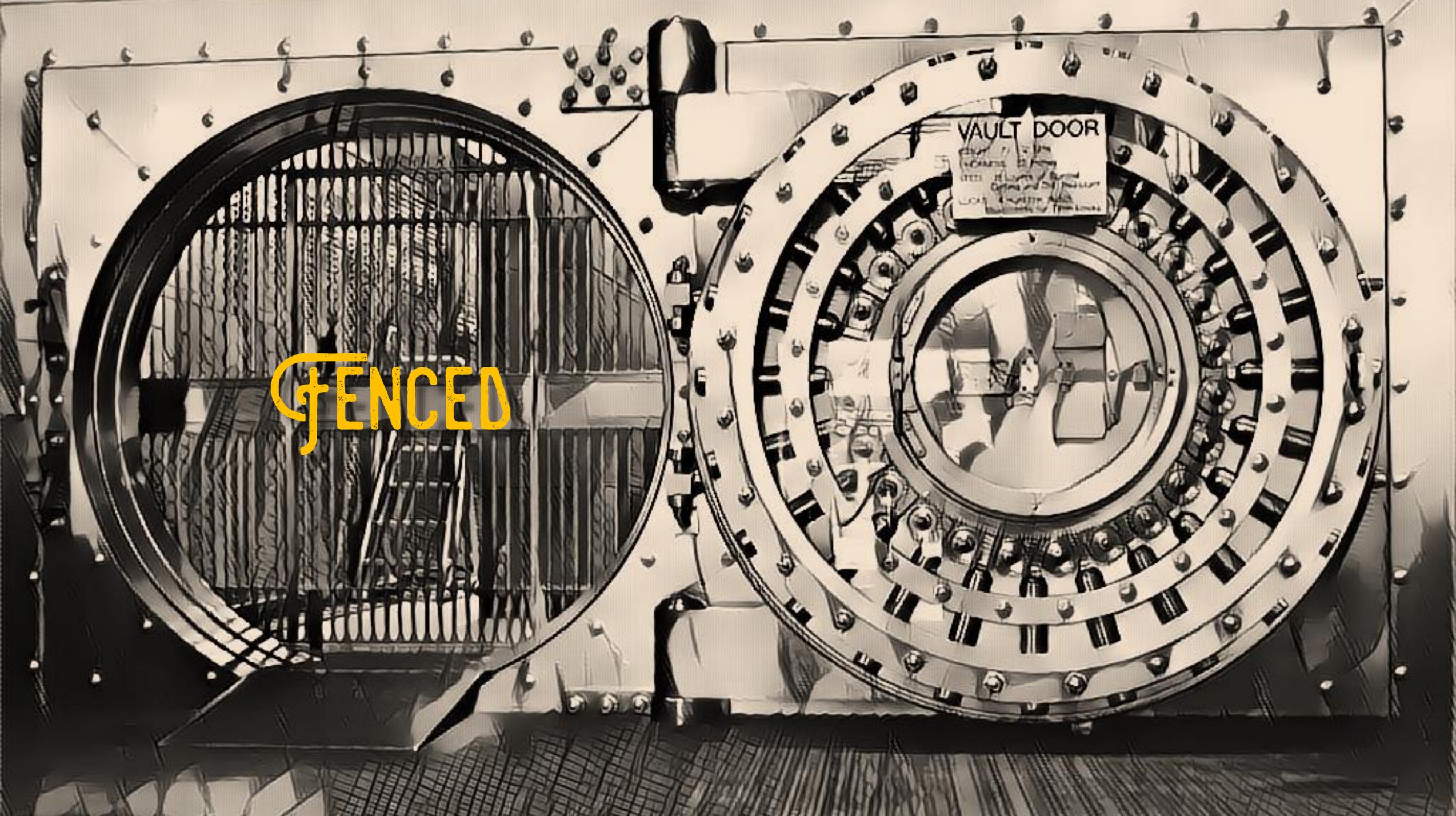
