Winged: Lost in Neon

Mystical runner in a grim cyberpunk Japan

Game experience goals

Defining the core experience
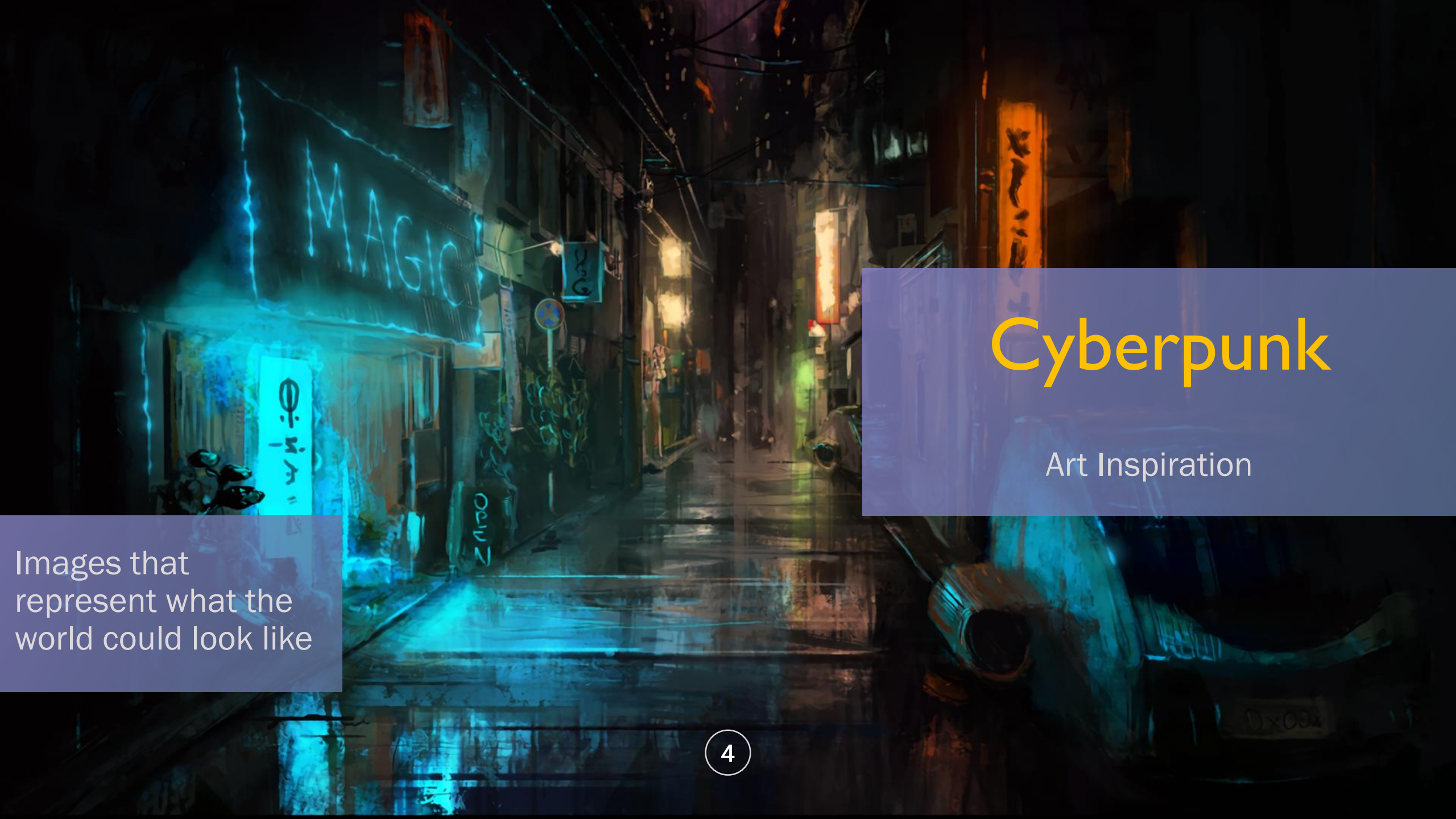
The World

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 you curious about what each location has to offer

- The world surrounding you will make you 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 hurting yourself on all the mechanical parts laying around

- You will feel the world being transformed by your choices as you travel through it, clearing the dark atmosphere or augmenting the cyberpunk volume

