

THE HIGHWAYMAN

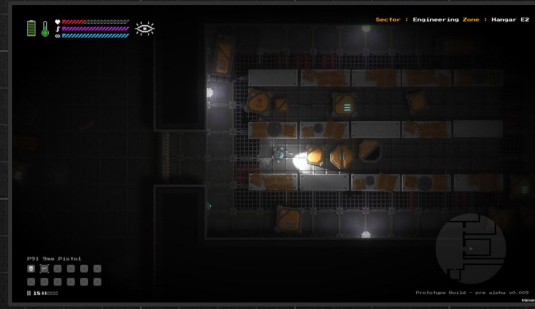
# Overview

- 2D strategy game with management aspects

- Designed for PC

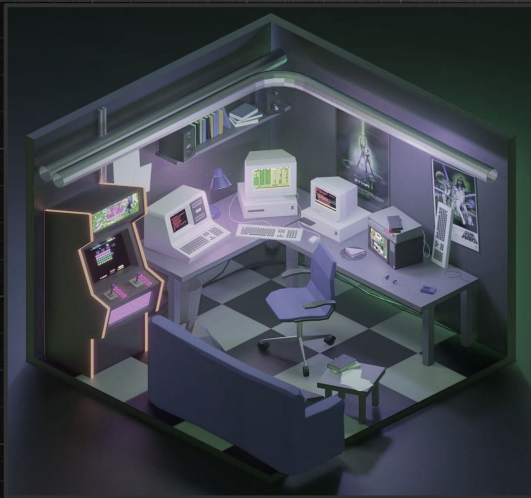


- Targeting the players who likes strategy games and are interested by the universe.



# Univers and Narrative

A young boy on the internet.



Hire the best thief team.



Attack famous places.



# The core gameplay

Two phases:

Planification:

Strategy/management



Assault:

Real time strategy



Time left before the action



Vilma

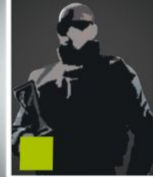


**-The Mule :**  
Can wear 2 items or objectives

Loyalty 64/100



Konrad



**-Hand on the trigger :**  
Never fail to kill someone

Loyalty 64/100

Fridrik



**-The Brute :**  
Never fail to stun an ennemy

Loyalty 87/100

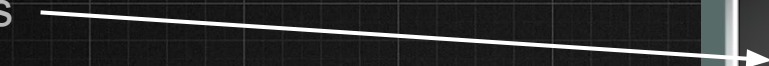
Marika



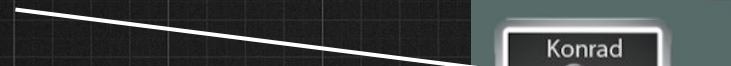
**-Fast and furious :**  
Drive 20% faster

Loyalty 17/100

Character slots



Item slots



Character trait

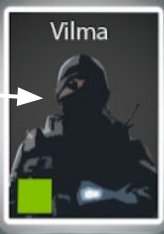


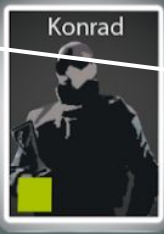

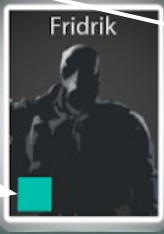

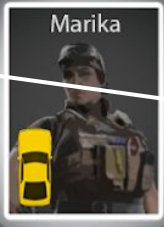



Character representation

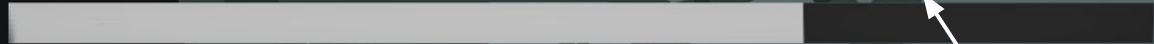


Character loyalty



<p>Vilma</p> 	 	<p><b>-The Mule :</b> Can wear 2 items or objectives</p> <p>Loyalty 64/100</p>
<p>Konrad</p> 		<p><b>-Hand on the trigger :</b> Never fail to kill someone</p> <p>Loyalty 61/100</p>
<p>Fridrik</p> 		<p><b>-The Brute :</b> Never fail to stun an enemy</p> <p>Loyalty 87/100</p>
<p>Marika</p> 		<p><b>-Fast and furious :</b> Drive 20% faster</p> <p>Loyalty 17/100</p>

