

A cyberpunk illustration of a rainy street in Japan. The scene is dominated by a large, transparent umbrella in the foreground, with a person's head and shoulders visible underneath. The background shows a wet street reflecting neon lights in shades of blue, purple, and pink. Other umbrellas and blurred figures are visible in the distance, creating a sense of a busy, rainy urban environment. The overall mood is melancholic and atmospheric.

Winged: Lost in Neon

Mystical runner in a grim cyberpunk Japan

We shall meet
in the past
where there is no sadness



First “tweet”

A clan of winged spirits is taken to the future. Lost in an unrecognizable Japan, two leaders race to the portal to decide their clan's fate.



Game experience goals

Defining the core experience

Goals

- We want the player to feel like he is going through a **japanese cyberpunk environment**;
- We want the player to feel like his actions are **changing the world** itself;
- We want the player to be able to **choose** from two clearly **different characters** but both winged spirits who are in deep **conflict** with each other;
- As Kora we want the player to feel like she is **struggling in this world**;
- As Kayn we want the player to feel like he is **enjoying this world**;
- As Kora we want the player to feel like she is interacting with the world in as a **pacifying** element;
- As Kayn we want the player to feel like he is interacting with the world as a **radicalizing** element;
- We want the player to feel like he is encountering **different types of challenges**;
- We want the player to feel like he has the **skills** to deal with the challenges he encounters appropriately;
- In multiplayer mode we want the players to have **competitive interaction** with each other;





Game Concept

The World, Characters, Gameplay, Motivation and Value

The World

Experience a Mystical Cyberpunk Japan

- Set in the future, the player can experience being in a **dystopian** Japan where a portal was opened to the **spirit realm**
- Experience a **mystical and dark atmosphere**, leaving the player curious about what each location has to offer
- The player will **experience a cyberpunk environment**, symptoms include **difficulty in breathing**, **blindness** from countless neon lights, **amazement** by the to infinite skyscrapers and **hypervigilance** from fear of all the objects lying around
- The player will feel the **world being transformed by his choices** as will travel through it, clearing the dark atmosphere or augmenting the cyberpunk volume



The Characters

Lead a mysterious faction of the fairies that came from the portal

Play as Kora

- Lost in a dark and dystopian Japan a group of fairies is dying from its ghastly reality and **desperately needs to get back to its realm**
- In order to **reopen the portal** and bring her family home, their **leader Kora** will have to collect the necessary **key fragments**
- To stay alive the fairies must **harness energy from nature**, which is a lacking resource these days
- The player will experience being someone that does **not belong to this world** and is desperately striving to solve the unexpected situation she was put in

Play as Kayn

- **RAD**, a **mischievous** faction of the fairies has abandoned their traditions and grown fond of this new reality. **Not wanting to return** to the past, their leader Kayn will go through any means necessary to **destroy the key fragments** to the portal
- Kayn grows stronger by **absorbing the grim energy** that lurks in this place
- The player will experience being someone that has been an outcast since birth. **Rejected from every world** and affected by the dark atmosphere, Kayn turns from mischievous to a **malevolent** being with the purpose of **spreading chaos**

The Gameplay

Winged: Lost in Neon is a 3D action runner

Singleplayer

- Choose to play either as **Kora** or Kayn
- While controlling **Kora** you will race through this world hoping to find the portal key fragments
- **Kora** wishes to maintain order in this world and collect energy from nature in order for her kind to survive what is for them an uninhabitable reality
- While playing as Kayn you will spread chaos throughout every location you visit and strive to destroy the key fragments before **Kora** reaches them
- Kayn and his faction feed on grim energy from broken mechanical parts as a means of survival, finding other energy resources unfitting

Multiplayer

- One player chooses to play as **Kora** and the other as Kayn
- You will race through each location while battling against your enemy, either **Kora** or Kayn
- As **Kora** you will try to pacify this world's inhabitants, collect tea leaves and stop Kayn from spreading chaos
- As Kayn you will try to RADicalize this world's inhabitants, absorb grim energy, and starve **Kora's** faction
- Stopping your enemy's efforts is just as important as accomplishing your own

Motivation

Way of the FAE

- As **Kora** you are a lost fairy in an unknown environment striving to **guide your struggling family back home**, and for that you need to **find the portal key fragments** before Kayn
- To **maintain order** and achieve the **survival** of FAE you need to **collect** all the **nature energy** you can
- Not only does she **refuse to cause harm** upon this world she must **stop** Kayn **from doing so**, maybe still hoping for him to not be lost forever

