

# SpyMaker Game Concepts

## Quizamole

*A fast-paced, spatial contest featuring espionage content*

### Game Description

Players are given rapid identification and elimination tasks to perform with the mouse. A set of 5 photographs are displayed, the player must immediately eliminate the photos where Agent X is present. 4 telescopes of different materials are presented in a flight case, players must immediately eliminate those that will set off an Airport Scanner. An onscreen timer sets the pace and rewards the quick witted. Dramatic music and sound underpins the tension of the experience. The finale is a time bomb where circuits must be eliminated one by one, as your survival hangs in the balance...

### Production Tasks

- Quiz Content:
- 20 Text Questions, 100 Text options
- 20 Graphics Questions, 100 Graphics Options
- Music
- Branding
- Animation
- Leader board
- Layout

### Cost

£20,000

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## Spy School

*A story arc based adventure, covering a spies first mission*

### Game Description

Play is based on a 7 episode Inside Justice Week game engine, whereby a crime is committed evidence is gathered, and the player is mentored through key stages by professionals in the field, using animation, comic book style scenes, and audio dialogue. Key material and intelligence is gathered together in a casebook to reflect the players ability and progress through their mission.

### Production Tasks

- Animation
- Audio
- Illustrations
- Interactive Structure (Flash)
- Storyline
- Character Development
- Copywriting

### Cost

£50,000 - 70,000

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## Mission Essentials

*An interactive game focusing on three essential spy skills, exercised in a single atmospheric setting*

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## Game Description

Players explore a single faux 3D late night parisian environment. Play takes place in three stages, each one focussing on key spy skills; surveillance, stealth, and technology. Players use a telescope imaging device with night vision to identify suspects and a target object, they use mouse dexterity to position themselves close to the target undetected and use intelligence to calculate correct position, weight and type of an explosive to neutralise the target objects.

Score is based on time and effectiveness - promoting replay. Additional features could include more missions, environment and equipment.

## Production Tasks

- Flash Environment
- Graphics
- Branding
- Audio
- Telescopic Effect
- Animations

## Cost

£20000

plus optionally £5k per additional feature or environment

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## Exhibition Impossible

*The SM exhibition is explored through a Flash game interface.*

## Game Description

Using panoramic photos sourced from the exhibition, a faux 3d environment is created and used as a spies training ground to explore the 9 themes of the project.

## Production Tasks

- Panoramic Source Photography
- Photo editing
- Flash environment
- Arcade/Mouse gameplay
- Branding
- Audio

## Cost

£20,000 ( single section of exhibition) - £70,000 (9 sections)

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## International Espionage Trail

*A paper chase through web and mobile content*

## Game Description

A game is introduce via modest pages on a landing page. All gameplay is then carried out searching and collecting information from diverse sources on the internet and transferring content to and from mobile.

The player is presented with a mission to discover the whereabouts of Agent X, last seen in the company of Doctor Y. A google search for Doctor Y leads to website A where we learn of Doctor Y's email address, an email to this address returns a photo, with instruction to 'enhance' the photo by using a mobile shortcode - the player receives via mobile a link to the 'enhanced' image, and the trail continues...

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## Production Tasks

- 7 Simple hoax websites
- Landing Site
- Short Code Tech
- Misc Graphics x 20
- Extensive copy writing
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## Cost

£30,000 (as described )- £70,000 ( more ambitious scope)

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