

# Project: **Abyss**



## Team

Programmers: Austin Morris, Alex McTernan, Jarod Beach, Tyler Brost, Maxime Paradis, Renz Leo Nicolas Dela Cruz

Artists: Adam Propp, Dante Frazzoni, Rob Power, Scott McIntyre, Aaron McAfee, Connor McCooeye, Liam Desrosiers, Yousef Ibrahim

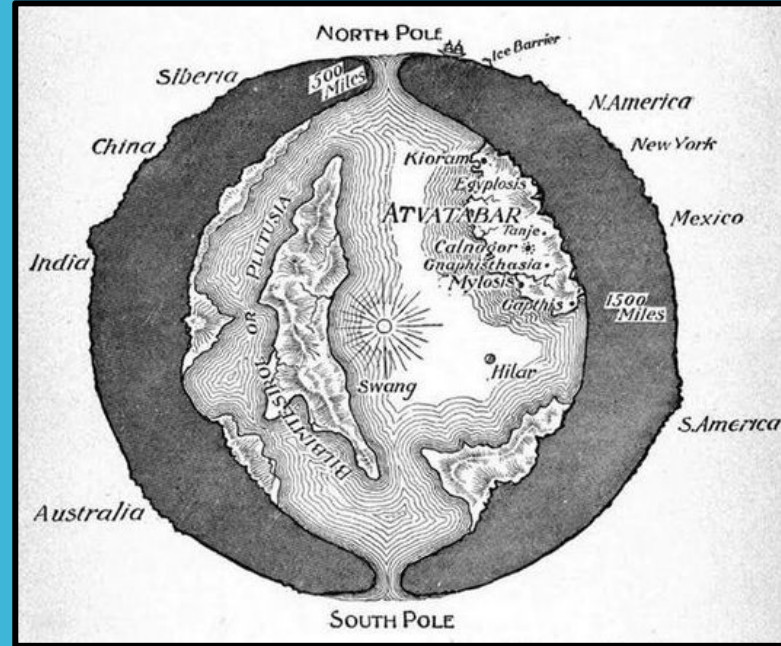
# Product Overview

- **The game will be first person, and heavily revolve around cooperative elements.**
- **Experience the horror of a completely unknown underwater environment with a friend.**
- **Discover never before seen fish, and slowly unravel the mysteries of ancient life forms that once inhabited this world.**

Genre	Platform	Audience
Cooperative, Exploration Horror,	PC	13+, ESRB: T

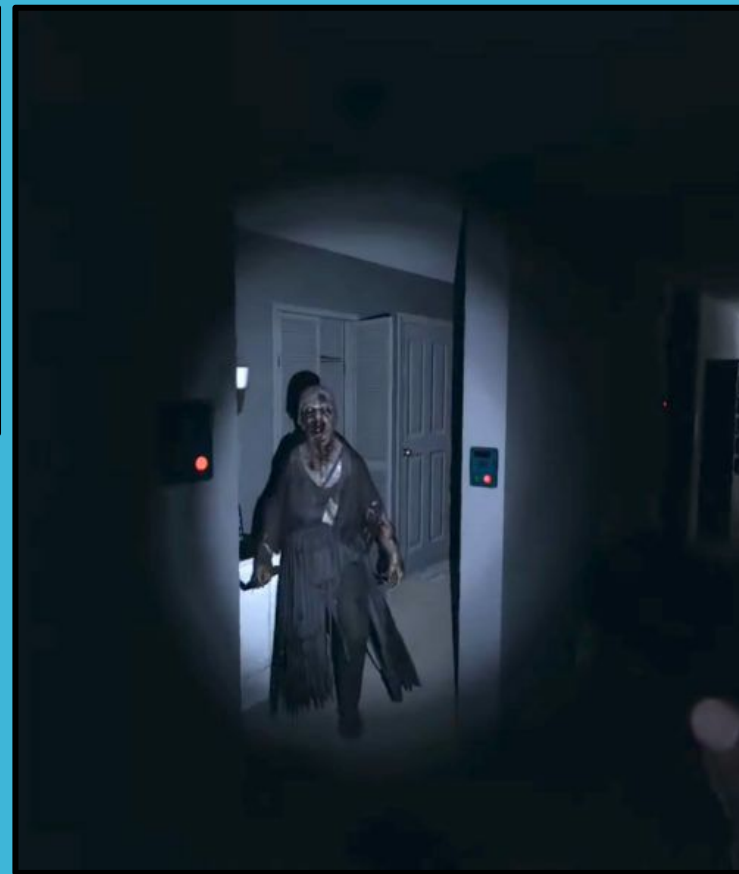
# Premise

- Play as two researchers hired by a major tech conglomerate
- Explore a newly discovered earth's layer
- Research unique lifeforms



