

Working title:

PROJECT LIFELINE

Exposé for MMP 3 by

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Title Suggestions

<Harvest Soon/Project Heart/Heartfelt/LifeLine/HeartStrings>

Tagline

<Be fast, be precise. Those organs aren't gonna harvest themselves.>

STORY SETTING

Project LifeLine is a first-person puzzle platformer set in a dystopian cyberpunk city. Levels are traversed with the help of your rope gear. You are a nurse who gets assigned organs which are needed in your hospital. She has to get to the unknowing donors, extract the needed organ by force and get back in time for the procedure.

<https://youtu.be/HdMG9Th-P4M>

SOUND DESIGN

“Modern” Cyberpunk, no 80s retro-synthwave
<https://www.youtube.com/watch?v=Dy-JqBK1XP4>
<https://www.youtube.com/watch?v=aGWFEY5P6UA>

GAMEPLAY

First-Person perspective.

Fast paced level traversal with movement interrupted by slow Puzzle passages.

Cyber-Rope gear:

<https://youtu.be/HdMG9Th-P4M?t=93>

Movement Mechanics:

- Running

- Jumping

- Parkour Monkey

Slide (optional)

Some kind of landing mechanic (optional)

- Normal Rope Swing.

- Wall Swing (Wall run but with rope)

- Wall climb

- Zipline

- Barswing

Puzzle Mechanics

- Rope Snap (bring two connected objects together)

- Rope Bridge (Connect two objects (e.g. electricity))

Basic Level Structure

Start within a level with an assignment for a required organ.

Essentially you have to get from point A to B. While there are some choke-points within the levels the player has to get through, the major chunk of the level is more open and can be traversed in various ways.

(e.g. Dishonored level structure)

Once you reach destination you need to get back fast. A stopwatch times and rates your run back.

KEYBOARD AND MOUSE LAYOUT (TEMPORARILY)

WASD - Left Movement axis

Space - Jump

Q - Release left/right rope segments at the same time

E - Interact

Mouse x/y - Camera Axis

Mouse left - Attach/Release LeftRopeSegment

Mouse Right - Attach/Release RightRopeSegment

GAMEPAD (TEMPORARILY)

LeftStick - Left Movement Axis

RightStick - Camera Axis

LB - Release Rope

RB - Jump

LT - Attach/Release LeftRopeSegment

RT - Attach/Release RightRopeSegment

B - Interact

PROJECT REQUIREMENTS

Project will be done in Unreal 4!

Sound Designer / composer (1 person) - fmod / Wwise possible

3D Artist: (2 - x people)
Environment
Character and Animation
VFX

Team

(MMA) Lucas Zauner - Concept Art, Visual Development, Environment

(MMT) Ekkehard Damisch - Game Design - Project Management -
Gameplay/Movement Programming

(MMT) Judith Wieser - UI/Gameplay Programming / LevelDesign

(MMT) Daniel Brantner - Movement/Gameplay Programming

Noch gesucht:

(MMT)(???) - optional additional programmer in case of interest
(wont be pursued actively)

(MMA) ??? - Animation

(MMA) ??? - Environment Artist

(MMA) ??? - VFX (possibly Angerer Mathias)

(MMA) ??? - Sound Designer / composer

Competition

Mirrors Edge, Dishonored, Ghostrunner, Spiderman

LOOK AND FEEL

“Modern” Cyber Punk looks / less retro, synthwave: big dirty city built up high in the sky with high population density. Streets filled with a lot of fumes, bare concrete, slum like houses built on and between buildings.

Art Design:

Hands and lower arms visible in 1st Person, Full-Body awareness would be overkill

Cyber rope gear

Interface:

Character’s AR Lenses/Eyes that fill the world with extra information.

Crosshair for aiming

Direction indicator that leads player to destination

Help with distance estimation







