



**grand
theft
auto**

**Grand Theft
Auto: Hell's
Kitchen.**



Concept Overview:

Like the prior games in the Grand Theft Auto series, Hell's Kitchen's would be an action-adventure, open world crime game. However, unlike previous titles, this game would not be set in fictional city based on a real American city- it would be set in the real New York city, mainly in Hell's Kitchen (Clinton).

Like some prior titles, it would have multiple playable character- these being Asher Everett and Carla Cianci. Their intertwined narrative would explore the different aspects of crime in Hell's Kitchen.

Concept: Explore a dual narrative of two characters, improving on problematic representations of gender and race in previous titles.

Setting: Present day, New York City, Hell's Kitchen.

Players: Single player experience with possible online multiplayer expansion. Like the epilogue gameplay, the online mode could include both police and criminal missions.

Concise Narrative Pitch:

Due to her husband's current illness, Carla Cianci steps up to supervise a diversion of their mobsters that's last heist went poorly and one mobster in particular, Asher Everett was spotted by the police. Carla and Asher work together to improve operations. When her husband returns, he is unhappy that she has been taking charge of his operations and hits her. When Asher protests this, he is beaten and exiled. Carla is taken home where she reveals to her husband that he has been ill due to her poisoning him to get free of him. He is enraged and, in their tussle, she kills him. Asher bursts in after shooting his way through the security and tells her he is an undercover cop, reassuring her that he can grant her witness protection. She declines his offer but allows him to leave before more bodyguards show up.

In depth Narrative Pitch:

The game would follow a mob boss family based in Hell's Kitchen, the head of the family being 'Mr Scratch' (a pseudonym for the Devil- since it is set in Hell's Kitchen).

Despite being a driving force for the narrative, Mr Scratch would very rarely be seen since, during the game, he has fallen ill. One of his subordinates tells him that their last job had gone poorly. One mobster in particular, Asher Everett was spotted by the police in this failed heist and is now wanted and on the news for his involvement. Since he is too ill, he sends his wife Carla Cianci to check on this division. It is clear from their interaction that their relationship is borderline abusive.

She agrees and arrives at the 'abandoned' warehouse which is this division's base of operations.

Looking around, Carla quickly realises that, during her husband's illness, the operations have become sloppier due to lack of supervision. She decides to step up and help get things back on track. Asher communicates to her that he is wanted, so she designates him as the getaway driver so he will not have to be involved directly.

The game follows them both improving this division, getting a better base of operations, weapons etc. During the narrative, Carla and Asher would become close, not inherently romantic, but a strong respect for each other as friends.

Eventually, Mr. Scratch would become well enough to take over operations, he shows up to the division base of operations and the tone changes, everyone fears him.

He is furious that Carla had been going out by herself leading heists and he hits her. Asher attempts to step in however, he is quickly subdued by Mr. Scratch's bodyguards and beaten. Mr. Scratch take Carla home and Asher is thrown to the curb, told he is no longer welcome here. Asher does not accept this. He gets out his police issued Glock and goes to Mr Scratch's residence.

This whole time Asher has been an undercover police officer.

Asher shoots his way into Mr Scratch's house and up to the bedroom. Once he enters, player's then playthrough Carla's experience during this time.

She is taken home, and she and her husband set together for dinner. She begins telling him about how much more successful this division has been during her supervision and his absence. He begins to get violent, smashing plates while she calmly keeps eating, not giving him a reaction. It escalates until, at some point it is revealed that she has been poisoning him, THAT has been his mysterious 'illness'. He becomes enraged and they begin fighting.

When Asher bursts in, Carla is sat on a chair while Mr Scratch is lead on the door, dead. She has clearly been hurt with, some scrapes and a fat lip, but she is alive. Asher flashes his badge and tells her not to worry and that he's about to call for backup. He tells her he can grant her witness protection if she complies and comes with him.

Carla sighs. Without her husband in the picture, she would take over the business instead as the head of the family and be able to make her own choices. She tells Asher that many of the cops in Hell's Kitchen have already been paid off and are 'in the family's pocket' (Asher is from a different post to avoid recognition). Returning the kindness that he showed her, she allows him to leave before more bodyguards show up, however warns him that if they cross paths again, they will be enemies. He begrudgingly agrees, leaving the property.

Carla becomes the head of the family, and the business is thriving. Asher goes back to the force and gives them all the information he has learnt during his two years undercover in the family and rejoins the force.

Gameplay:

When not playing the linear story missions, player can free roam around the map like in the previous GTA titles. Unlike prior protagonists, Asher cannot commit violent crimes against pedestrians in the street.

During the main story, this is under the guise of him 'having a lot of heat from the last job'. Walking through the city, players can see his wanted posters displayed throughout the street and public service announcements on TVs in shop windows calling for his arrest. Carla, however, can do whatever she wants in the town (like the gameplay in previous GTA titles). If she gets arrested, she can either pay her own bail or wait to be bailed out by her husband or one of their bodyguards. Her enemies during free roam/ post-game gameplay are police officers and rival mobsters.

In the postgame- Asher has an epilogue in which he reassumes his role as a police officer. This introduces players to a new gameplay mechanic: stopping crimes rather than committing them. Asher's enemies would be mobsters and criminals.

In the postgame, players can either play as Asher and stop crimes or Carla and commit crimes which would differentiate this game from other Grand Theft Auto titles.

Game Structure:

The initial gameplay is smaller heists, getting money for a better base of operations and equipment. However, heists/ jobs become bigger and more elaborate as the narrative progresses. Perhaps the base of operations is customisable/ upgrades are available to purchase adding luxuries. This gameplay loop continues until the post-game, in which Asher now has police missions and gameplay.

Action:

Like in other Grand Theft Auto titles, player would be able to shoot enemies, steal cars, commit crimes. Asher can do anything that would not directly result in a civilian casualty (steal cars, steal items, set fires, destroy items etc.)

Customisation:

Like prior GTA titles, the player would be able to customise their characters to some degree. They would be able to change hairstyles, tattoos, jewellery, and clothing. They would also be able to customise their vehicles extensively with different colours, tires and additional addons.