Hollow Earth - Wikipedia

# Art Direction



# Core Gameplay

 = **Unique Selling Point**

# Shark Cage / Diving

- **One player chooses to be the “diver” and go down in the cage.**
- **The cage is lowered by the “boat operator” into the depths.**
- **The boat operator will control elevation of the cage**
- **The diver is tasked with photo taking, managing stress, and communicating with the operator**



# Photography

- **The current diver will take photos of fish and fauna, with the main focus being current mission fish/fauna**
- **Stored in a collection/journal menu which allows the player to view in depth fish information**
- **Appeals to players with an enjoyment for collection and completion**



# PC Terminal

- **An in depth map tab will be shown here**
- **Research Journal/Collection tab**
- **Cameras tab**
- **Mission tab with current & completed missions**

# Missions

- **Player will be sent on missions to progress a semi-linear story**
- **Take pictures of certain fish**
- **Explore specific areas**
- **Unlock access to new caves**



# Caves

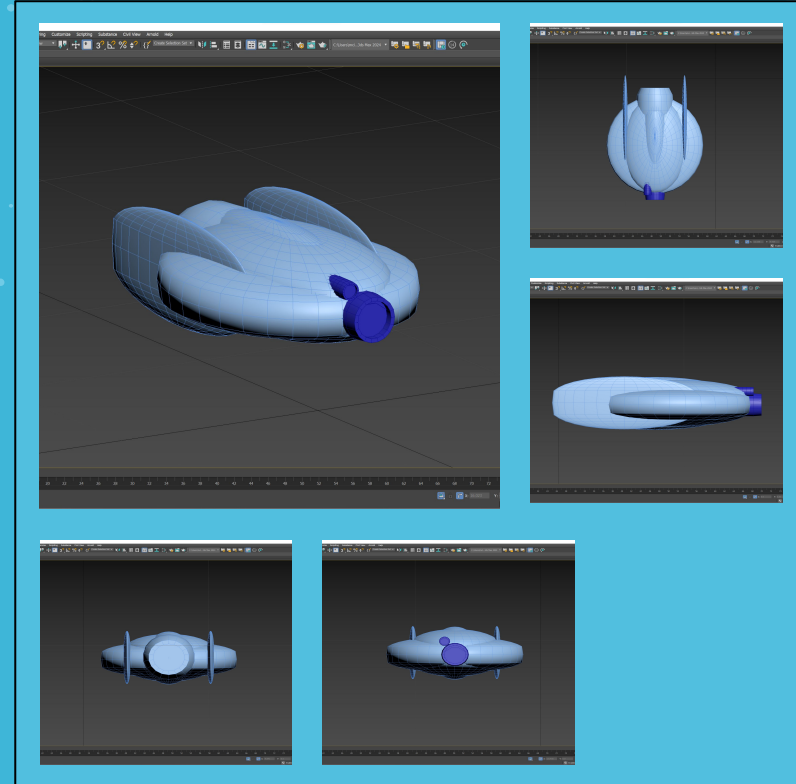


- **Explore structured levels with unique themes & designs**
- **Specific fetch missions to encourage players to explore to certain points**
- **The dive operator controls a DiveBot to ensure fluid gameplay**

# DiveBot Concepts

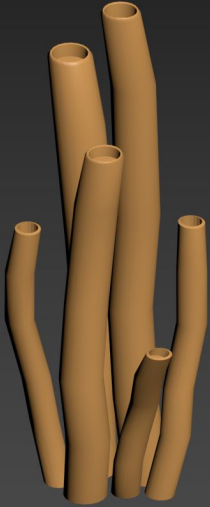


- When the “boat operator” does not wish to control the DiveBot, it will stay close to the “diver” in idle mode.
- Customizations of the DiveBot will be available to purchase.
- Yes, you can pet the DiveBot.



# Future Features

- **Upgrades (DiveBot, Boat, Player, Camera)**
- **Complex Fish AI**
- **Advanced Research Journal**
- **Complex Storyline & Progression**
- **Enhanced camera system**

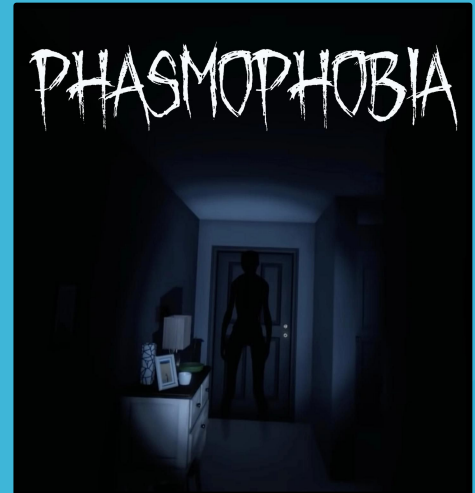


# Competitive Analysis

- **Competition offers survival elements, whereas ours focuses on horror and collection**
- **Cooperative underwater with unique mechanics that have never been done before**
- **Focus on environmental horror, rather than blatant jumpscares like competition**