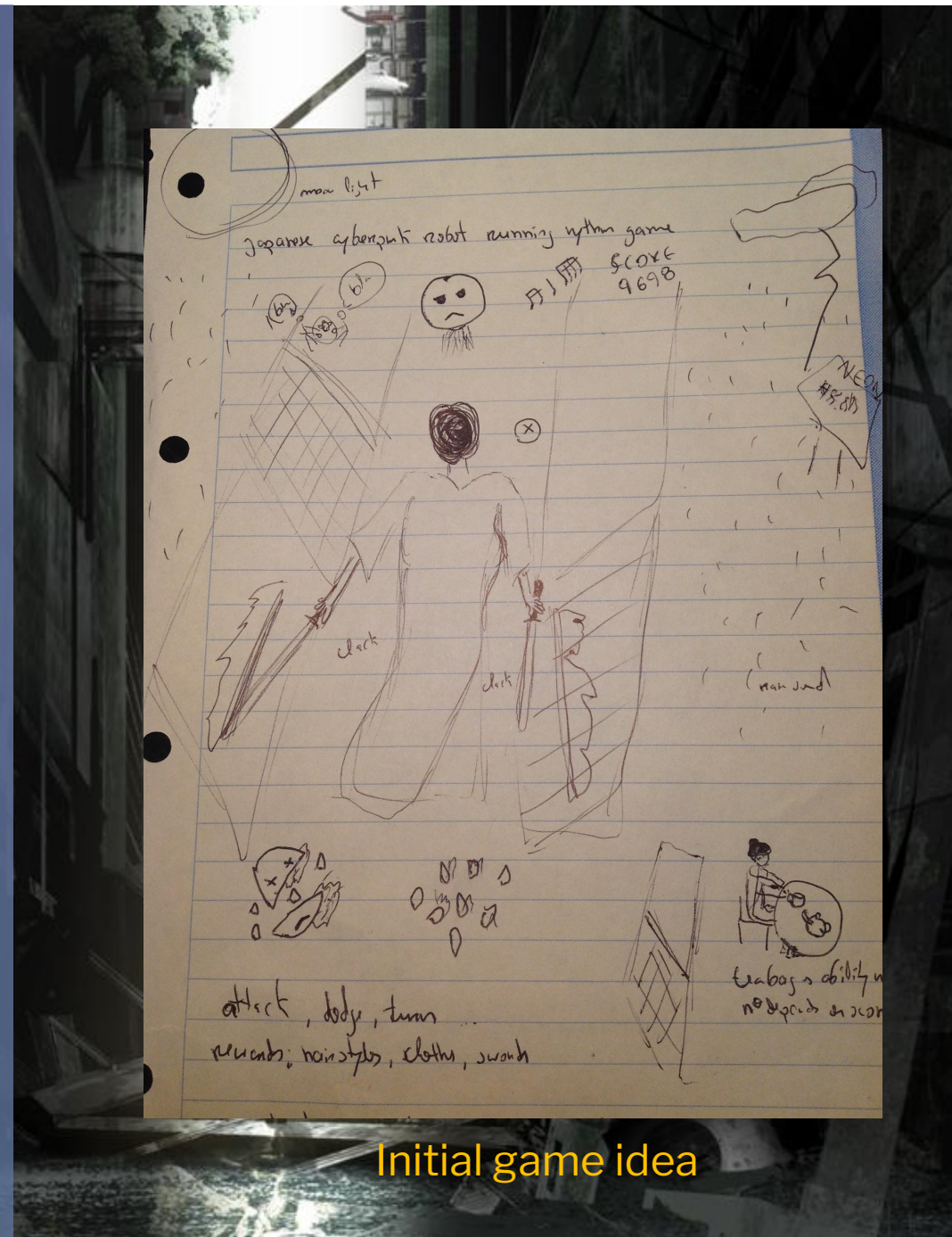
Way of the RAD

- As Kayn you are a fairy that has been lost since birth. Inherently mischievous you turn malevolent and now **want everyone to know your pain**, and for that you will **destroy the portal key fragments**
- As Kayn you want to **engulf this already dark world in chaos**, radicalizing who stands in your way
- He will **absorb all the grim energy** for his own gain, intending to regain and increase the power of his wings as fast as possible

Value

Development reasoning

- The **initial game idea** was a **versatile 3D PC** implementation of the **endless runner** game genre. Endless runners are **usually mobile** or web browser based and involve turning corners, catching something and dodging something. We felt that there was an **unexplored opportunity for the development** of this game
- On PC there is a **vast array of 2D platformer or side-scrolling competition games**, however this type of game does not fit the creation of the experience we want to provide
- **Winged: Lost in Neon** has an unique setting, adding a **mystical** side to the **Japanese cyberpunk** genre. The first interesting choice is whether to **play as Kora** or Kayn. **Outsiders with very different personalities and morals** but whose **objectives lead them to the same location**. The **competitive interactive gameplay tied to character morals**, the addition of **storytelling** and **progression** elements to an expanded **running genre** with vast **replayability** and **speedrunning** capability, puts Winged: Lost in Neon in a special spot



Initial game idea



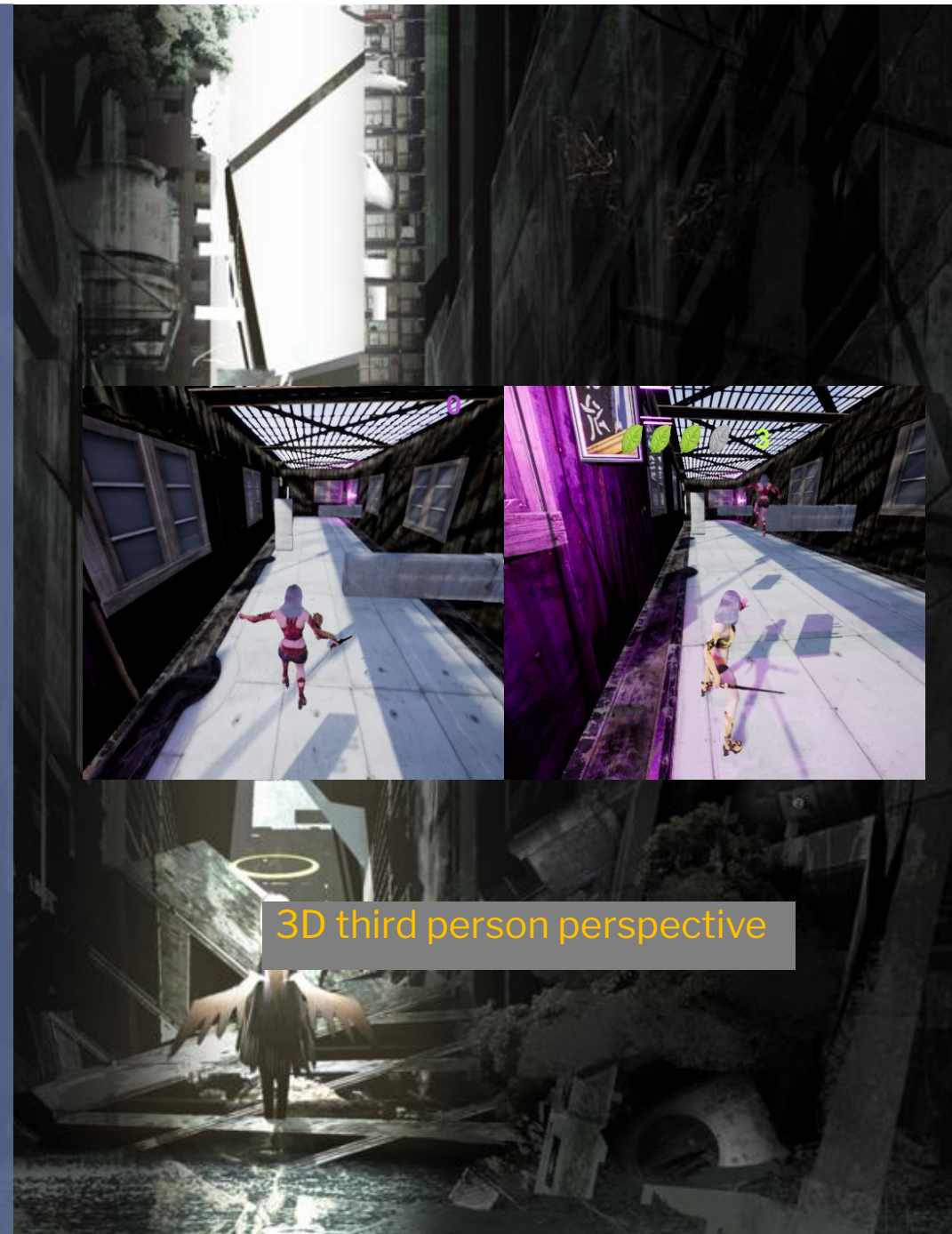
Game Concept

Controls, Actions, Kimonos, Obstacles, Presentation

Controls

Race through a level

- The player will **control** either Kayn or **Kora** in a 3D third person perspective with the camera attached to the player character. The player can then control the camera to better perform curves around corners/obstacles and to better manipulate flying.
- The local multiplayer mode is done with a split screen
- As for input methods we will implement both the option to use keyboard and mouse and the option to use a controller.
- Having both players on keyboard was one of our initial ideas but this restricts movement capabilities and since we want 3D movement while flying and since participants did not show preference for it, we decided that multiplayer mode requires a controller (can't have 2 mouses on a single pc)
- Ideally we want both players to use the same controls. This makes the game more fair between both players.



