



# THE LINE ASSASSIN PROJECT

A STEALTH SANDBOX ASSASSINATION EXPERIENCE

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# INTRODUCTION

- Explore a futuristic assassination mission set in The Line, a hyper-modern city under construction in Saudi Arabia.
- Emphasize the importance of player choice in approaching the target.

# MULTIPLE APPROACHES TO ASSASSINATION

## **Flexibility in Gameplay:**

- Players can choose various strategies to eliminate their target, encouraging creativity and strategic planning.

# DIRECT ASSASSINATION

- **Method 1: Direct Engagement**

- Utilize weapons to confront and eliminate the target head-on.
- Pros: Quick and straightforward execution.
- Cons: High risk of alerting security and failing the mission.

# ENVIRONMENTAL MANIPULATION

- **Overflowing the Water Garden**
  - **Location:** Top floor, Water Garden
  - **Mechanic:** Access the security room to manipulate the valve and flood the garden.
  - **Outcome:** Creates chaos, allowing for a stealthy exit while the target is distracted.

# SUBTLE SABOTAGE

- **Golf Simulator Switch**
  - **Location:** Presidential Suite
  - **Mechanic:** Replace the golf ball in the simulator with an explosive device.
  - **Outcome:** A lethal surprise that can be executed discreetly, ensuring plausible deniability.

# STEALTHY POISONING

- **Poisoning the Steam Sauna**
  - **Location:** Steam sauna in the Presidential Suite.
  - **Mechanic:** Introduce poison into the water system.
  - **Outcome:** Eliminates the target while maintaining a low profile, perfect for stealthy assassins.

# ESCAPE ROUTES

- **Exiting the Level:**
- Players can escape through four distinct exits:
  - **Docks:**
    - Hotel Dock
    - Warehouse Dock
    - Garden Dock
  - **Helipad:** Access to the top floor for a quick getaway via helicopter.



# VISUAL ARCHITECTURE INSPIRATIONS

- **Architectural References:**

- Draw inspiration from Singapore's innovative designs:
  - **Marina Bay Sands:** Iconic rooftop structure.
  - **Gardens by the Bay:** Integration of nature within urban spaces.
  - **High Line, NYC:** Creative repurposing of urban areas.
- Showcase images of these structures to illustrate the visual style of The Line.

# CONCLUSION

- **Final Thoughts:**

- Emphasize the blend of strategic gameplay, immersive environments, and architectural inspiration.
- Invite feedback and questions to foster discussion on the game's potential.



**QUESTIONS?**



**LETS PLAY!!!**