Time left before the action



Blue=interactive

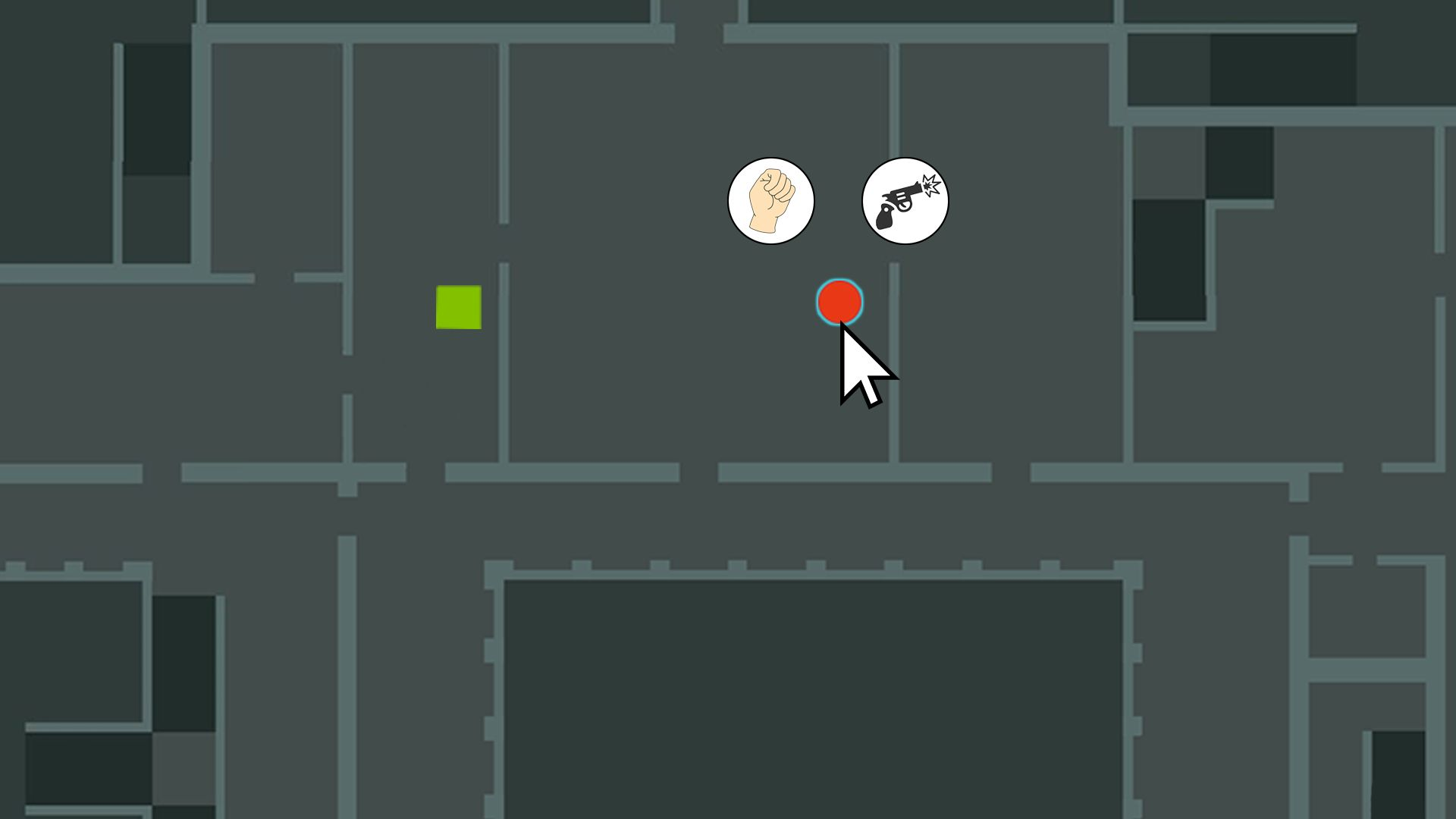
Time gauge

Extraction points



Vilma	Konrad	Fridrik	Marika





# The apartment

Small managing phase  
in 3D:

- A moment to relax
- Refreshing visuals
- Watch the amount of suspicion
- Serve the storytelling
- Upgrade
- Pay taxes



Thank You