Actions

Race through a level

- You will **control** either Kayn or **Kora** in a 3D endless runner-like level, but with an ending
- Go through the level avoiding environmental hazards by performing the actions on the following slides
- As **Kora** harness nature energy in the form of **tea leaves** and **pacify** the **lesser spirits** and **robots** you encounter, morphing the location itself with this **peaceful energy**
- As Kayn absorb grim energy in the form of **broken mechanical parts** and **radicalize** the **lesser spirits** and **robots** you encounter, morphing the location itself with this **disturbed energy**
- With the collected energy you will **power your wings** to use **skills** such as dashing, double jumping and flying, which give you **new options** to deal with the obstacles in your way



Actions

Basic Actions

- Move the character
 - WASD/Left Stick
- Move the camera
 - Mouse/Right Stick
- Jump
 - Spacebar/X button
- Crouch
 - Ctrl/Circle Button
- Interact with Fairie/Robot/Spirit
 - F/R1
- Interact with energy pick up
 - Run over



Actions

Advanced Actions (consume energy)

- Double Jump
 - Spacebar x2
- Fly Mode
 - Spacebar x3, Mouse/Right Stick to control Up/Down
- Dash
 - Shift+WASD/Left Stick
- Kimono Spell
 - E/L1
- Kimono Shield
 - Q/Square Button
- Use Item
 - R/L2



Kimonos

Kora and Kayn can equip one of two Kimonos each with a spell skill and a shield skill

Kora

- Water Kimono:
 - Aggressive - Water spell
 - slows on hit, prevents using wings
 - Defensive - Water shield
 - auto purify, less stun duration
- Wind Kimono:
 - Aggressive - Wind spell
 - turn opponent invisible to himself
 - Defensive - Wind shield
 - increased movement speed, clear fog

Kayn

- Fire Kimono:
 - Aggressive - Fire spell
 - burns energy on hit
 - Defensive - Fire shield
 - gives unstoppable
- Lighting Kimono:
 - Aggressive - Lightning spell
 - only allows running
 - Defensive - Lightning shield
 - increased movement speed, auto radicalize

Obstacles

Fairies

- Fairies are present throughout the level
- Fairies are converted to the corresponding faction on interaction
- Interacting with a fairy grants a movement speed buff
- In multiplayer mode interacting with a fairy additionally grants the player an item of the following:
 - Fairy Net: Hit the opponent with it to leave him tangled (with low visibility)
 - Gum: Touch the opponent to leave them glued to the floor (stunned) for a brief moment;
 - Pointy Star: Leave them behind to delay the opponent (fairies love shiny stars)
 - Grappling Hook: Pull enemy player on hit
 - Sponge: If opponent is nearby when activated he becomes really thirsty (loses energy)
- At the end of the level the number of converted fairies is added to the clan's number of fairies



Obstacles

Robots and lesser spirits

- They are present throughout the level without moving if the level is neutral
- if the level is currently pacified so are they
- If the level is currently radicalized so are they
- If neutral they can be pacified and radicalized
- If radicalized they can be pacified
- If pacified they can be radicalized
- After conversion they grant a movement speed buff
- At the end of the level the number of robots/spirits of the corresponding state is added to the population of matching state



Obstacles

Physical obstacles

- Require dodging
 - ex: Stone wall only leaving open a small path on the right side
- Require crouching
 - ex: Fallen building requiring to go bellow
- Require jumping over
 - ex: 2 meter puddle of toxic waste
- Require double jumping over
 - ex: 5 meter hole to sewers
- Require dashing to the side
 - ex: fast moving train in the same lane
- Require flying to overcome
 - ex: destroyed street with no place to walk
- Set of obstacles that require a combination of actions
 - ex: 5 meter river and falling meteorite on arrival point



Presentation

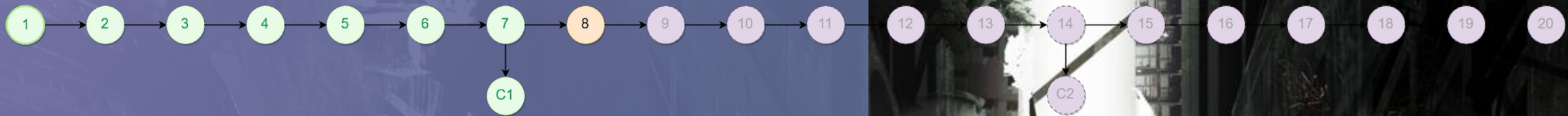
- Usable energy (leafs or gears)
- Current available item
- Movement buff duration
- Current level state (neutral/pacified/radicalized)
- Total collected energy
- Total converted fairies
- Total converted robots
- Total converted spirits
- Time left (singleplayer)
- Same information for enemy(multiplayer)

The user interface displays the current energy level, the current available item and an icon representing the disrupted state of the character (ex: stunned, slowed).

The state of the current level can be observed on the environment. If possible we would like to show the state of the character in-game (ex: ducks floating when stunned). The other information can also be represented as a diegetic interface but we prefer to keep it simple on the user interface.

At the end of the level the total collected energy / fairies / robots / spirits out of the possible max is presented, as well as the possible time rankings.





Progression between levels

In the initial screen a road map is displayed that shows the 20 levels + 2 challenges. Levels can be locked (if the previous level has not been successfully completed yet), available (if the previous level was completed successfully) and completed. In addition to the next level, completing a level can also unlock a challenge. Challenges take place in the same level and have a different objective, ex: maintain fly from start to finish.

Upon level completion, the player is awarded a score ($S > A > B > C > D$) depending on several metrics including the time taken. This score is also displayed on the road map and encourages player to improve their performance.

As the player completes the challenges kimonos with new abilities are unlocked with them, which can then be used in any level.

During levels the characters have different voice lines that explain the game's lore, giving more insight about each character, their relationships and motivations.





In-level Progression

Levels 1 to 5

Duration: 1 minute (A score)

Description

The objective of these first levels is to get the player used to the game's base controls, mechanics, obstacles and story.

First the movement and camera controls are introduced. Then a few different obstacles and base actions such as jumping. Energy pick ups, stun effect and respawning are also introduced here. The story in this level range is focused on how the characters ended up in this world, what their motivations and objectives are, and how they feel about their rival.

This set of levels has sparse energy placement.





In-level Progression

Levels 1 to 5

Duration: 1 minute (A score)

Example Level 1

Learn: Base movement, camera, energy, obstacles

Elements: 10 energy, 20 obstacles

The player starts in short closed off corridor with a glowing energy pick up at the end. After learning how to move the character forward he collects the energy and sees that he can now turn to the right. In this following segment he will learn about basic obstacles and how to move to the sides in order to avoid them. In this level the player learns who their controlled character is, that they have an enemy and that they must get to the portal fragments as quickly as possible.





In-level Progression

Levels 6 to 7

Duration: 1 minute (A score)

Description

The objective of these second set of levels is to introduce the players to the more advanced controls and progress the storytelling. As flying is introduced there is now an height factor to platform placement.

The story in this level range is focused on how they feel towards their previous world, their loss and sacrifice.

This set of levels has energy placement tuned so that players can maintain flying by catching energy as its effects expire.





In-level Progression

Levels 6 to 7

Duration: 1 minute (A score)

Example Level 6

Learn: Flying mode

Elements: 10 energy, 20 obstacles, 5 curves

The level starts in a corridor with small faults in the beginning that can be jumped over. These faults get larger and larger requiring flying. Obstacles and curves appear while flying over the faults requiring more precise control. The base obstacles in the previous levels are interlaced with flying sections.

As the characters freely use their wings the reminisce about their realm.





In-level Progression

Levels 8 to 15

Duration: 90 seconds (A score)

Description

The objective of this set of levels is to introduce the NPC's (fairies, robots and spirits) and progress the storytelling.

