



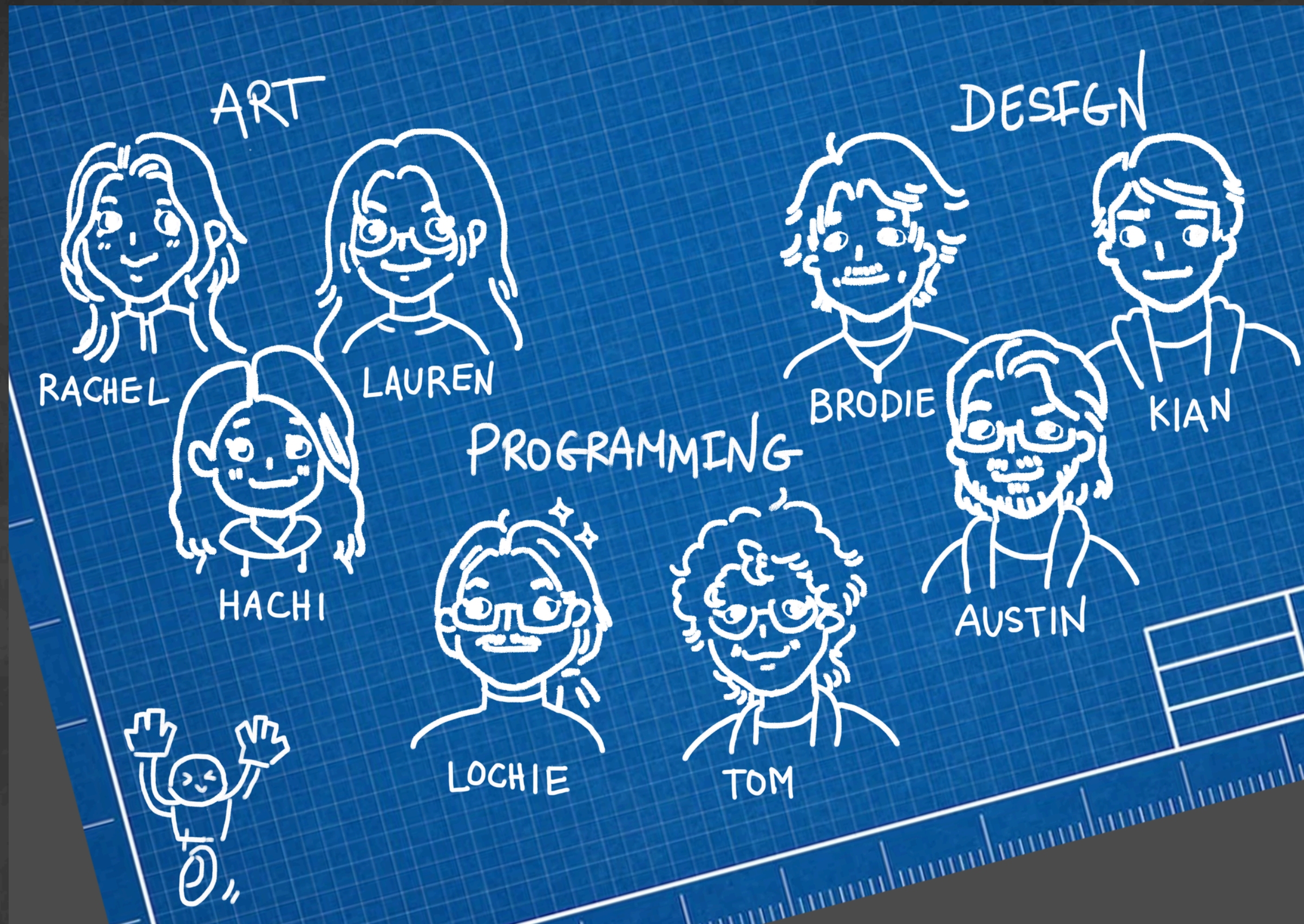
SYNC & ECCO

EXPLORE
DESTROY
SURVIVE



ROUGH GAMEPLAY CONCEPT

MEET THE TEAM



VISUAL STYLE

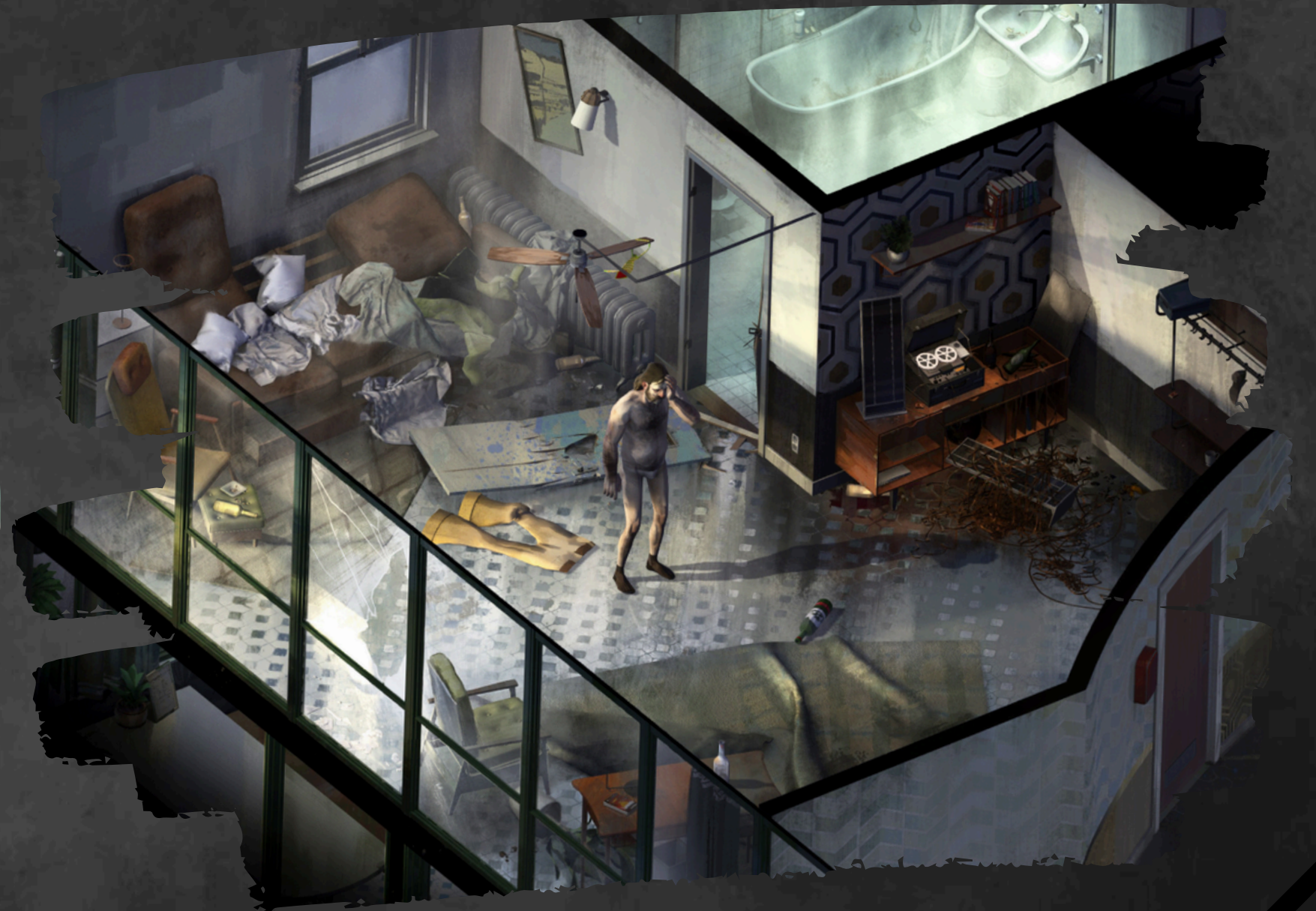
