

Pitch Document



ZYBURNETIQUE

High Concept

An agent with cybernetic enhancements takes on a horde of machines and androids in a doomed future.

Genre

First-Person Hack n' Slash

Audience

Adolescents and older - Gender Neutral

Platform

PC, Xbox One and PlayStation 4

Unique Selling Points

1. Hack n' Slash gameplay from a first-person perspective using a selection of control schemes from well-known FPS franchises.
2. Weapon upgrades that are found throughout the course of the campaign can be used to create melee and ranged weapons with a unique appearance and effects in combat. Upgrades can be added and removed at will.
3. Combines killing hordes of enemies with rewarding the player on their slaying techniques.
4. Celebrity voice actors including Matt Smith (Doctor Who) and Morgan Freeman (Bruce Almighty).
5. Narrative written to provide a strong message about combatting depression.
6. Set in a futuristic neon-lit city.
7. Empowering heavy metal-inspired soundtrack, includes the song "Breaking the Silence" by Breaking Benjamin.
8. The player can gain upgrades to their character's cybernetic enhancements which improves their performance in battle as they progress through the story.

Game Overview

Gameplay

Zyburnetique combines major gameplay elements from popular FPS and Hack n' Slash games. Base weapons that the player can use are the Longsword, the Pistol and the Marksman Rifle. The Pistol has a faster rate of fire but has a shorter effective range. The Marksman Rifle has a slower rate of fire but has a longer effective range. Ammo for both ranged weapons are limited so it's recommended that the player does most combat with the Longsword.

Plot

In 2082, the citizens of Neo-Chicago (located on Mars) face the oppression of a corrupt law system where any unlawful activity causes the people to get taken to the mysterious "Overseer" for rehabilitation. However, those people are never seen again. However, one man had managed to escape from the "Overseer" and he is seeking revenge.

Comparative Games

Halo

Futuristic setting, First-Person Shooter gameplay elements (mostly firing from the hip), sci-fi weaponry, four different difficulty levels, view alternates between first-person and third-person based on the player's in-game actions.

Devil May Cry

Similar character designs but based on a doomed future instead of demons, combat scores are measured by the "Awesome-meter" (meter increases a dramatic amount when third-person actions occur), skills and weapons can be upgraded throughout the game.

Technical Details

Zyburnetique runs using our in-house RubyStorm game engine that is capable of implementing a highly advanced AI system, a flexible animation system, a fully featured particle system and a highly advanced map editor. The animation and particle systems can work very well hand-in-hand as they can be used to create cinematic-style action that takes place during gameplay.

Contact

Stephen Mark Smith – Lead Designer at Costalot Studios

Costalot Studios
1337 Thomas Avenue
Baker Estate
Gosport
Hampshire
PO12 D11

smsmith@costalotstudios.co.uk

www.costalotstudios.co.uk
02392 343117