ALEKSANDYAR
A GAME CONCEPT BY ETHAN BOWMAN
The project of Aleksandyr is a body of work that, when presented together, builds up the conceptualization of a stealth action video game while telling a larger narrative themed around the weight that comes with the transition from boyhood to manhood.

The year is 1994 in Moscow, Russia, just a few years after the fall of the Soviet Union; Mafia and organized crime rates are at their highest in the city. Aleksandyr, a kind hearted sixteen year old boy is forced to grow up in a way that no sixteen year old should: in joining the Russian mob. As Aleks falsely gains a sense of acceptance and status through the mafia, he begins to reject the people who genuinely care for him, and thus falls deep into a world filled with violence and hatred.
Aleks: No goddamn way...
THANK YOU

Thank you to my committee members, Suzanne McGinness, Jim Groman, Robert Lauer, and Kelsey Cretcher for your much needed feedback as well as for always hearing me out throughout this process. Without your help, this project wouldn’t have turned out the way it has.

And thank you to anyone who viewed my presentation, or listened to me talk about this project! I appreciate it immensely!