

BLOOD,
SWEAT,
&
TEARS

A socially conscience video game about the Rwandan
genocide

PURPOSE

Through the story players will learn and develop dialogue about Rwanda and genocide in general.

The focal point of the story is not only the graphic violence that took place but the apathy that occurred with outside parties, particularly the UN.

GENRE - 3rd Person Action/Shooter

PLATFORM - XBOX 360

ESRB RATING - M

TARGET MARKET - 18-25 young adults

PLAY MODES

STORY MODE

Focal Point of the game

Short timeline (4-6 hours)

FREE ROAM MODE

Explore the Rwandan jungle and villages

Pre-genocide

STORY

Jean-Baptiste is a retired RPF soldier that has his family disappear in the beginning of the genocide and is determined to find them because he is convinced that they are still alive.

Throughout this journey he encounters many Hutu enemies and slowly discovers the severity of what was going on around him.

There is a point towards the end of the story where Jean-Baptiste is forced to decide if he should keep searching for his family, which after seeing so much violence and death is seeming less and less likely, or try to stop the genocide by himself.

GAMEPLAY

Non-repetitive gameplay

Story elements engrained within game-play and cut-scenes

Simple fighting techniques

PLAYER MOTIVATION

Hutu soldier kidnapped main characters family

Graphic violence against innocent victims

RULES

STORY MODE

Respawn in the closest place on the timeline without danger present

Inevitable death

No point system

FREE ROAM MODE

Low chance of death

Same respawn conditions as story mode

CHALLENGES

Stealth

Fighting multiple enemies at once

Hiding throughout the jungle

STRATEGIES

Sneaking into Hutu camps unseen

Luring the enemies into the jungle

PERSPECTIVE

Strictly 3rd Person

Use cinematic effects on both game play and cut-scenes to make the game seem more like a movie

USER INTERFACE

No user interface

Start menu - minimal options

*Rewind function available

ART STYLE

Realistic as it can

Emphasis on the violence

COMPETITIVE ANALYSIS

Splinter Cell

Manhunt

Condemned

Hotel Rwanda

Sometimes in April

GOALS

Institute learning within video games

Make a statement about video game violence

Spread awareness about Rwanda