THEME AND TONE

- DYSTOPIAN SCI FI
- GRIMY, DERELICT



GAME INSPIRATION

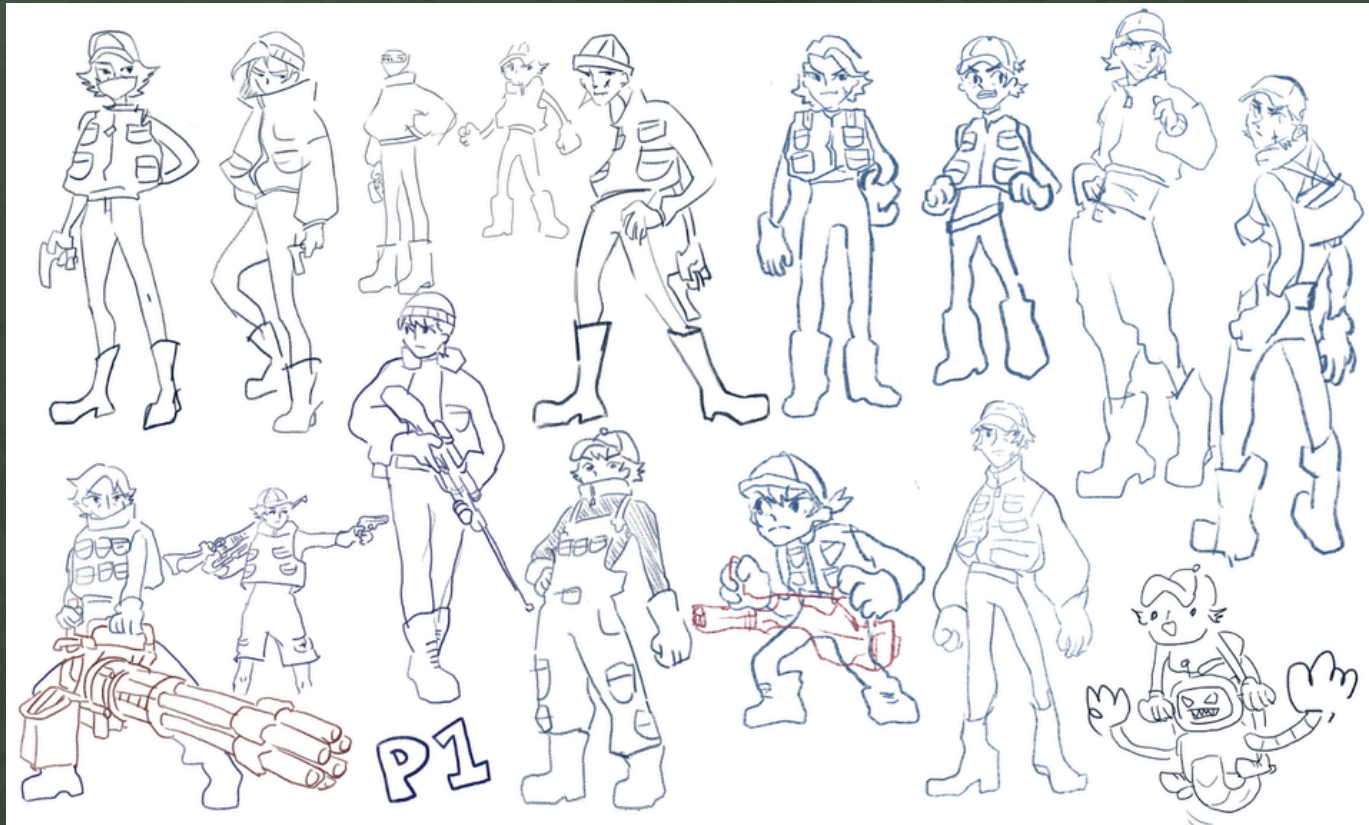
- DYSCO ELYSIUM
- THE ASCENT