Winged: Lost in Neon

Cyberpunk

Art Inspiration

Images that represent what the world could look like

4

Mystic

Art Inspiration

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

- Experience goal: 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

- Experience goal: 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

Kora

Art Inspiration

254
MyRockyS 2019-2-24

Kayn

Art Inspiration

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 unhabitable 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

Winged: Lost in Neon

Portal

Art Inspiration

www.hgjart.com
hgjart@hotmail.com

Game Concept

Actions, Motivation and Value

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 jumping, crouching and dodging

- 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

Winged: Lost in Neon

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

Kidnapped FAE

Art Inspiration

14

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

Winged: Lost in Neon
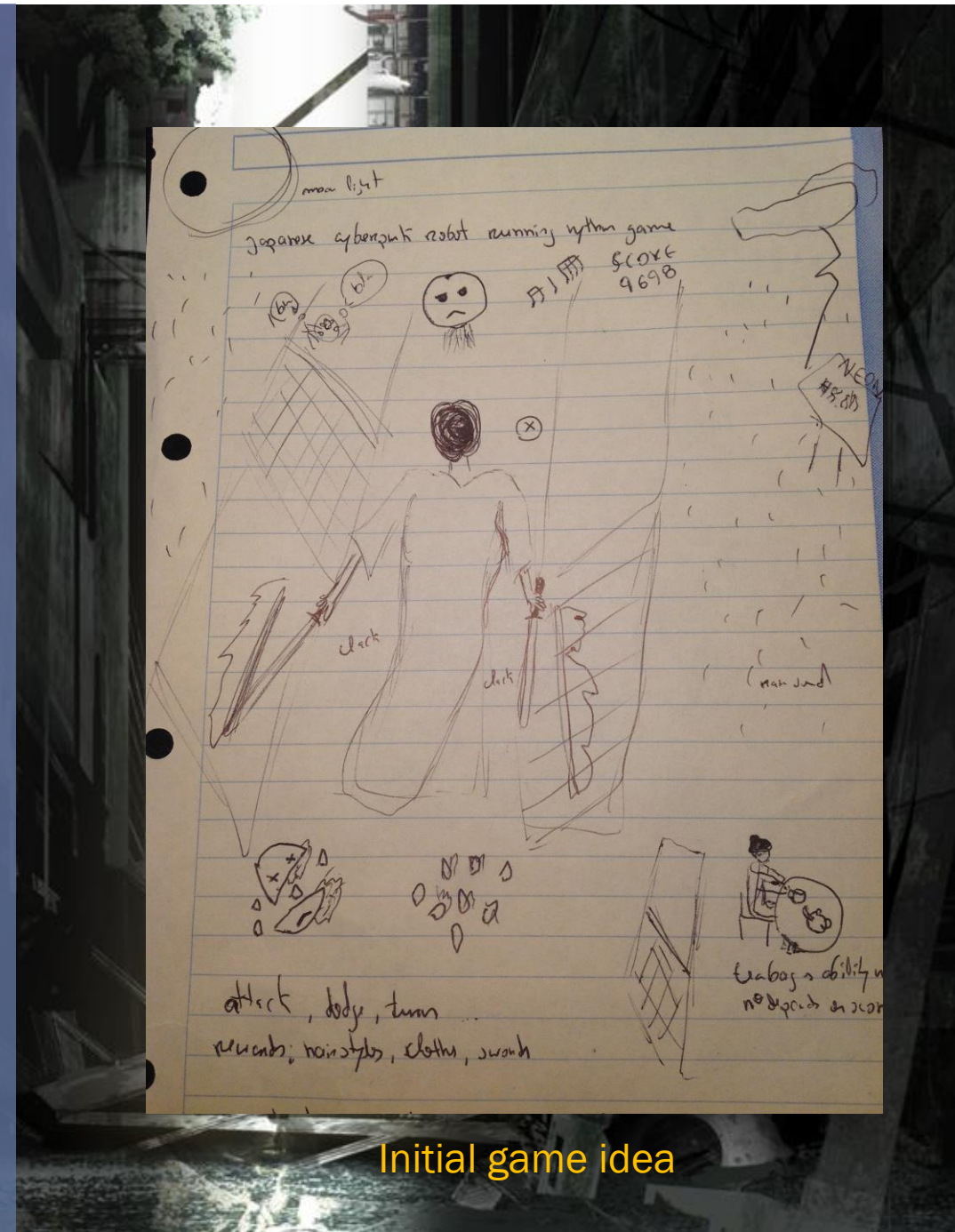
Initial game idea

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.

