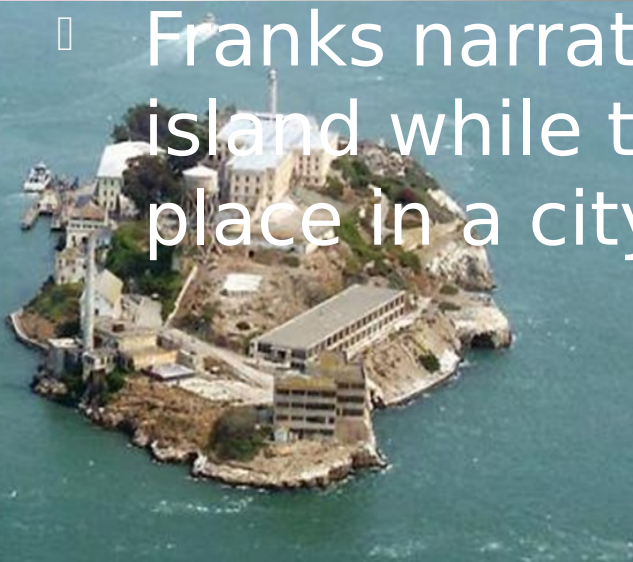
- Two narratives will be used within the game
 - The first and main one will be about Frank and his journey to escape an island and as well as master his fire abilities
- The second will be about the Assassin and his mission to capture Frank and the other superhumans like him

Setting

- Settings will be based off of real places in the world but will have subtle differences

Each narrative will be playable in one general area but shall have many places within it to explore.

- Franks narrative will take place on an island while the Assassin's will take place in a city



Gameplay

- The nature of the gameplay will take inspiration from games such as *inFAMOUS*, and *Batman: Arkham Asylum*
- Frank's method of gameplay will primarily rely on him using his powers to defeat his opponents
- The Assassin will rely on a method that favors the use of weapons and advanced combat
- Both characters at some point will have to rely on an element of stealth to complete their missions

Gameplay(Con't)

- Example of Frank's combat style

- <http://www.youtube.com/watch?v=oCXHi0kFucc>

- Example of the Assassin's combat style

- <http://www.youtube.com/watch?v=fubOePJ-d4o>

Objective

- ▣ Other than fighting opponents to further customize the player the overall objective of each is di
- ▣ Collecting various key cards that are needed in order to escape
- ▣ Collecting superhuman to be used for experiments
- ▣ Collecting files that will be available in both narratives will lead to unlocking of more characters