



Covert Protocol

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In the city of Aegis, life is bleak and freedom is non-existent. Anyone who stands against the ruling class is subject to quick and silent disposal. Take control of the Members of Blacklist, a group of escapees. With the aid of the mysterious Informant, will they overthrow the horrific government and restore liberty to the people?



SHOOT

THE GAME PLAY

A real-time, squad-based, tactical side-scroller. The player will control the group of revolutionaries, guiding them through their uprising. Each part of their adventure will consist of a level, each with unique objectives and obstacles. Throughout the game, the player will:

Hack traps and other hazards in order to gain a tactical advantage against their enemies.

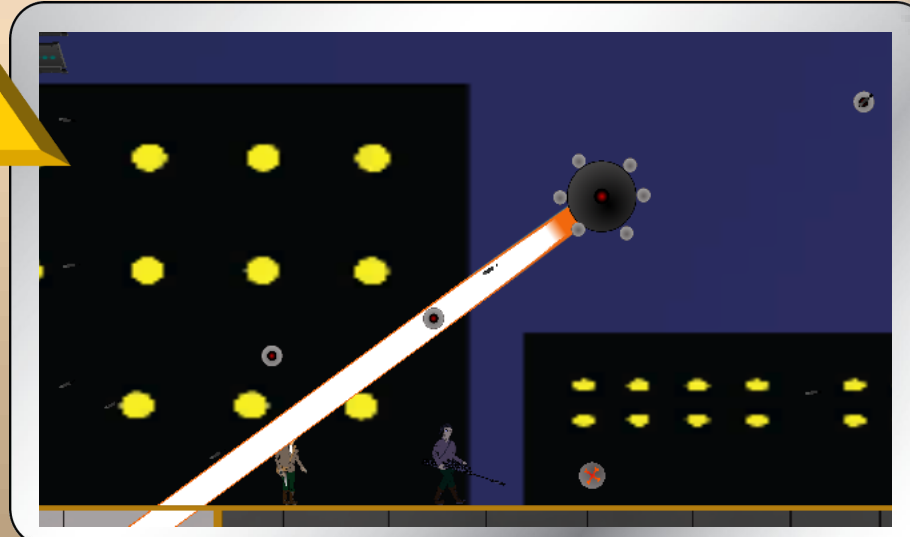
Control squad members and manipulate their environment through point and click controls.

Take advantage of the skill set of each team member, which allow the player to sustain their squad (healing/shielding), sabotage the enemy(remote hacking/EMPs), or gain important strategic insight of the area (stealth).

