

Lightning Strike Concept

Logline: In a world powered by lightning captured from constant thunderstorms, a young street urchin investigates the corrupt industrialists behind his working-class father's murder.

Type of Game: 1st Person Action-Adventure

Project Mood: Optimistic in the face of injustice.

Lightning Strike Overview

The **protagonist is a streetwise orphan**. Son of a murdered labor organizer for the *Stormtenders*, the impoverished workers who maintain massive power plants that collect energy from the planet's constant storms.

Gameplay consists of **stealth and combat**:

- Infiltrating factories, power plants, and offices to find the truth.
- Fighting back against hired goons with fantastical electric weapons.

Set in a Teslapunk city: grimy and full of elaborate electrical technology, ruled by foreign industrialists, but full of spirited citizens.