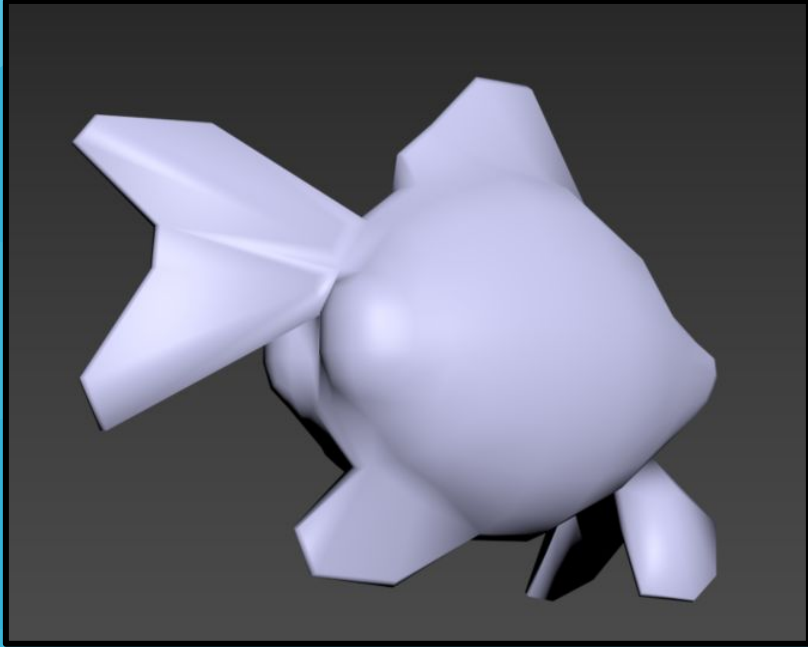


ALL REVIEWS: Overwhelmingly Positive (221,458)



ALL REVIEWS: Overwhelmingly Positive (490,413)

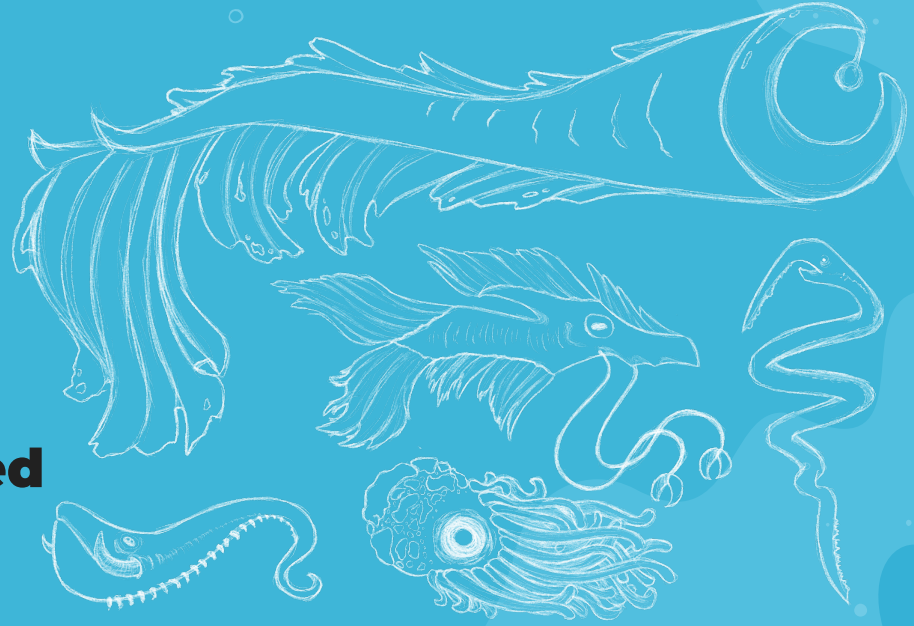
# Possible Risks



- **Inexperienced Team**
- **Time Constraints**
- **Dealing with Water Physics**
- **Complex Fish AI Systems**
- **New Modelling Style (fish)**

# Why It Will Work

- **Large, dedicated team**
- **Heavy planning and scope management involving deadlines**
- **Phasmophobia and Subnautica were developed by indie studios**



The background is a solid blue color. It features decorative white elements: wavy, horizontal lines at the top and bottom edges, and numerous small white dots of varying sizes scattered across the entire surface.

**Thank You For  
Your Time**