

Chris Kayser
Game Idea Development
2/20/08
Assignment #2

Art as Catalyst

Edward Hopper, Nighthawks.

I chose Edward Hopper as my artist, specifically for his painting Nighthawks. It is a night time picture of an old style street corner diner with four people; three patrons and one cashier/waiter. I am focusing on two of the people in the picture; the woman in the red dress and the man in the black suit next to her. On the surface the artist and my mystery box don't seem to be related at all. But if I start making a dark and twisted story for the two characters in the chosen painting, then my mystery box opens and swallows the two characters.

The artist will be paid either a thousand dollars upfront, or 5% of game's income.

Premise: Help the lady in the red dress. 1960's. The game starts off with you, a newbie CIA agent being picked by a woman known only as "The woman in the red dress". You don't know anything about her at the beginning, other than the fact that she is important enough that no one questions her request. She is a mystery, one you may or may not solve. Her wish is your command.

Game play: Game play will vary, but this will be a sand box game. You can pick up weapons and items, drive vehicles, walk/run, and many other things. You will have guard missions, retrieval missions, assassination missions, escape missions, and etc etc. The game will take place in different environments, but there will be cities, forests, country, mountains, and other interesting locales.

Genre: RPG sand box. You will gain experience and become a better agent as your time goes by with the woman in the red dress and with successful completion of missions and other tasks.

Platforms: PS3, XBOX 360, and PC.

ERSB: Mature for: violence, language, nudity, sexual themes, blood, and other mature content.