Now that flying is introduced, as well as kimonos and their abilities, new obstacles related to these are added. The obstacles also start appearing in shorter intervals and the layout is not as straight as before, maintaining the height factor to platform placement and offering the choice between multiple paths, each focused on a certain mechanic such as flying or robot focused.

The story in this level range is focused on how the characters interactions with the NPC's, the characters factions and how they are adapting to this new world.





In-level Progression

Levels 8 to 15

Duration: 90 seconds(A score)

Example Level 8

Learn: NPC Interaction

Elements: 15 energy, 10 obstacles, 5 spirits, 5 robots, 5 fairies

This levels starts with a combination of obstacles from the previous levels and progresses with an increasing numbers of spirits, robots and fairies. First the player encounters a fairy which calls for an high five and encourages the player to move on. In the first flying section the player encounters a spirit which fires a projectile at the player so he must use the shield ability. If interacted with it triggers a dialogue about the spirits that came from the portal. In the following section robots are introduced which have area of effect attacks and voice their dissatisfaction about the characters presence in their world.

In multiplayer mode, fairies also appear providing items to players.
In this level the sponge and gum items are introduced.





In-level Progression

Levels 16 to 20

Duration: 3 minutes (A score)

Description

These are the hardest levels of the game, designed only for those that have mastered the mechanics of the game. They are also longer and perfect for multiplayer rivalry. They are crawling with fairies providing items. Some of the areas will also highly favor kimono abilities.

In this last segment there is an overflowing of energy so the player must choose to gain speed but lose control of the character or pass by it to more easily control the character and not collide with obstacles.





In-level Progression

Challenge 1 at level 7

Duration: 1 minute (A score)

Reward: First Kimono

Full flying level, the player must keep catching energy or he'll perish.

Challenge 2 at level 14

Duration: 2 minutes (A score)

Reward: Second Kimono

No second chances, the player must interact with all NPCs or they will destroy the level.



The background image is a dark, atmospheric scene of a ruined city. It features tall, dilapidated buildings with exposed structural elements and debris. A bright light source from the upper right creates a strong lens flare and illuminates parts of the scene. A semi-transparent blue overlay covers the bottom half of the image, where the text is located. In the lower right of the blue area, a small, faint image of a character with large white wings and a halo is visible.

Game Competition

Research and Inspiration

Dishonored 2

3D Action Adventure (optional Stealth)

- Similar characteristics: two unique main characters with different abilities, chaos level and player morality
- Strengths: abilities unique to both characters, best stealth action available, exceptional level design, very impressive art direction, builds an immersive living world, highly replayable with several approaches to beat a level, making each playthrough an unique experience, chaos level resulting from approach and player morality, influencing the world and the ending
- Weaknesses: story created by the player as he goes through the game ends up being more interesting than the game story itself, performance (fixed)