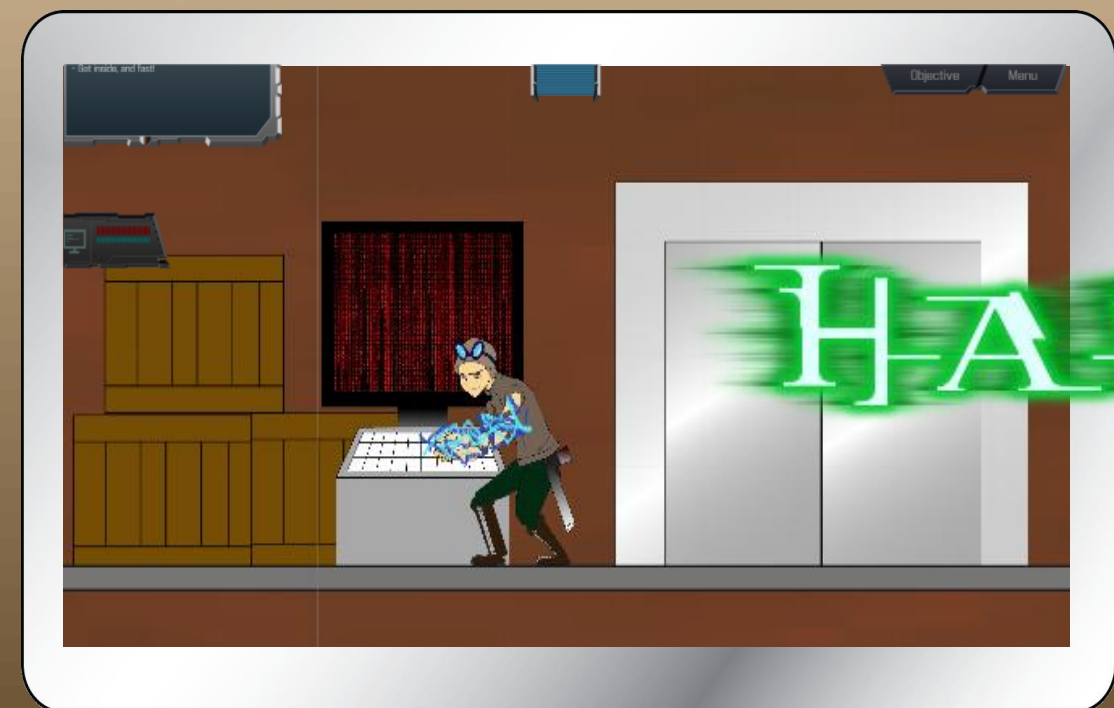
CHOOSE

YOUR

PATH

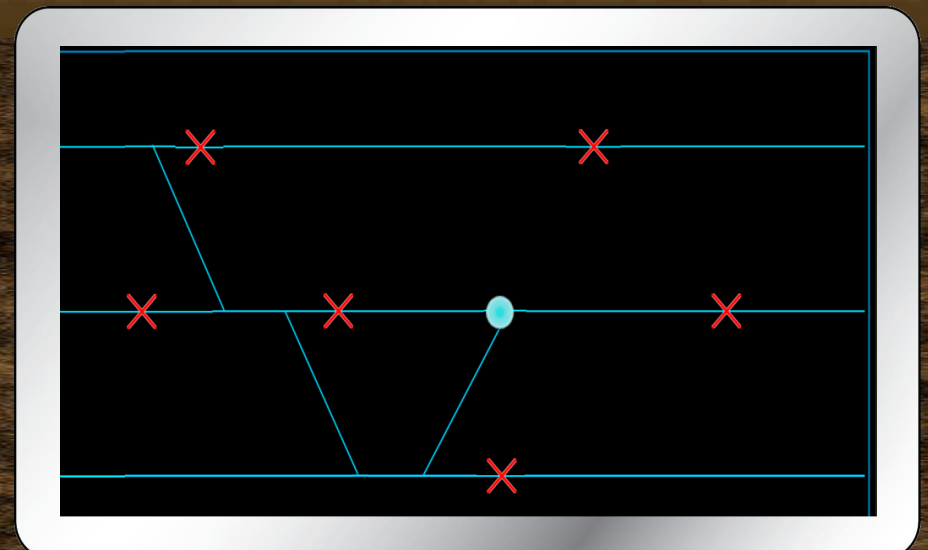


FIGHT THE BOSSES



HACK

Weave around obstacles in the Bit Runner Mini-game!



Climb the skyscraper

Crawl through the tunnels

Travel Across the Cityscape with the Team

THE HACKER



Hack, Remote Hack, Sabotage

THE SNIPER



EMP Shot, Long Range

THE SCOUT



Invisibility, Dual Wielding Pistol

THE MEDIC



First Aid, Nano Healing, Stun Gun

THE SOLDIER



Buff, Force Shield, Demolition

Accomplishments:

- ✓ Implemented Core Game Mechanics
- ✓ Completed Two Levels
- ✓ Became Experts With Git and Unity3D
- ✓ Learned C#
- ✓ Worked on an interdisciplinary project(Art, Music)
- ✓ Original Artwork
- ✓ Three Distinct Bosses

Contributions

Neil Hoggatt – Team Leader
 Yash Ahuja – Technical Lead
 Ryan Cram – Level Designer
 Peter Trang – Artistic Director
 Heather Kim – Artist
 Andrew Valdovinos – Musician
 Gabor Kondas – User Interface

THE TOOLS