CHARACTERS

SYNC

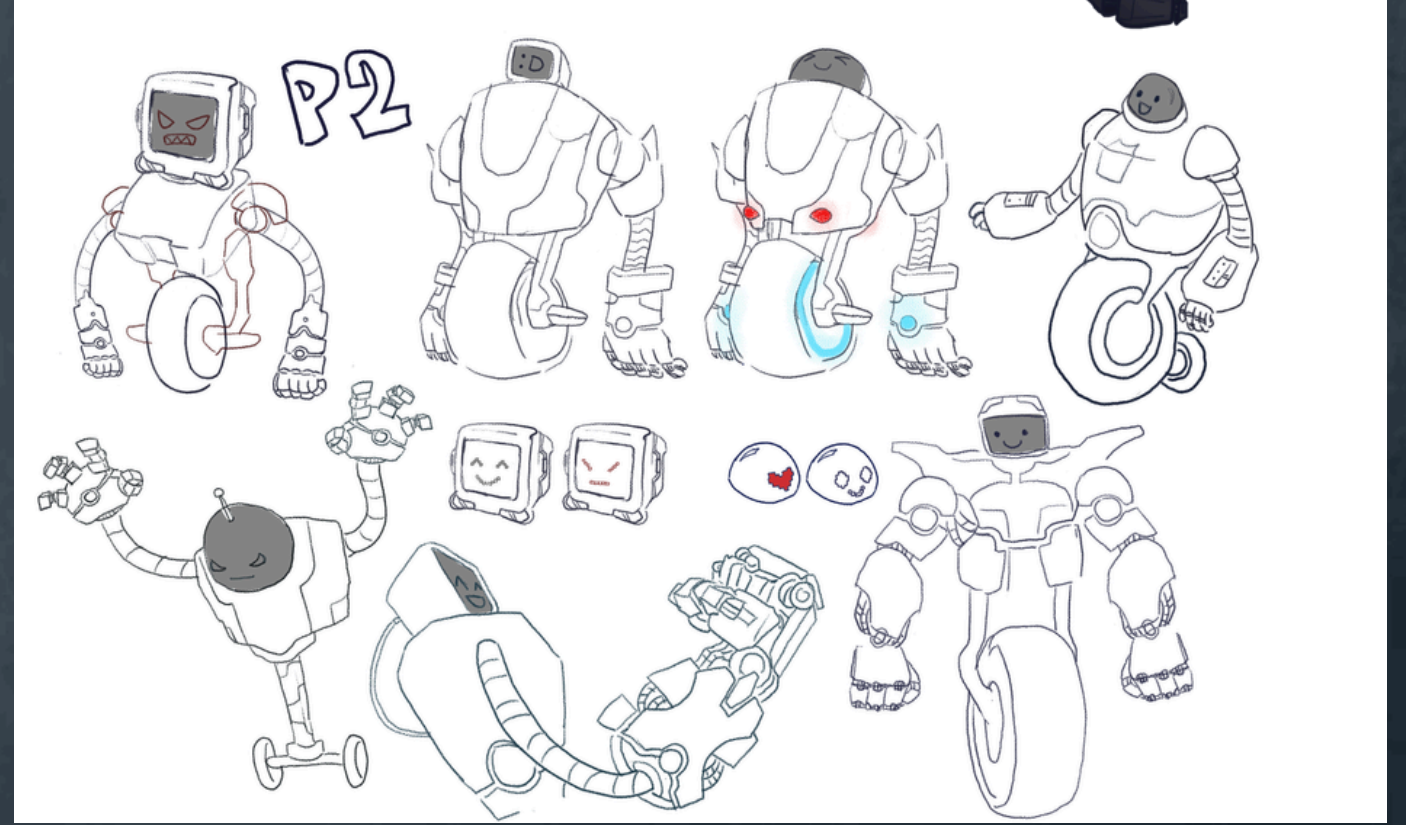
- GLASS CANNON
- RANGED
- **PRIMARILY** SINGLE TARGET
- TWIN STICK CONTROLS
- **CHARGE** RAILGUN