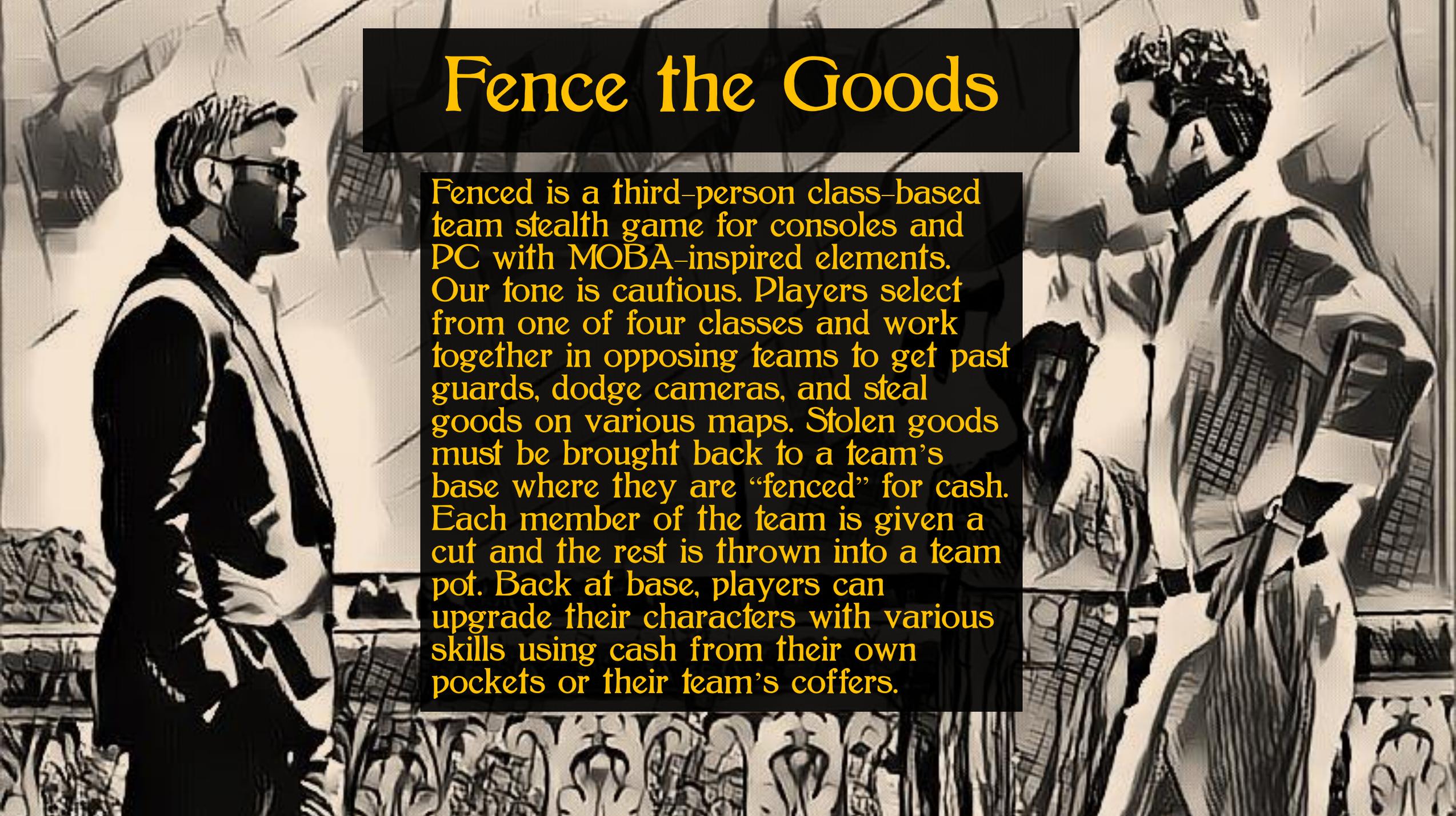