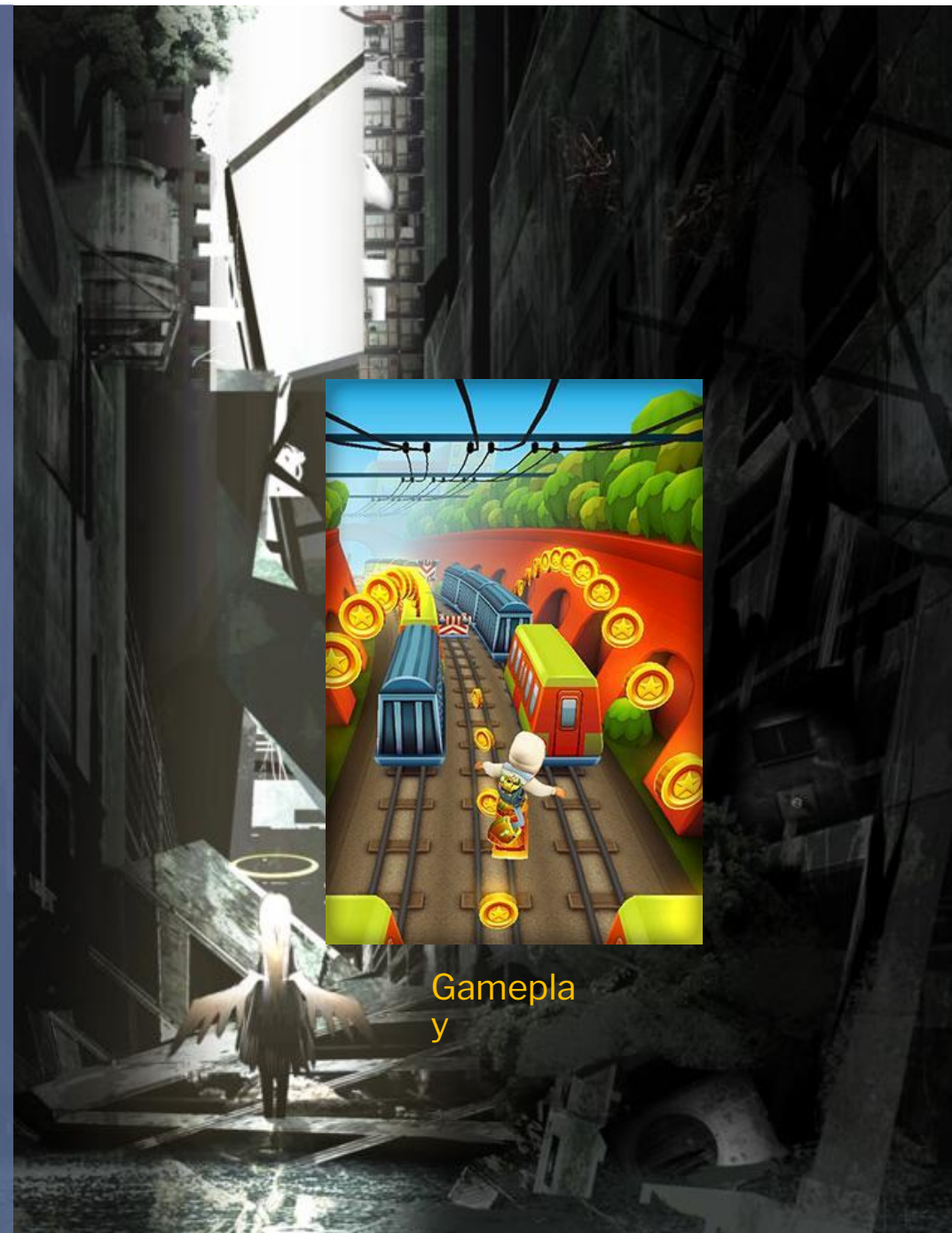


Main Characters:
Emily and
Corvo

Subway surfers

Mobile endless running game

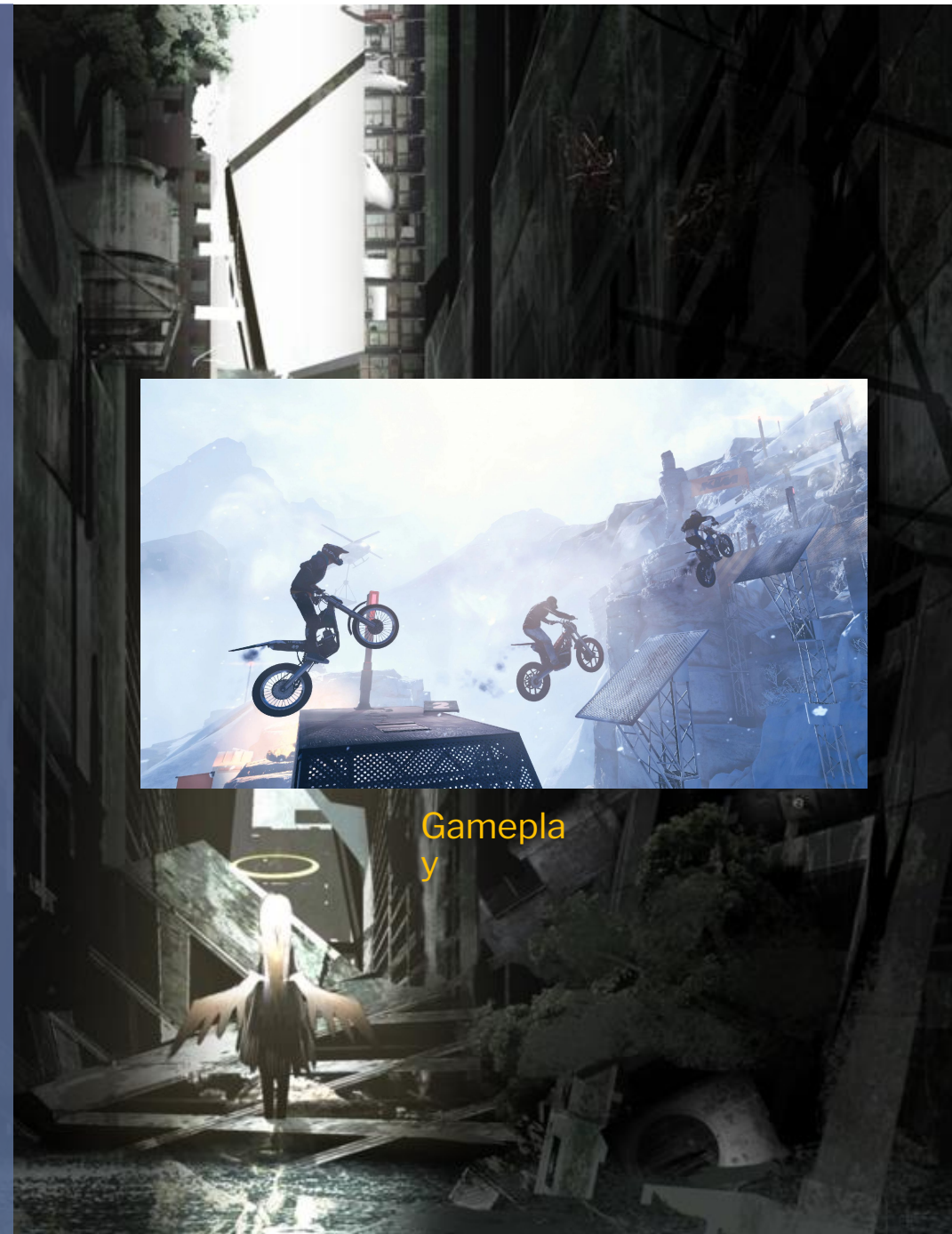
- Similar characteristics: **running game**
- Strengths: **simple yet enjoyable** mechanics including coins, equipment, characters and several items, **replayability**, **leaderboard** for competition
- Weaknesses: typical mobile issues with **advertisement** (unskippable), **user data collection**, intrusive **notifications**, **monetization** and **children scamming bait**



Trials Rising

Multiplayer 2.5D fault-based racing game

- Similar characteristics: single player race mode and multiplayer race mode, navigating through a number of obstacles, several levels in different locations
- Strengths: bikes with different utility and purpose, able to customize every piece of the racers outfit, simple and responsive controls, fun and enjoyable physics, varied trials with different challenges, accessible price
- Weaknesses: grinding for the sole purpose of increasing play time, repetitive “quests”



SpeedRunners

Multiplayer side-scrolling racing game

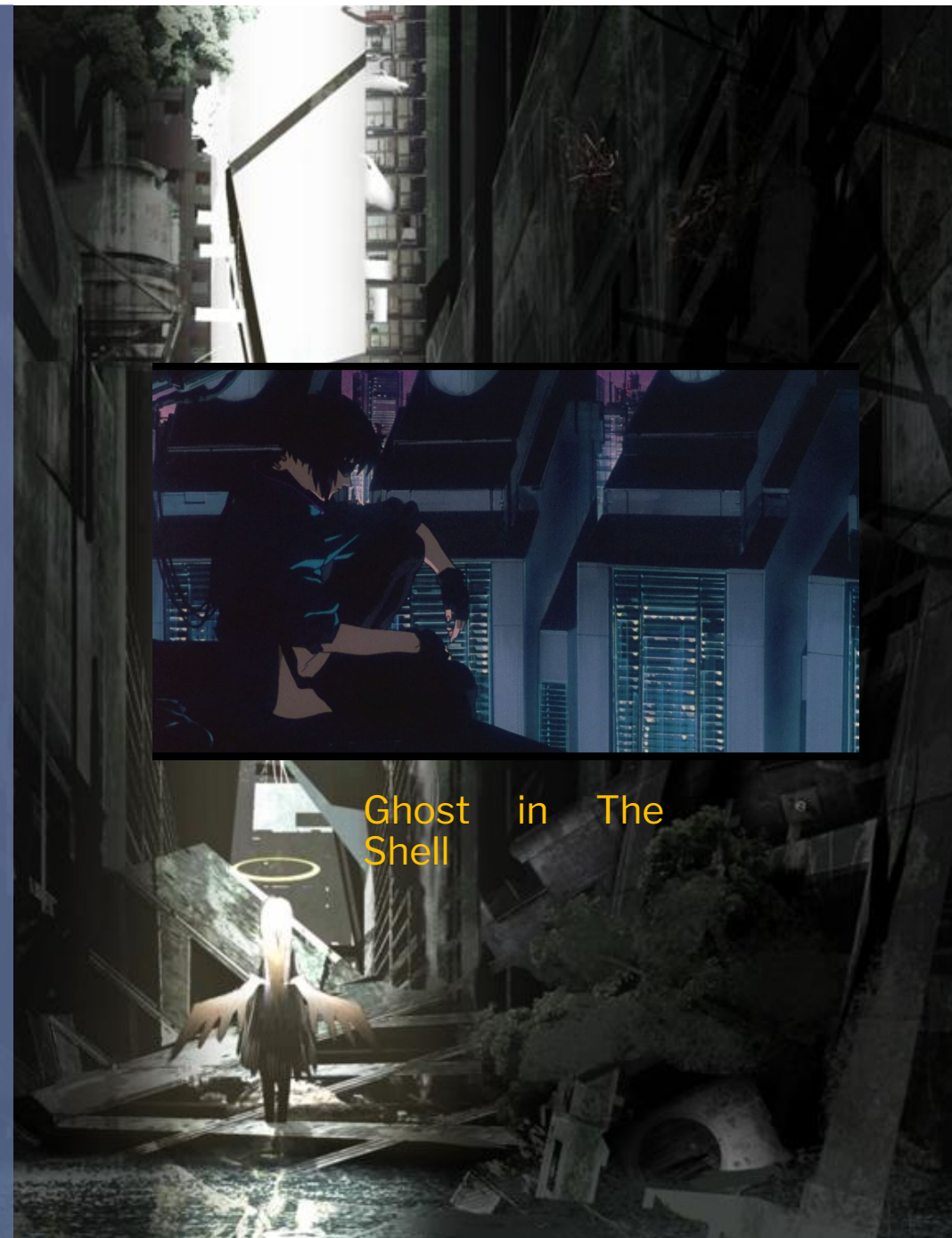
- Similar characteristics: PC racing game, competitive mode, multiple items to interact with other players
- Strengths: Interesting approach to camera movement to decide the winner and loser. Variety of maps, items, and obstacles that create a fun experience for friends while competing
- Weaknesses: Uninteresting story which makes single player experience very lacking. Very dependent on multiplayer and large player base. Very repetitive experience without feeling of progress.



