

ENTRENADO

An epic adventure game for the Sony Morpheus

By Double X Games

WARREN OVERVIEW

Extinguished is designed for the PS4 and makes use of the Project Morpheus and the PS Move controllers.

Although it has been around for years, Virtual Reality technology is still very young, and as such the market for games on these platforms is only just starting to grow, with most games still in production.

As gamers embrace this new way to interact with games, Double X Games aim to bring to market a story driven adventure that puts the player inside the character themselves.

Some existing games offer support for VR technology, but Extinguished is designed solely as a VR title.

DOUBLE X GAMES

Double X Games was founded in 2009.

Based in St. Albans, Herts

Their main focus is story driven gameplay.

PARIA

Humanity is trapped, but does not know it. Navigate and fight your way to a city in the earths crust, to lead them to freedom.

GAME PREVIEW

A First person action game for Project Morpheus, Extinguished combines the atmosphere of survival horror with the puzzle solving and dexterity of an action adventure title.



FEAR

- Dark intense levels creating kill or be killed atmosphere.
- Total immersion into the game world via the Morpheus.
- Multi solution puzzles, using items found in the environment.
- Intelligent foes that seek out the player silently.
- Absorbing storyline to keep players motivated.
- Unique weapons system, anything the player can pick up can be used.
- Multiplayer featuring playable enemies.

EXTINGUISHED

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 will be sent out into space to find a new planet for us to call home. Those staying here will reside in an underground city.

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 carries on. Our game take place another hundred years later. The population of the city has dwindled due to virus outbreaks and living conditions.

Extinguished will start in the city and follow our heroine on a journey through several areas as she fights to save humanity.

CONTROL SOURCE

- Uses PS Move controllers essentially as hands.
- Movements to mimic real world equivalents.
- Jumping



- Swinging



CONTROL SOURCE

- Swimming



- Combat



- Accessing inventory



WEAPON AND INVENTORY SYSTEM

- Real world items as weapons.
- Items can be combined to form whatever combination player chooses.
- Creations can be shared and downloaded.
- Real time inventory system in the form of a tool belt.

GAME AREAS — THE CITY



- Built deep in the earth's crust.
- Falling into serious disrepair.
- Artificial lighting.
- Red tint.



GAME AREAS – THE SURFACE



- Bright and colourful.
- Overgrown with vegetation.



- Blues, Greens, Yellows.



GAME AREAS — THE TUNNELS



- Completely Dark



- Details can be seen as light source is directed around.



PROJECT GOALS

Adventure!

Exercise!

FUN!

Community

Story

CHARACTERS

Katya.

- Protagonist.
- Strong and tough, yet caring.
- Mentally and physically fit.



Ciara

- Katya's sister.
- Naïve and trusting.
- Reserved and shy.



COMPARISON OF VRS

Game	Extinguished	Loading Human	The Assembly
Overview	Set in a future where the world is at peace, a young woman must embark on a journey to save all of humanity.	Experience the adventure of Prometheus, the man who crossed the universe in search of the quintessence, a resource of unknown energy, to save his father.	Set in an underground lab, a group of scientists are conducting questionable experiments.
Genre	VR Action Adventure	VR Adventure	VR Adventure
Target Market	Fans of survival horror and action games. Such as Dead Space and Uncharted.	Fans of point and click adventure games.	Fans of FPS games such as Bioshock and Half Life.
Format and Controls	<ul style="list-style-type: none"> • PS4 • Project Morpheus • PS Move 	<ul style="list-style-type: none"> • PC • Oculus Rift • STEM • Hydra controls • Concept approved for Morpheus. 	<ul style="list-style-type: none"> • PC • Oculus • PS4 • Morpheus • Mouse • Controller.
Price	£45	\$29 (£17.76) Per episode.	TBA
Strengths	<ul style="list-style-type: none"> • Designed specifically for VR. • 3 Distinct game areas. • Hyper-Realistic Graphics. • Controls system - Ps Move. • Allows realistic movements. 	<ul style="list-style-type: none"> • Designed specifically for VR. • Controls system - STEM and Hydra. • Allows realistic movements. 	<ul style="list-style-type: none"> • Designed specifically for VR. • Boasts of a strong storyline. • New ways of exploring the uses of VR.
Weaknesses	Currently only offers Morpheus support.	Periodic adventure to be released as episodes.	Is controlled via a controller or mouse.
Opportunities	Emerging Market and Technology. An interactivity in storytelling that has not yet been explored.	Emerging Market and Technology. An interactivity in storytelling that has not yet been explored.	Emerging Market and Technology. An interactivity in storytelling that has not yet been explored.
Threats	Still early Tech, not a great number of users.	Still early Tech, not a great number of users.	Still early Tech, not a great number of users.