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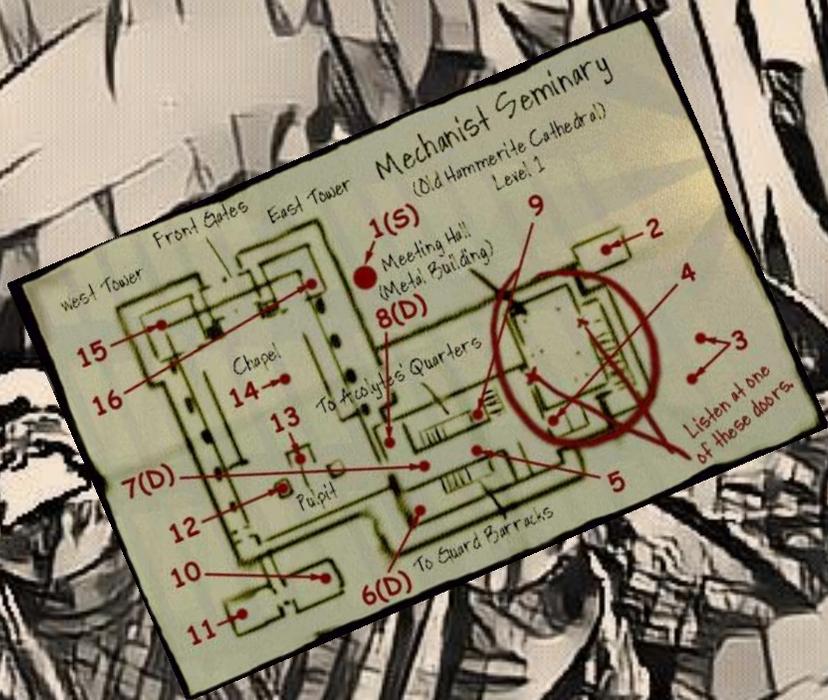
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# Fence the Goods

