

The Departed

Date - 03/30/2008

Cops vs. Mobsters

Genre

Turn-based strategy game.

High Concept

The Departed is a cops versus mobsters game, wherein a player picks a side then attempts to eliminate the other. The player controls two characters – the leader of their side, and a mole that has infiltrated the enemy's side.

Premise

The Departed is set in a big city where a rising group of mobsters are attempting to take over the city for their own profits. The police give it their best to stop their rise to power and protect the citizenry from organized crime.

Each side has two powers at their disposal: First there is the head of the group, who can set orders for all of his forces. Second, the mole of the group has infiltrated the enemy's side and provides intelligence as well as foils plots of the enemy. In real life, these two would powers would not have direct contact with each other at all times – in order to simulate this separation of intelligence, espionage, and action, the player only gets to control one of these two powers at a time.

The Departed is a turn-based game, with the player making choices each day for the character they are currently controlling. Good tactical use of the leader and the mole a group to control more of the city. If the player plays his cards right, he can eventually dominate the other group, either bringing peace and order to the city or setting up a crime haven where the profits flow freely.

Goal

The goal of the game is to gain control of the city for your chosen group, be they the police or the mobsters.

How It Works

The game is entirely turn-based, but what one does during each day differs whether or not they are playing the head of the group or the mole.

Group Leader

Each day, the head of the group will dictate what his forces will do. For the police, this means setting up patrols, sting operations, and directly interfering with the mob. The mob leader, on the other hand, will assign mobsters to collect “insurance” money, start underground casinos, deal drugs, bribe officers, and will occasionally setup a big deal between itself and out-of-town associations. Both groups will actively recruit new members and acquire new funding and equipment, though they use separate channels to get these.

The Mole

The mole's role each day will be to spy on enemy. The mole must pick each day what kind of espionage work to do, if any at all. The mole will also be sent on missions by the

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leader – during these missions, the mole can choose to take action to foil the mission. In any of the mole's actions, he must risk the possibility of being found out – do too much espionage, or mess up too many missions, and the enemy will be on to you.

Contact Between The Leader and the Mole

On any day, the leader or the mole can attempt to make contact with the other. It is a dangerous operation, as it makes the likelihood of the mole being discovered much higher, but can be safely done every once in a while. During this time, information that both sides have are readily available to the player. This is also when the player has a chance to switch who they are controlling. The character they choose not to control can be given broad orders by the other – for example, the group leader can be warned that the mob has a deal going down at the docks, or the mole can be told to lay low for a while.

City Control

The two sides gain control of parts of the city by eliminating the presence of the enemy group in that area. For example, the police can gain control of areas by patrolling it heavily with their forces, whereas the mobsters can gain control by having the entire neighborhood under its thumb out of fear.

Success & Failure Conditions

You win if your group gains control of certain amount of the city, and lose if the enemy group controls a certain amount of the city. The amount of the city you need to control differs based on the difficulty chosen for the game.

Carrot Says:

Title: The Departed

Written by: rkcr

Week 2

High Concept:

The High Concept does well enough to get the point of the game idea across and is nice and succinct.

Critique:

This idea has a lot of promise with its interesting theme in the world of turn-based strategy and the gritty, true to life-like nature, sounds quite refreshing for the typically fantasy based genre. The only thing that would make it better would be a more interesting single player co-op mechanic. The current mechanic gets the job done, though only barely; I would love to see something a little more interesting and unique. Perhaps if there were some interesting examples of how the two different characters work together I would be able to better visualize what the game is attempting.

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Playing as the Mole sounds much more interesting than as the leader of the organization and it makes me a bit worried that there wouldn't be much interest in playing as the leaders. What kind of things would the game do to make playing as both characters equally important and engaging? The important thing is that both characters play completely differently than the other, though both are balanced perfectly against each other so that both need to be played the same amount of time. A great game to look at for examples of completely different characters that are balanced well against each other is *Starcraft*, it would be especially useful to read the patch notes of all the versions to see what kind of changes they made to get the game as balanced as it is.

The flow is well done and the presentation is solid overall; just a couple minor grammar and spelling issues. There are a couple areas where some proof-reading by a fresh set of eyes would have ironed out the issues; it's always a good idea to get at least one other person to give even a quick look. Get on top of these little issues and future Treatments will only get better.

I can definitely see having fun with this game; the unique theme sets it apart from others that share the genre, which is definitely welcome. In turn-based strategy games; the player is often in control of a large number of different characters and stealth is just about never a mechanic that is used, I'm curious to see how *The Departed* will address the gameplay where the player only controls one character at any time and stealth appears to be a big part of the Mole character.

Fun: B

Presentation: A-

Originality: B-

Kaiser Says:

Title: The Departed

Written by: rkcr

Week 2

I actually view this game in a slightly different way. I fully agree that the setting and theme is a very welcome change from a flood of fantasy-based games, so that's a plus right there. However, I see the mechanics flowing a bit differently.

This game seems like it could have a vibe of *Risk*, just with an extra layer. There is more than one way to defeat your opponent, rather than just a full attack on them. The espionage sound extremely interesting, and the mole character is definitely the best part of this game.

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I do have to agree with Carrot that playing as the leader seems more like a necessity, rather than something that I'd want to play just as much as the mole. If the leader was given a more interesting role, it would make for a much more entertaining game.

This game has a lot of potential, and it already has a lot of things going for it. With a little more work, this could turn out to be a great game.

Fun: B+

Presentation: A-

Originality: B+