SKETCH SHEET

ECCO

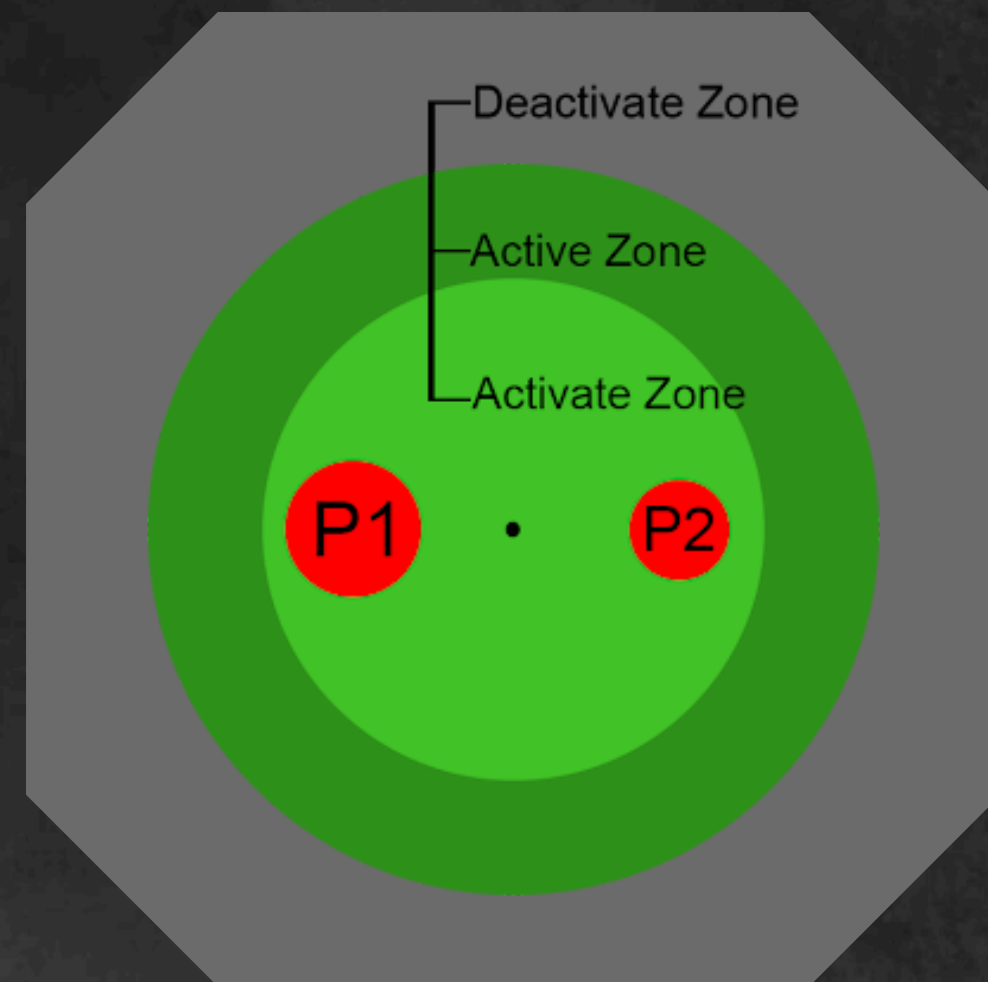
- TANKY
- CLOSE COMBAT
- **CROWD CONTROL**
- 'CAR LIKE' MOVEMENT
- VELOCITY = **DAMAGE**



SKETCH SHEET

HEALTH

- **ECCO** HAS SIPHON
- **SYNC** NEEDS ABILITY
- TAKE **DAMAGE** WHEN HIT
- CAN'T **PASSIVELY** HEAL
- **ECCO** CAN BE REVIVED