Cyberpunk Anime

Source of inspiration

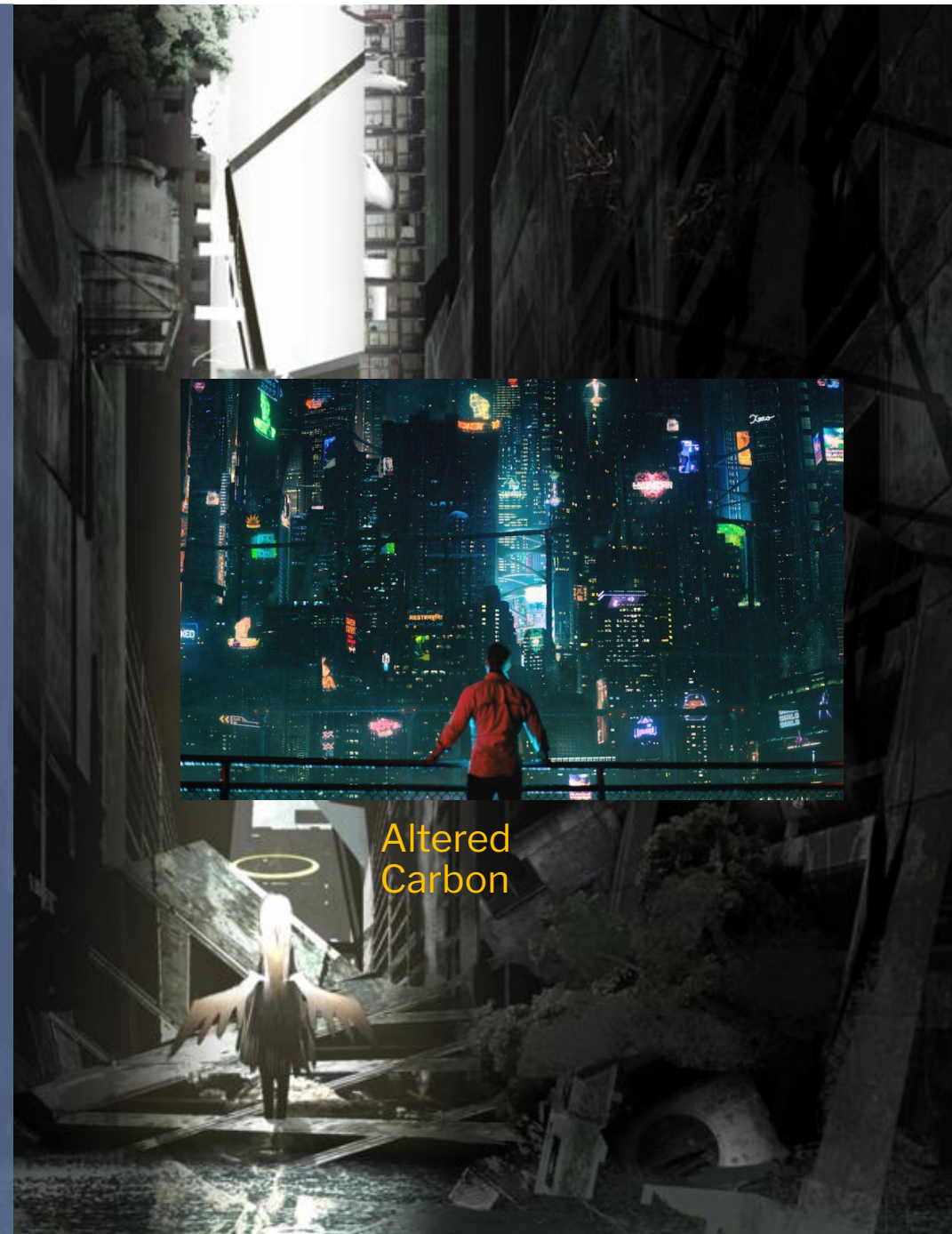
- Akira and the subsequent creations of japanese cyberpunk anime such as:
- Ghost in the Shell
- Cowboy Bebop
- Serial Experiments Lain
- Neon Genesis Evangelion
- Blame!
- Ergo Proxy
- Psycho pass



Cyberpunk Movies

Source of inspiration

- Blade Runner
- Altered Carbon
- Ghost in the Shell
- Tron
- Robocop
- Total Recall



Altered
Carbon

Cyberpunk Games

Source of inspiration

- **Deus Ex** series of “role-playing immersive simulation video games set during the 21st century, focusing on the conflict between secretive factions who wish to control the world by proxy, and the effects of transhumanistic attitudes and technologies in a dystopian future setting”
- **Cyberpunk 2077** “upcoming role-playing video game adapted from the 1988 tabletop game **Cyberpunk 2020**, it is set fifty-seven years later in dystopian Night City, California, an open world with six distinct regions. In a first-person perspective, players assume the role of the customizable mercenary V”
- Quoted from Wikipedia



