

# Concept Document Template – Analog Games

**Game Title:**

Patrol

**Intended Audience:**

The intended audience for this game is anyone age 13+. Those who are able read. The game will have some elements that younger children might not understand.

**High Concept:**

This game is a competitive/cooperative experience. Players move around the game board based on random events and score points. Some events require players to work together while others do not.

**Genre:**

This game is in the simulator/action genres. This game is similar to “Police Precinct” and “Scotland Yard.”

**Description:**

The game world is a modern-day city. In the city are police officers, criminals, victims, and citizens. Players play as one of the police officers tasked with keeping the city safe.

**Story:**

Police officers must work together to catch criminals and save victims. By the end of the game, the city will be a safer place. One player will be “Officer of the Year”

**Settings/Environments:**

The player will see a city, with intersections, addresses, houses, and cars. There will be different areas of the city with different benefits/detriments.

**Features/Gameplay:**

Cooperative Gameplay- Players will need to work together to succeed during certain events.

Random Events- Every event is random and can happen in different areas of the city.

Competitive- The player or players who get to the event location first based on the required amount needed to succeed will receive points. The player with the most points wins.

**USPs:**

Not very many games focus on police patrolling/responding to crimes. This game offers a unique experience as well as cooperative/competitive gameplay.

**Format:**

This game is a hybrid board/card game. Dice and cards will be used. Dice for movement and cards for events.