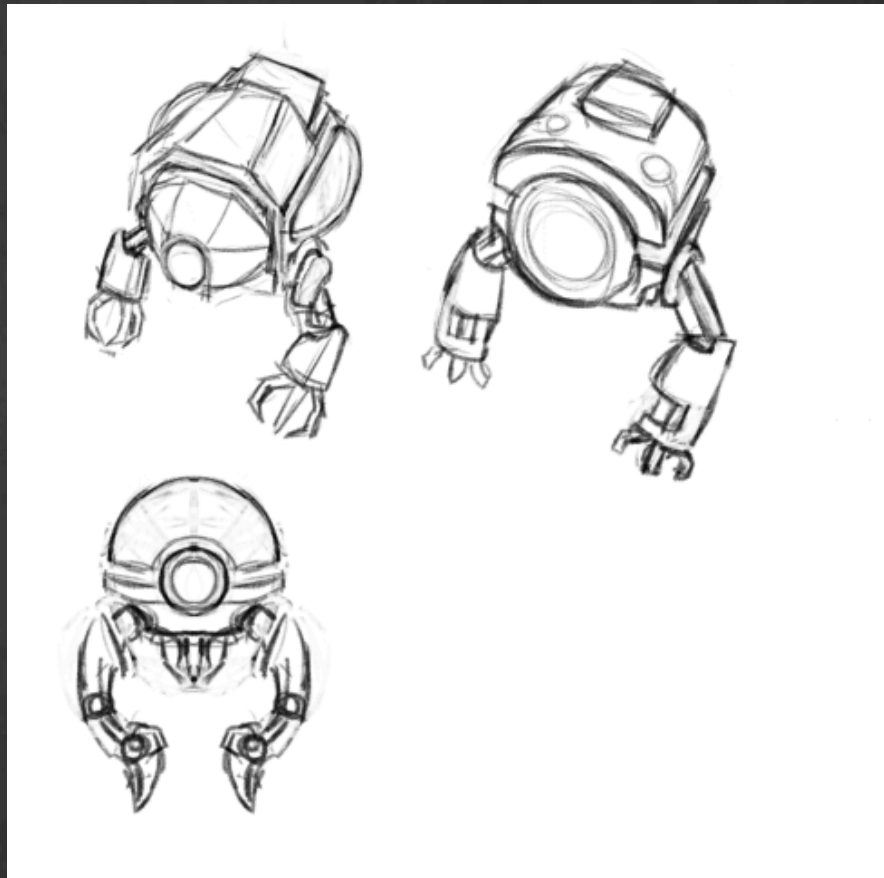


- ACTIVATE IN **UNISON**
- **SHARED** ABILITY
- **PROXIMITY** BASED

ENEMIES

MELEE

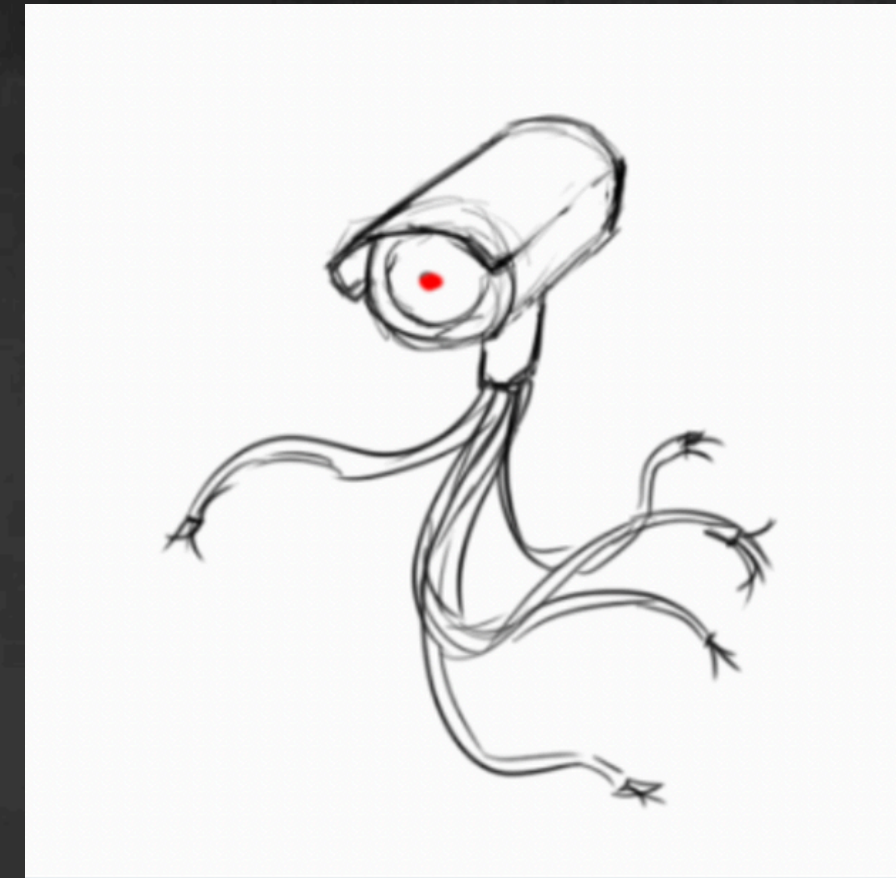
- **LOW HEALTH**
- **MODERATE DAMAGE**
- **SLOW** ATTACK SPEED
- SPAWNS IN HIGHER NUMBERS
- DELAYED **EXPLOSION** ON DEATH.



