**Game Idea**

My games genre will be more of an action and adventure based open world genre with a purge type theme. My ideas came from a merge of a few games such as GTA 5, dying light.

It will be based on a man, who would have been attacked in the midst of a ‘purge’ type event within his home and before he is knocked unconscious he sees his wife and child being kidnapped and taken away. His job is to investigate what is going on, why he was attacked, where his family was taken and who by. It would only happen in a certain city due to a criminal war going out of hand.

The viewpoint will be in a GTA 5 type perspective while the gameplay would be more like dying light having enemies all around requiring you to sneak around and always be vigilant. I would preferably like a GTA 5 style walking and manoeuvring style while having a Dying light fighting and shooting style. I would like people to enjoy not only the story, but also the gameplay whether it be a little rag dolled or intense and realistic fighting battles.

I would have a set inventory with KGs being the storage measurement rather than slot amounts. I would also add equip able items, armour and weapons.

The armours would only be basic bullet proof vests, heavy armour, light armour, whereas the weapons would be more in depth with shotguns, submachine guns, assault rifles, snipers, bats, knuckle dusters and knifes.

The game will have different types of enemies some with melee weapons, some with guns and some bare fisted, but this all depends on the location. Each location will have its own level of difficulty. Improving in weapons depending on the area, which will be decided on a 5-star levelling system.

The game will have many missions both main story and side quests/story. How it is played is up to you, but as you progress the side quests will change and area will change making you unable to do everything at the end or start. You may also find hidden features within the game such as treasure chests or missions without actually being acceptable rather purely manual.

The game will give achievements on the amount of story played, kills (how many and different types of kills) and many more hidden achievements found on luck.

It will also have hidden Easter eggs and images, memes and jokes for those who like to enjoy the scenery.