



EWINGUISHED

A High Concept Document

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HIGH CONCEPT STATEMENT

Help a young woman as she embarks on a perilous journey to save her sister and all of humanity. Traverse three separate environments with all their dangers, and fight foes to make your way down to a city under the earth.

VISION

Designed for Project Morpheus, Extinguished aims to combine the atmosphere of survival horror titles with the platforming qualities of an action adventure game to create a tense and unique experience.

Double X Games hopes to provide a new and immersive gameplay experience, putting players inside the character themselves. This will come with the player physically making motions with the PS Move controllers in order to perform certain tasks, therefore adding to the experience of immersion into the game world. These will be actions such as climbing, swinging on bars, swimming and jumping. We also hope to provide an experience through the story that will really grip the player, again adding to the feel that they themselves are living the characters life.

Extinguished will feature a new use of the inventory system, where everything the player does will be in real time. This will involve the player using actions and button presses to interact with their “tool belt”. They will also be able to create weaponry from everyday items within the game environment and share them with friends. They will also be able to download other players creations from around the world via a website controlled by Double X Games.

FEATURES

- Dark intense levels creating an immersive and frightening atmosphere.
- Puzzles using real world items which can be solved in multiple ways adding to player choice.
- Use the PS Move controllers to mimic real life movements.
- Real time inventory use.
- Compelling story driven adventure full of suspense, plot twists and intrigue.
- Live the game in full first person virtual reality thanks to the Project Morpheus.
- 3 very distinct game lands each with their own perils, puzzles and challenges.
- Intelligent weapons system, anything and everything can be used in the players defence.

BACKGROUND

Extinguished takes place in a future where the world is at peace. The sun is burning out and the leaders of earth come up with a plan to save humanity. A selection of our best and brightest scientists and thinkers will be sent out into the universe to try and find a new planet to call home. Those remaining on Earth will reside in a massive underground city until a new home is found.

The city is designed to last for a hundred years, but after this time there is still no word from the ship so the city continues on. Our game story takes place another hundred years later. The population of the city has dwindled due to virus outbreaks and living conditions.

Extinguished will start inside the city and follow our Heroine Katya on a journey through several areas as she fights to save humanity. The journey will see her tested many times, both mentally and physically.

PLAYER MOTIVATION

The player must use their physical and mental skills to traverse a rich game world and complete a quest to save humanity from certain extinction.

Using the Project Morpheus, players will be completely immersed into a post-apocalyptic world full of dangers and hazards.

Extinguished aims to make movements as realistic for the player as possible, and will see them jumping and swinging monkey bar style, as well as climbing ropes and other obstacles. This will be achieved using a combination of player movements and button presses on the PS Move controllers.

Double X Games will use the story to drive the player onwards towards their goal, with different memories being revealed to the player as they progress, each hinting at the characters feelings towards the world around her. The story will also feature a few plot twists, with a major one being revealed early on, which is also the driving force behind our protagonists quest.

GENRE

First Person Action Adventure

SECONDARY GENRE

Survival Horror

TARGET CUSTOMER

Owners of the Project Morpheus, Fans of Action Adventure and horror games such as Uncharted, Tombraider, Bioshock and Deadspace.

COMPETITION

As the Morpheus is still relatively new, there is at the moment no direct competition to this title. However, it will compete against both first and third person action and horror games.

UNIQUE SELLING POINTS

- Immersive adventure game exclusive to Morpheus
- Tense action sequences and unique multi solution puzzles.
- Players can make and also share their own weapon creations.
- Stereoscopic sound adds to gameplay, being that it will react to the player's position.
- Unique inventory and weapons management system.
- Intuitive and lifelike control scheme is fun, and adds to the overall immersion into the game.

TARGET HARDWARE

Project Morpheus, PS4 and PS Move controllers.

DESIGN GOALS

Adventure: A new kind of action adventure experience, the feeling of being inside the game and the story itself.

Exercise!: Extinguished is not a sit down on your sofa kind of game. It will have the players swinging on bars over gorges, and swimming around in the sewers.

Story: Double X Games hopes to provide a captivating and enthralling story line for every player to experience.

Community: With the creation and sharing of player made weapons, we hope to build a strong player community.

CHARACTERS

Katya: The heroine of our story, Katya has had a tough life. It has only been made bearable by the fact that her sister Ciara has been by her side throughout. Being the eldest, Katya has always seen it as her responsibility to care for her sister as Ciara's naivety can sometimes get her into trouble.

Strong and resilient, Katya works as a mechanic which has helped her maintain her fitness, and sharpened her puzzle solving skills.

Growing up without her parents has led Katya to have a toughened outlook on the world around her, and she is naturally distrusting of anyone that she does not know well. That said, anyone that has made it into her circle of friends is always cared for and cherished.

Ciara: Katya's sister and best friend. After losing their parents when they were still children, Ciara has always looked to Katya as her guardian.

Ciara is not wise to the world and sometimes a little naïve. She is too quick to trust people which usually causes problems for both her and Katya, but her big sister is always there to get her out of it.

Sometimes very reserved and shy, Ciara can often be found hiding behind her sister and does not often travel out alone.