CONCEPTS

RANGE

- **MEDIUM HEALTH**
- **LOW DAMAGE**
- **MODERATE** ATTACK SPEED
- SPAWNS IN LOWER NUMBERS
- RANGE DETERMINES **ACCURACY**

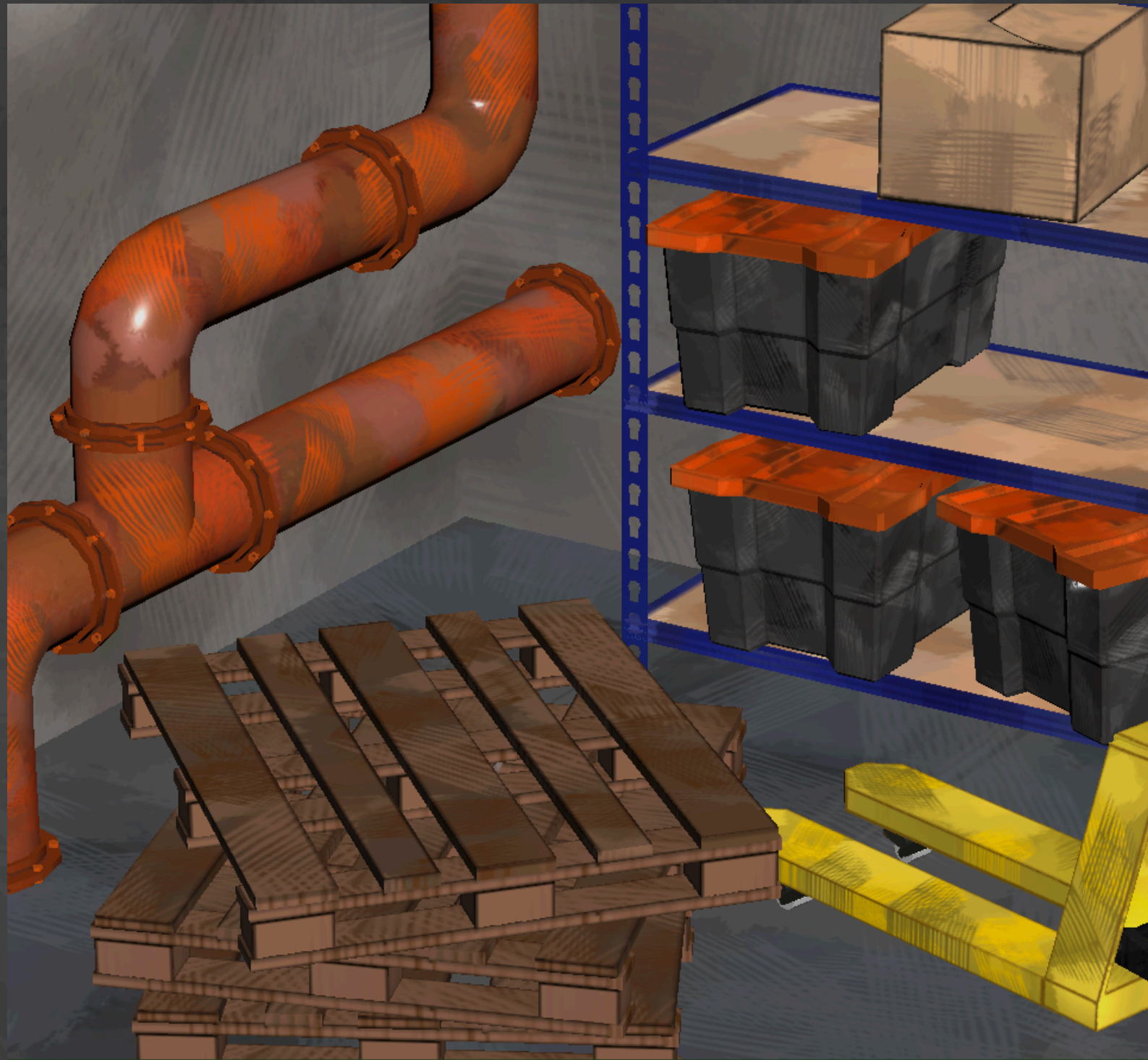


CONCEPT

LEVELS



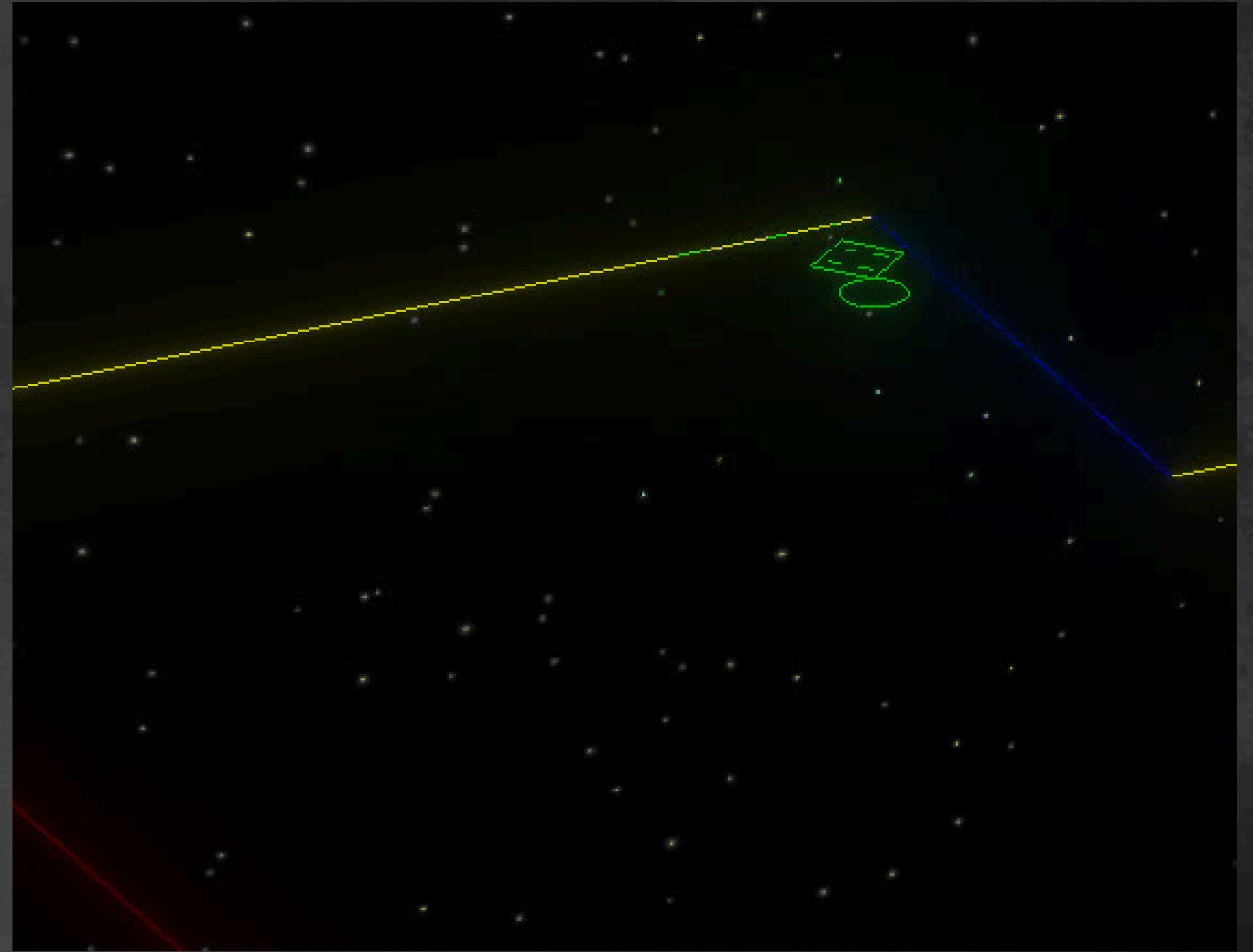
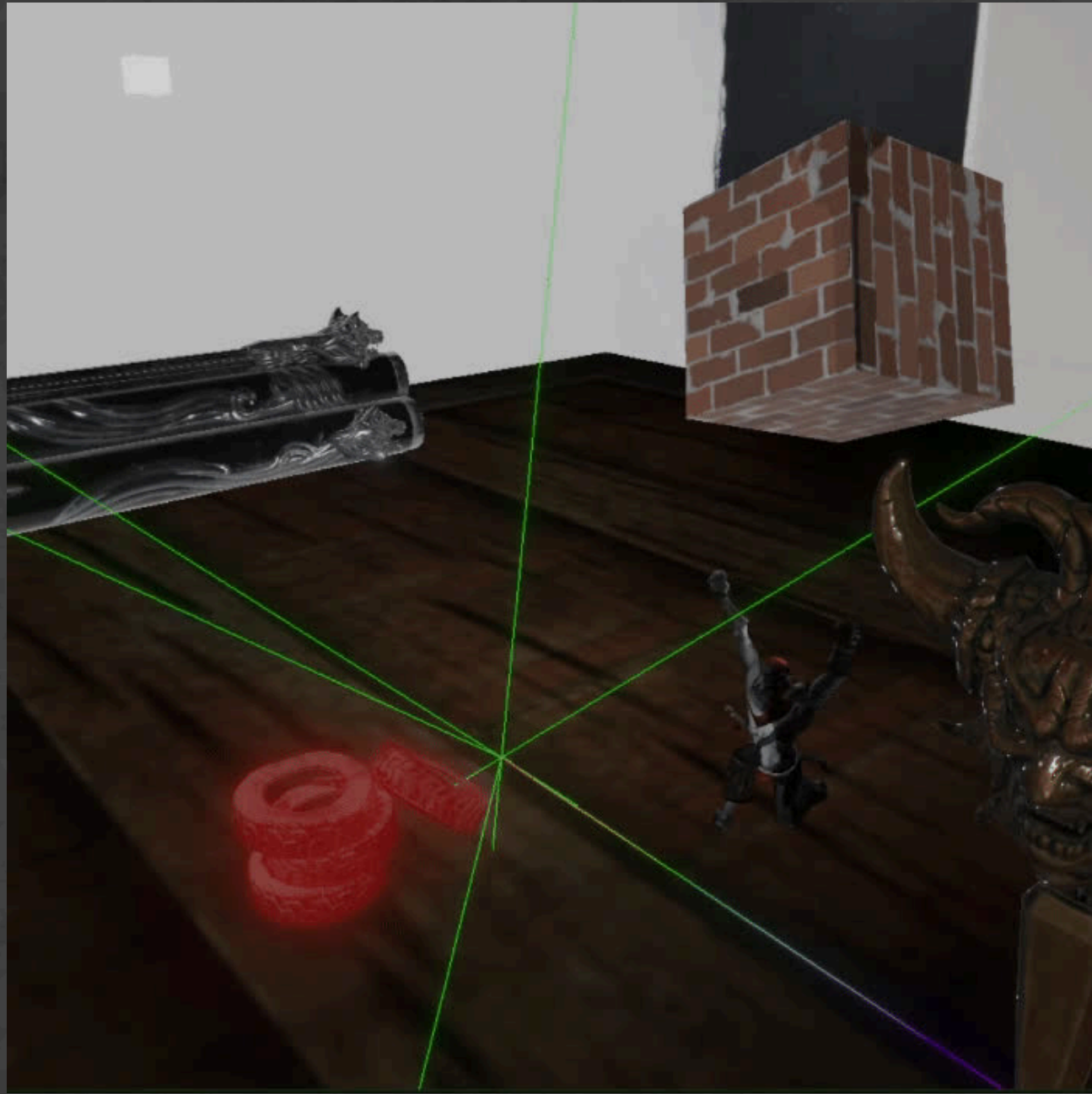
BEAUTY CORNER