Cyberpunk 2077 fan art



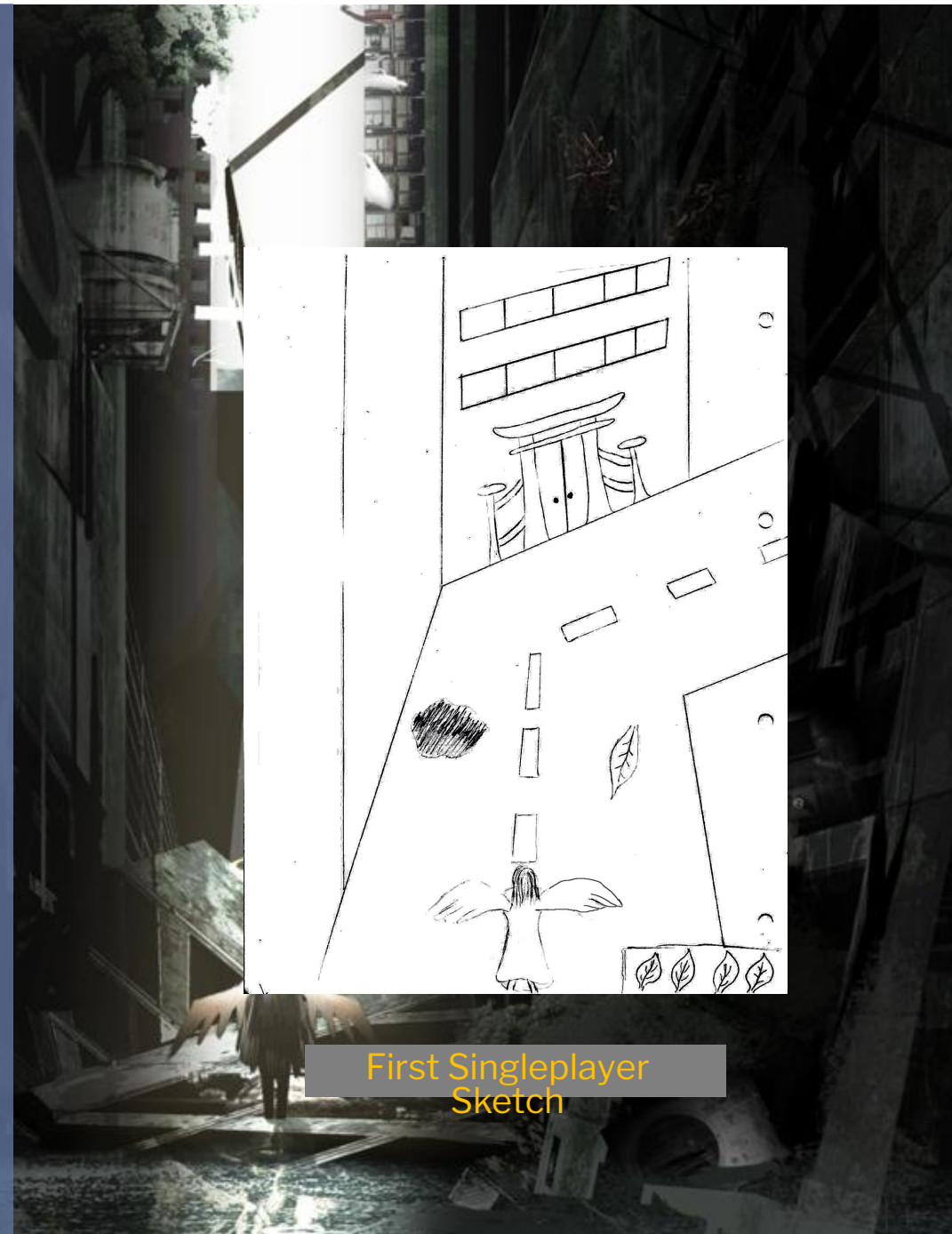
Core Gameplay Loop

Singleplayer and Multiplayer

Singleplayer

Core Gameplay Loop

- After choosing the character, level and kimono the core gameplay loop begins:
- After entering the level the player starts running and will encounter different types of **obstacles that require different interaction**:
 - **Physical obstacles** that he must **avoid** (or else is stunned) using basic or advanced actions
 - **Fairies** that grant a movement speed buff on interaction
 - **Robots/Spirits** that must be converted and then reward a movement speed buff on interaction
 - **Energy Pickups** that grant 1 point of energy on contact and a movement speed buff
- Avoiding delays caused by physical obstacle collision, collecting energy to be able to use advanced actions and collecting the movement speed buffs allows the player to reach the goal before the time runs out. If the player is too slow, he will lose.

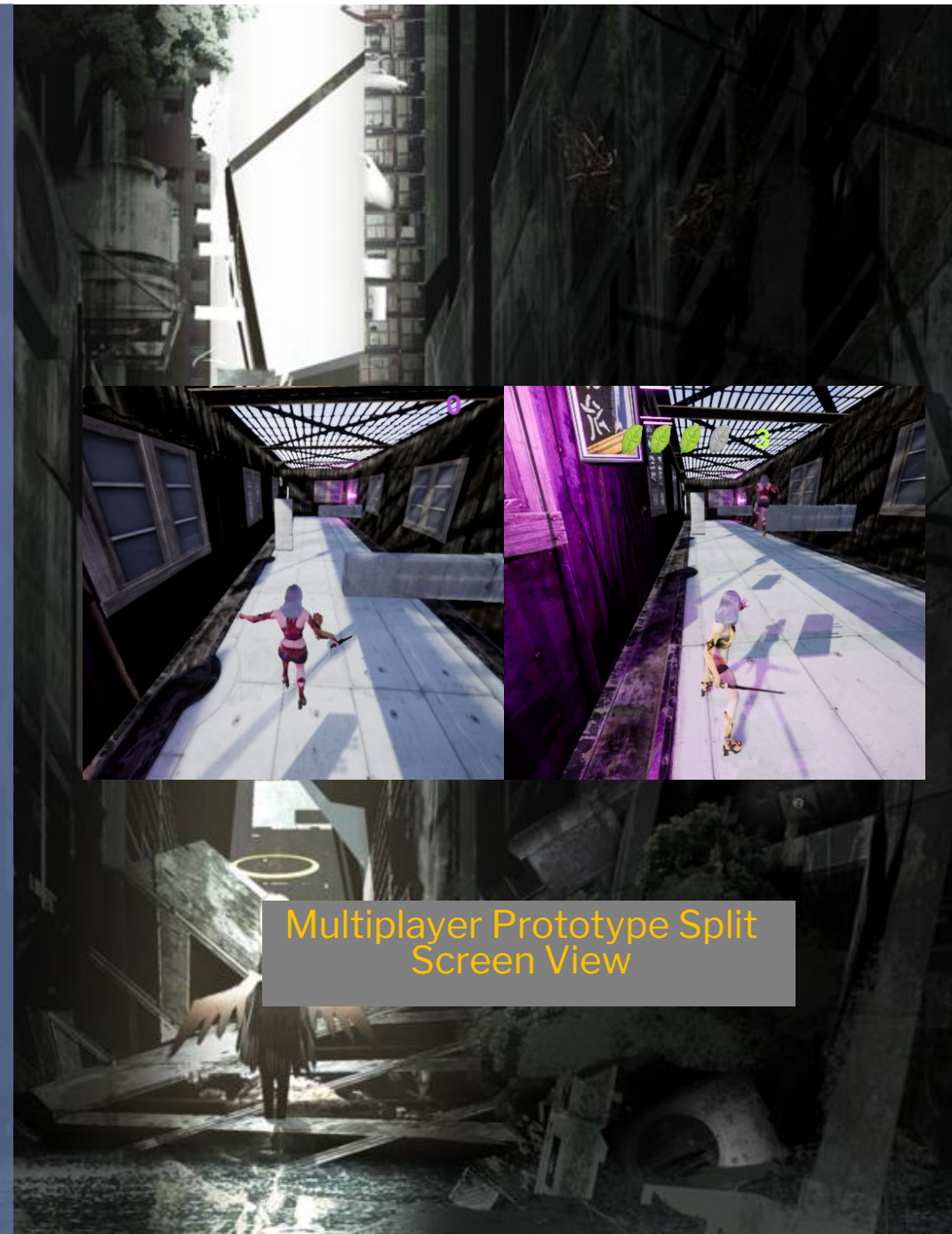


First Singleplayer Sketch

Multiplayer

Core Gameplay Loop

- The multiplayer gameplay loop is identical to the singleplayer loop except for 3 additions:
- Players can collide preventing certain paths to be taken;
- Players can steal power ups by disabling them;
- Players can “high five” fairies they encounter throughout the course and receive items to harm their opponent.



