Minimum Viable Product

**Scenario: Neon Shadows**

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**Description of the game concept/idea:**

In *Neon Shadows*, you play as a secret agent in a futuristic city controlled by big corporations. Your job is to complete secret missions, hack technology, and uncover hidden conspiracies. You can choose to be sneaky, fight your enemies, or use smart gadgets to get the job done.

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| **Task**  Create a Minimum Viable Product for the game, Neon Shadows. You must include the following:   * Type(s) of digital game * Genre/conventions of the game * Gameplay style(s) * Visual style(s) * Objectives of the game   You can choose more than one from each if you think it’s appropriate. |