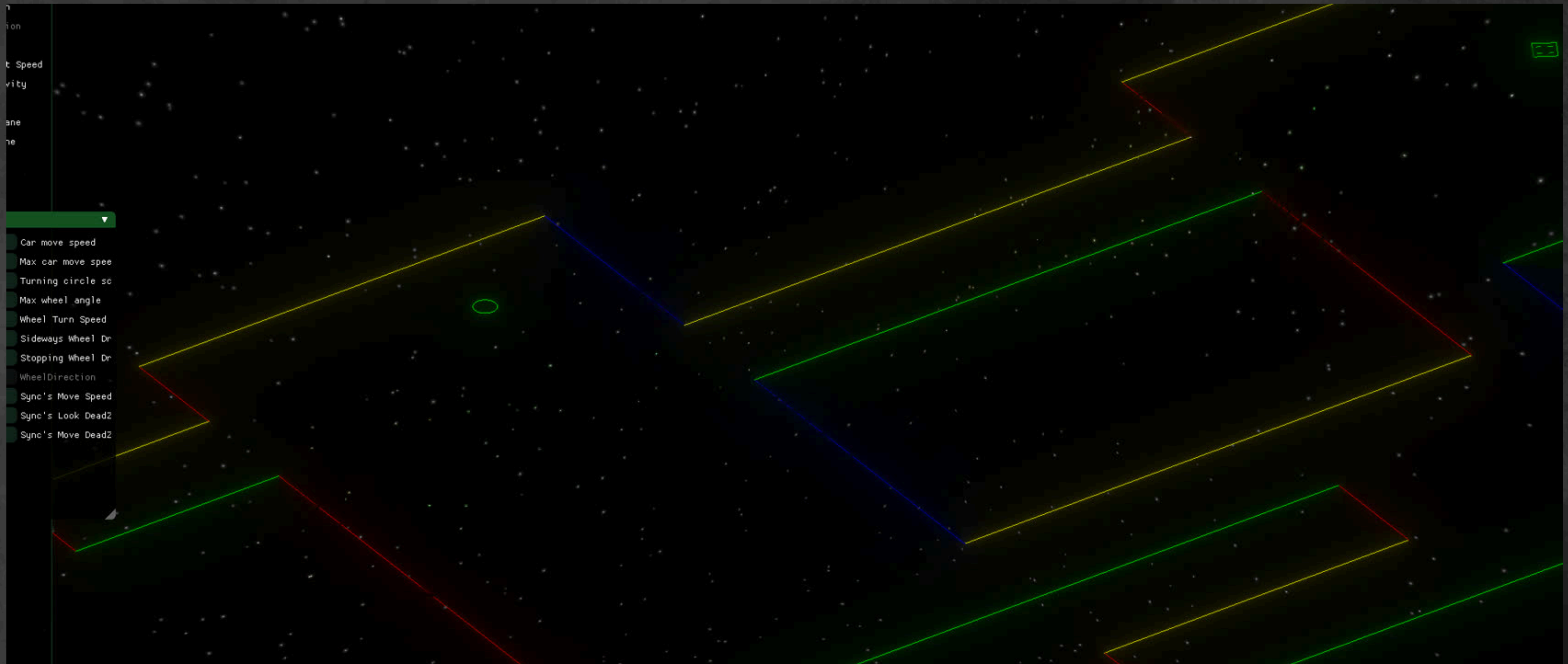
TEST ASSETS RENDERED IN CUSTOM ENGINE



TECHNOLOGY



TECHNOLOGY



ROADMAP

- ENGINE BACK END PREPARED
- TOOL INTEGRATION
- PLAYER MOVEMENT

- FINALISE LEVELS (4)
- ASSETS COMPLETE
- BETA BUG TESTING

PRE-PROD

19/08

ALPHA

17/09

BETA

29/10

GOLD

26/11

- POLISH MOVEMENT
- PLACEHOLDER & HERO ASSETS
- LEVEL PROTOTYPING
- COMBAT & ENEMIES
- PLAY TESTING

- MORE TESTING
- POLISH



AUSTIN



KIAN



BRODIE

BASALT FORMATIONS



HACHI



RACHEL



LAUREN

THANKS FOR LISTENING!

ANY QUESTIONS?



TOM



LOCHIE