Fenced is a third-person class-based team stealth game for consoles and PC with MOBA-inspired elements. Our tone is cautious. Players select from one of four classes and work together in opposing teams to get past guards, dodge cameras, and steal goods on various maps. Stolen goods must be brought back to a team's base where they are "fenced" for cash. Each member of the team is given a cut and the rest is thrown into a team pot. Back at base, players can upgrade their characters with various skills using cash from their own pockets or their team's coffers.



# Stealing

Each item to be stolen is called a mark. Both teams will be given multiple marks during a round, but only one mark is active at a time. When a player picks up a mark, they are slowed down and lose mobility. This makes it easier for them to be noticed by guards and other players. If the guards or an Enforcer (one of the playable classes) catches them, they drop the mark where they were caught. Once a mark is brought back to base it is fenced and the entire team is given a small cut of its worth. However, the bulk of the money is put into a team pot. This is useful because the player's cut stays with them. If a player can sneak up on another player undetected and execute a button press, they can steal money from that player.

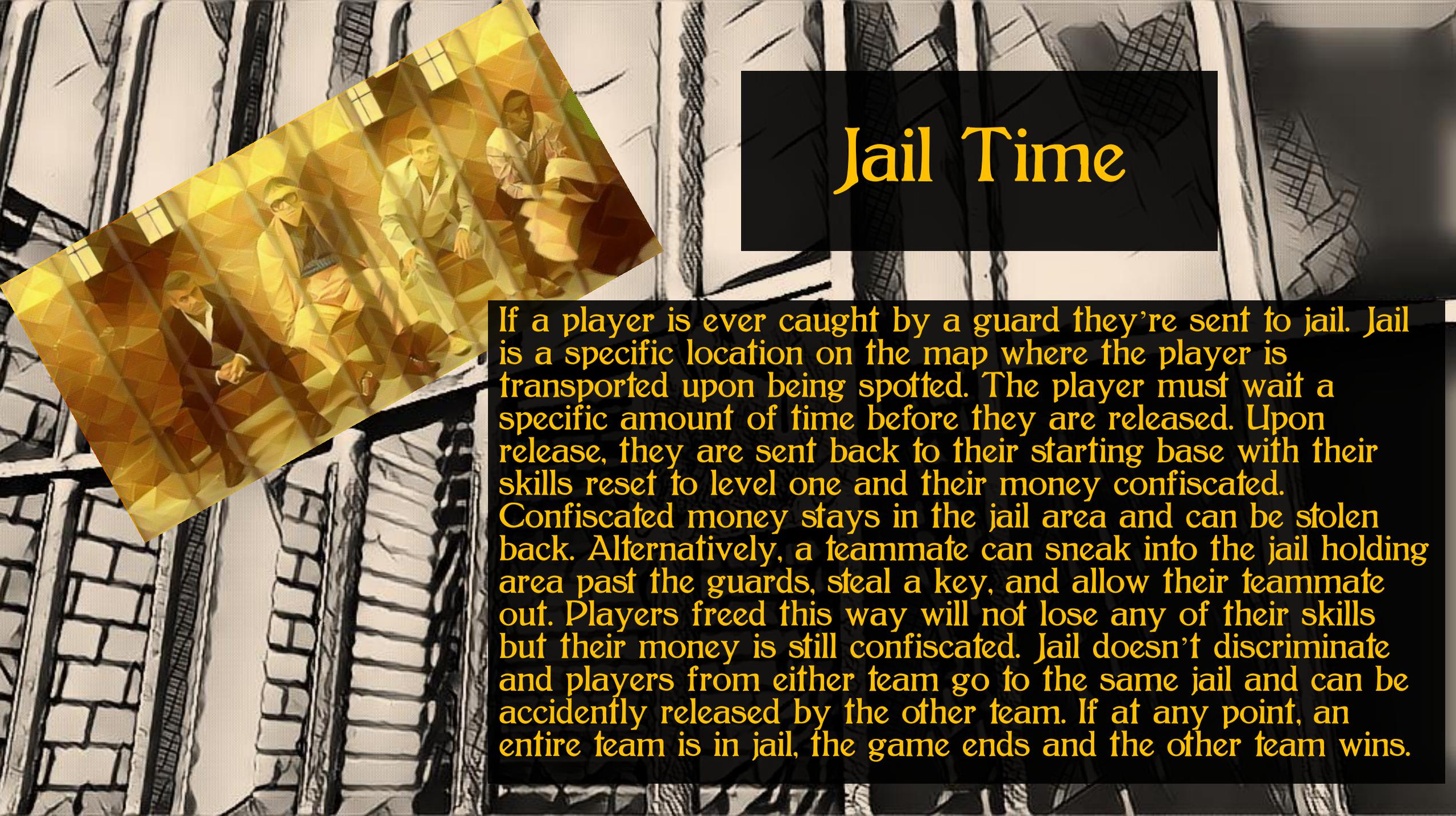
# Money Makes the World Go Round

Money is the resource of the game. You steal to profit. The team with the most money in their team pot at the end of a timed round is the victor. Money is also how you upgrade your character. At base, you can spend money from your pockets, borrow money from the team's coffers, or put money in the pot.



# Cameras & Guards

In addition to opponents, players will have to contend with the surveillance of guards and security cameras. Both of these move in predictable routes and contain vision cones. They're sensitive to noise and motion and will turn their attention to anything out of place. The players are thieves not assassins. They have no skills to harm guards and must sneak around them. If a player is caught by a camera, guards will rush to their location. When a player is caught by a guard, they are dragged to jail and must remain there for a time unless a teammate busts them out. One of the classes, the Hacker, can take control of cameras. When this happens, the player controlling the camera sees everything in it's vision cone and can control when alarms go off.



# Jail Time

If a player is ever caught by a guard they're sent to jail. Jail is a specific location on the map where the player is transported upon being spotted. The player must wait a specific amount of time before they are released. Upon release, they are sent back to their starting base with their skills reset to level one and their money confiscated. Confiscated money stays in the jail area and can be stolen back. Alternatively, a teammate can sneak into the jail holding area past the guards, steal a key, and allow their teammate out. Players freed this way will not lose any of their skills but their money is still confiscated. Jail doesn't discriminate and players from either team go to the same jail and can be accidentally released by the other team. If at any point, an entire team is in jail, the game ends and the other team wins.

# Sneaking & Hiding

Sneaking is the core of gameplay. Players need to know if they're visible to guards and cameras in the arena, if another player can notice them, and how much noise they make. Like guards, a player's camera should also cast a vision cone. This is useful for the roles that need to sneak up on opponents. All of these elements should be communicated through the UI. In order to sneak, players can crouch, stick to cover, and move between cover. Players can also hide in shadows or various parts of the environment such as trash cans or under desks. Shadows provide protection from the guards, but sharp players can still see another player in the shadows. Guards carry flashlights and will shine it in shadows if they hear a noise. If a player hides under something like a desk, guards won't notice them even if they're on the exposed side, but again an opponent might notice. A player hiding in something like a trash can is unnoticeable entirely unless another player tries to hide in the same trash can. Loose hiding places like desks and trash cans can be knocked over to expose hiding players.

