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. |

**Example**

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| Type of digital game | 3D RPG – The player assumes the role of a secret agent with choices on how to approach missions, which is characteristic of role-playing games in a 3D environment. |
| Game objectives | * Quest – Complete secret missions and uncover conspiracies. * Problem-solve – Use hacking, gadgets, and strategic thinking to overcome obstacles. * Survive – Avoid being caught or defeated by enemies. * Strategy or tactics of battle – Choose stealth, combat, or gadgets depending on the situation. |
| Gameplay style | * First person or third person – Likely third person for stealth and situational awareness but could include first-person segments for hacking or combat. * Selectable views – The player may switch between different perspectives to plan or execute missions. |
| Visual style | * Theme – Futuristic cyberpunk city with neon lighting. * Photorealism/VR – A gritty, realistic aesthetic with high-tech visuals to immerse the player in the world. |