Premise

- It is 1963 in Communist Russia, and the Soviet government is suppressing the people of the USSR. The Protagonist, Nikolai Kozlov works for the KGB, the Soviet secret police.

★★ ★★

БISTRO

★★ ★★

Purpose

- To complete a story rich first-person shooter all while the player discovers and questions his or her own ethics and beliefs.

6ISTRO

Story

- Nikolai Kozlov works for the soviet state security agency and has done terrible things as a KGB member. He later realizes that the KGB has been murdering Soviet government officials with a radioactive poison. Kozlov than sets out to discover what is really behind the Soviet government. ★★

★★   ★★

БISTRO

★★   ★★

- **Genre:** Tactical First Person Shooter
- **Platform:** PC, Xbox 360, Playstation 3
- **ESRB Rating:** M for Mature content including blood, intense violence and strong language
- **Target Market:** Young Adults to Adults. The mature content will not be suitable for anyone younger.

★★　　　★★

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Competitive Analysis

- Rainbow Six Vegas 1 & 2
- Call of Duty 4
- Splinter Cell series

★★ ★★

6ISTRO

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Goals

- The goal of Bistro! is for the players to question their own beliefs so that they can apply it to their "real" lives. Also I want Bistro to be a solid first person shooter with an engaging story, realistic graphics and game-play that gives the player more to chew on than delivered by other shooters on the market.

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Summary

- Bistro! is a game that I think will turn first person shooters in a different direction. Instead of a game where the point is to shoot as many "bad guys" as possible, the point of the game will to teach a lesson while playing a story rich game with the benefits a shooter provides.

★★   ★★

BISTRO

★★   ★★