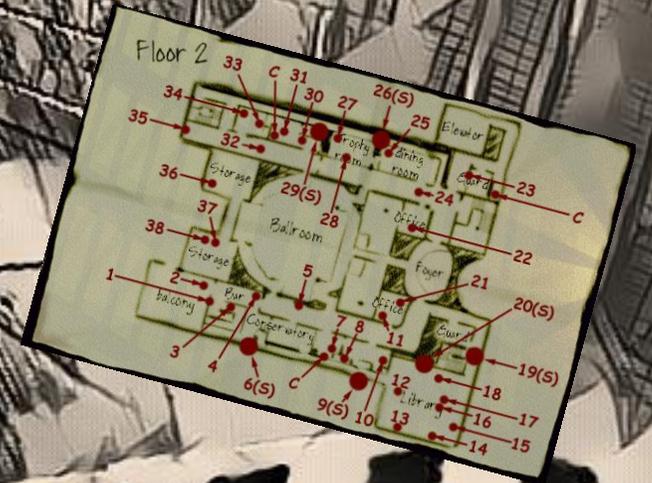


Players can help each other while sneaking. Teammates can pull each other up onto higher ledges, push a teammate into a hiding place, or pass marks to each other. They'll need to work together to get away with the goods.

# Sneaking Together

## Planning & Character Select

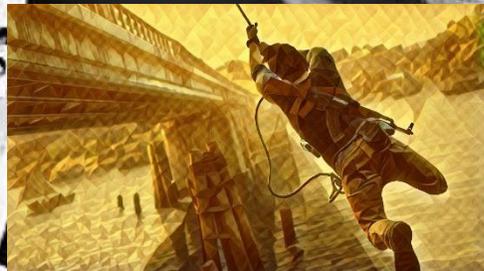
Players start in a team lobby where they can view the map layout and decide who will play what role. Each team may only have one of each role. In the event that two players pick the same role, a random number will decide who gets it.



# Meet The Gang



**The Pincher**  
The Pincher's high mobility and dexterity makes them the perfect thief. They can get in and out quicker than anyone else. They don't produce noise when they walk, they can climb walls, and get a nifty glider to get around the map quickly.



**The Trapper**  
The Trapper can do what their name suggests, trap the enemy. They get a grappling hook, allowing them to move around the map quickly and easily. They also get access to various traps to slow or draw attention to the enemy team such as tripwires and alarms. They can even set traps to steal an opponent's money.



**The Enforcer**  
The Enforcer has one job, stop the enemy. They move quickly, though not as fast the Pincher. If they can sneak up on an enemy undetected, the Enforcer can incapacitate opponents and leave them on the floor for guards or force them back to their base. At higher levels they can even reset the enemies skills if they catch them.



**The Hacker**  
The Hacker's job is to keep the team alert. The hacker can take control of nearby security cameras, interfere with enemy surveillance, disable traps, and even use cameras to see through walls. They have to get close to their target to hack it though and they're a little slow compared to the Enforcer and the Pincher.

# Leveling Up & Upgrades

All players start at level one. Players level up their characters at base during a round. Each level allows the character to pick a new ability. Because the enforcer can reset levels and leveling up pulls from the same resource as victory, the level cap needs to be relatively low. Consider the example Hacker abilities below, which the player can pick in any order. The Hacker begins with the base power.



## Base Power:

The player gains control of a nearby Camera and can trigger its alarms or turn it off for a time.



## Disable Traps:

The player can disable a trap if they're close enough to it.



## Interference:

The player can kick enemy hackers off a Camera or turn an off camera back on.



## Enhanced Cameras:

The player can modify cameras to see through walls and cover.



## Mobile Hack:

The player can hack from their mobile device allowing them to move while hacking.

# Target Audience

Fenced is aimed at gamers who enjoy competition but also enjoy the slower pace and tenseness of a stealth game such as Splinter Cell or Thief. They're calculating and like planning as much as the execution. They're introverted by nature and seek social interaction through gaming. As a result they'll play games like League of Legends which allows them to interact with other players while executing on their strategies, but its frantic pace is often at odds with their preferred thoughtful approach. They enjoy watching Netflix and their tastes usually involve thrillers of some sort such as Inside Man.