Multiplayer Prototype Split
Screen View



Player Personas

Personas that represent Winged: Lost in Neon players

Mike

Mostly plays at school with his friends on the laptop during breaks

- 21 year old male
- Goal: **Be somewhere else** for a bit, and **compete** with his friends
- Activities: **Student**
- Knowledge: Plays casually different types of games such as **indie multiplayer games** and mobile games
- Skills: **Good mechanical skill**, high technical knowledge
- **Limitations**: Cannot run very demanding games, does not want to spend a lot of money
- Focus group: 5~6 colleagues fit this persona



Natalie

Plays only with a group of friends or family

- 42 year old female
- Goal: play as a **Social activity**
- Activities: Art Teacher
- Knowledge: Some knowledge from when she had more time to play
- **Skills**: High creativity, light-hearted mood
- **Limitations**: Does not enjoy playing for extended periods of time.
- Focus group: 3 co-workers fit this persona



Elias

Plays everyday all the time

- 26 year old male
- Goal: Be the fastest speedrunner in the world
- Activities: Speedrunning, streaming
- Knowledge: Plays a lot of games with speedrunning potential
- Skills: Extreme mechanical skill and game knowledge
- Limitations: Gets bored with singleplayer games that do not promote competition
- Focus group: 3 colleagues fit this persona





Play Scenarios

The players' journey with Winged: Lost in Neon

In depth playthrough

Singleplayer

- Elias chooses to play level 4 with **Kora**. **Level 4** starts on the outskirts of town near an abandoned village. This level exercises **most of the mechanics learnt in the previous 3 levels**.
- As **Kora** arrives at the location, the player starts **running (W)**, as **several obstacles** appear the player **dodges (A, D)** and as **Kora** requires energy Elias decides to **catch the spawning leaves**. **Several robots** also appear infected by Kayn which **Kora** decides to **pacify (E)** giving her a **speed boost**.
- As **Kora** enters the city a series of holes, steel beams and electric cables force her to **dash (Shift)**, **jump (Space)** and **fly (Shift+Space)** to avoid getting left behind, unfortunately timing is off and he hits every single obstacle delaying him.
- At the center of the city lies the end of the level where **Kora** finds Kayn **destroying the key fragment**. This means Elias took too long to reach the end of the level.



In depth playthrough

Multiplayer

- Mike and Natalie are playing level 5 against each other. Level 5 is in Tokyo with lots of neon signs everywhere.
- As Kora and Kayn arrive at the location both start running (W). As several obstacles appear both try to dodge (A, D), but Kayn was better at dodging so he infected (E) the spawning tea leaves before Kora got to them as well as catching his mechanical parts giving him an advantage in speed and energy level. Several robots also appear, Kayn fails to dodge and gets hit, which allows Kora to surpass him and pacify them.
- A series of holes, steel beams and electric cables force them to dash (Shift), jump (Space) and fly (Shift+Space) to avoid getting left behind, however Kayn still had more energy than Kora which allowed him to surpass her.
- A series of fairies appear providing both Kayn and Kora with useful items. Kayn uses his new found traps to try and increase his lead but Kora dodges and uses the grappling hook to pull him to her position.
- They are getting closer to the end. A sudden Godzilla appears and one of them goes straight into him, making the other player victorious





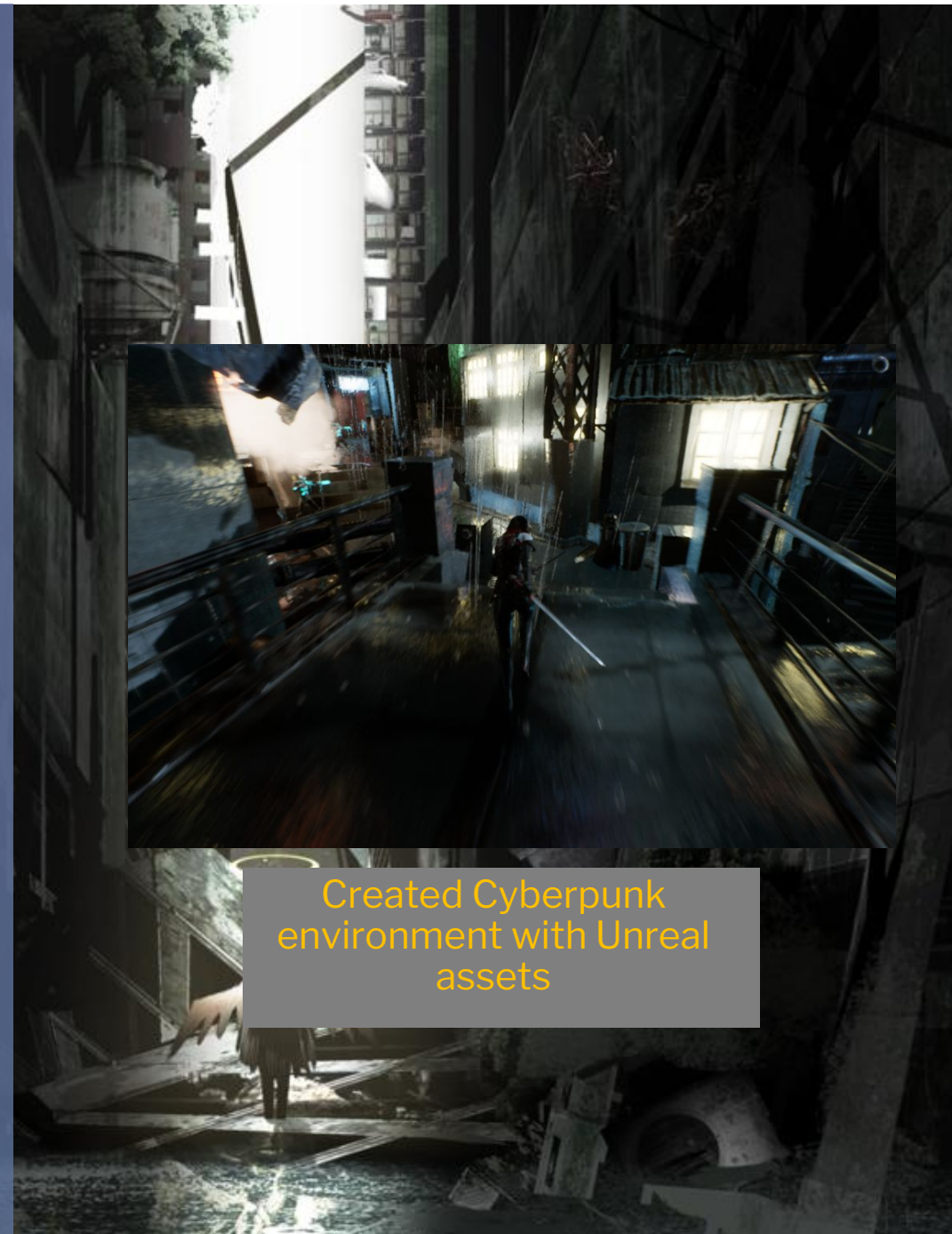
Technology feasibility

Development tools

Game engine

Unreal Engine

- Developing a **3D game** usually ends up with choosing between development on Unity or Unreal Engine
- Unreal engine is currently the most **technologically advanced free** game engine
- It allows for a **prototyping speed** superior to Unity, specially if making good use of the **blueprint system**
- Everything but the **art** and **music** assets is developed inside Unreal
- Developing the art assets such as environmental and 3D character models can be done in tools such as **Blender** and easily **imported** into Unreal



Thank You

74270 - José Maié

81002 - Pedro Correia [**Lead**]

82034 - Rafael Martins

90850 - Pedro Monteiro

Winged: Lost in Neon

50