Winged: Lost in Neon

16

Spirit Realm

Art Inspiration

Game Competition

Research and Inspiration

Dishonored 2

3D Action Adventure (optional Stealth)

Main Characters:
Emily and Corvo

- **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)

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
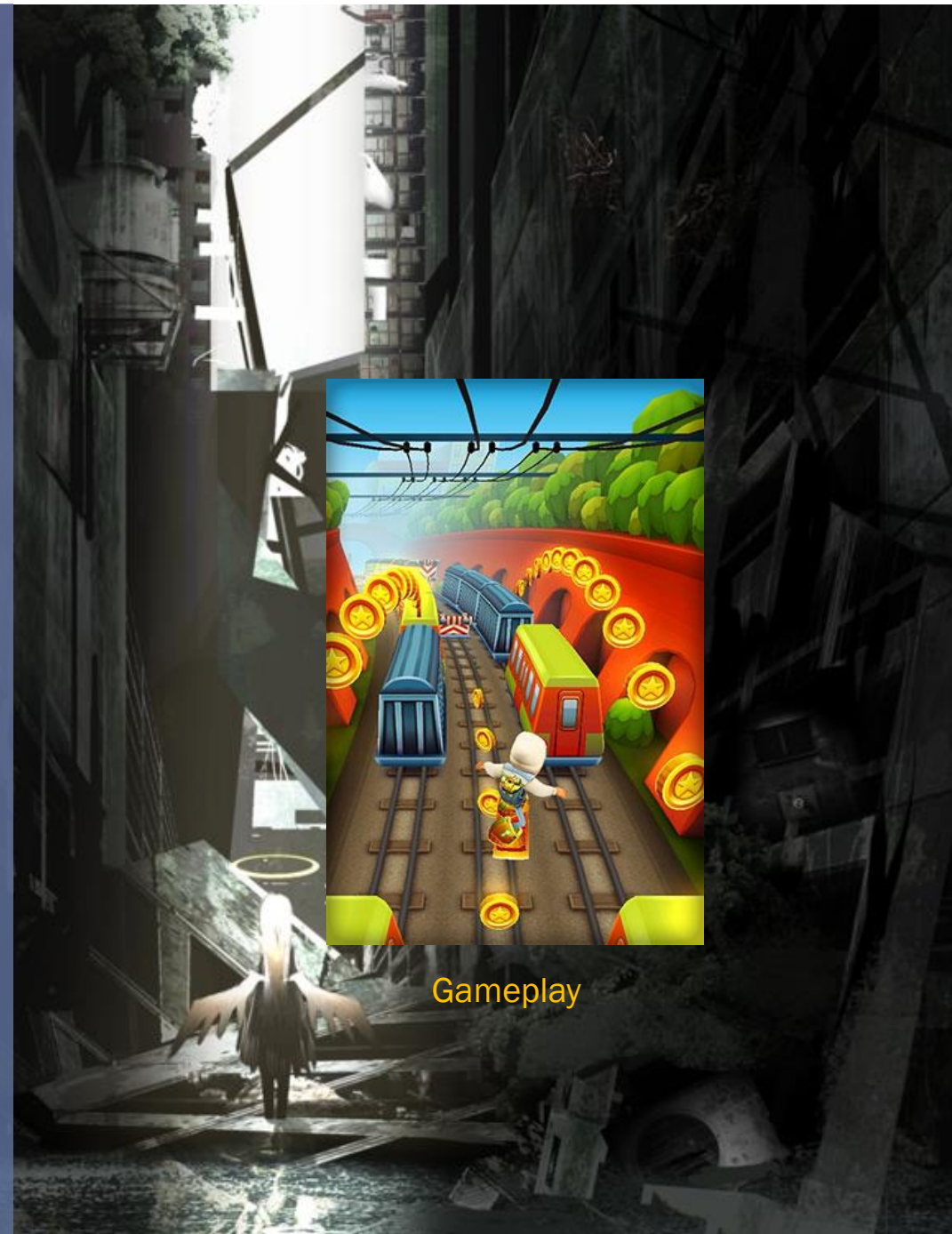

Gameplay

Trials Rising

Multiplayer 2.5D fault-based racing game

Gameplay

- 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"
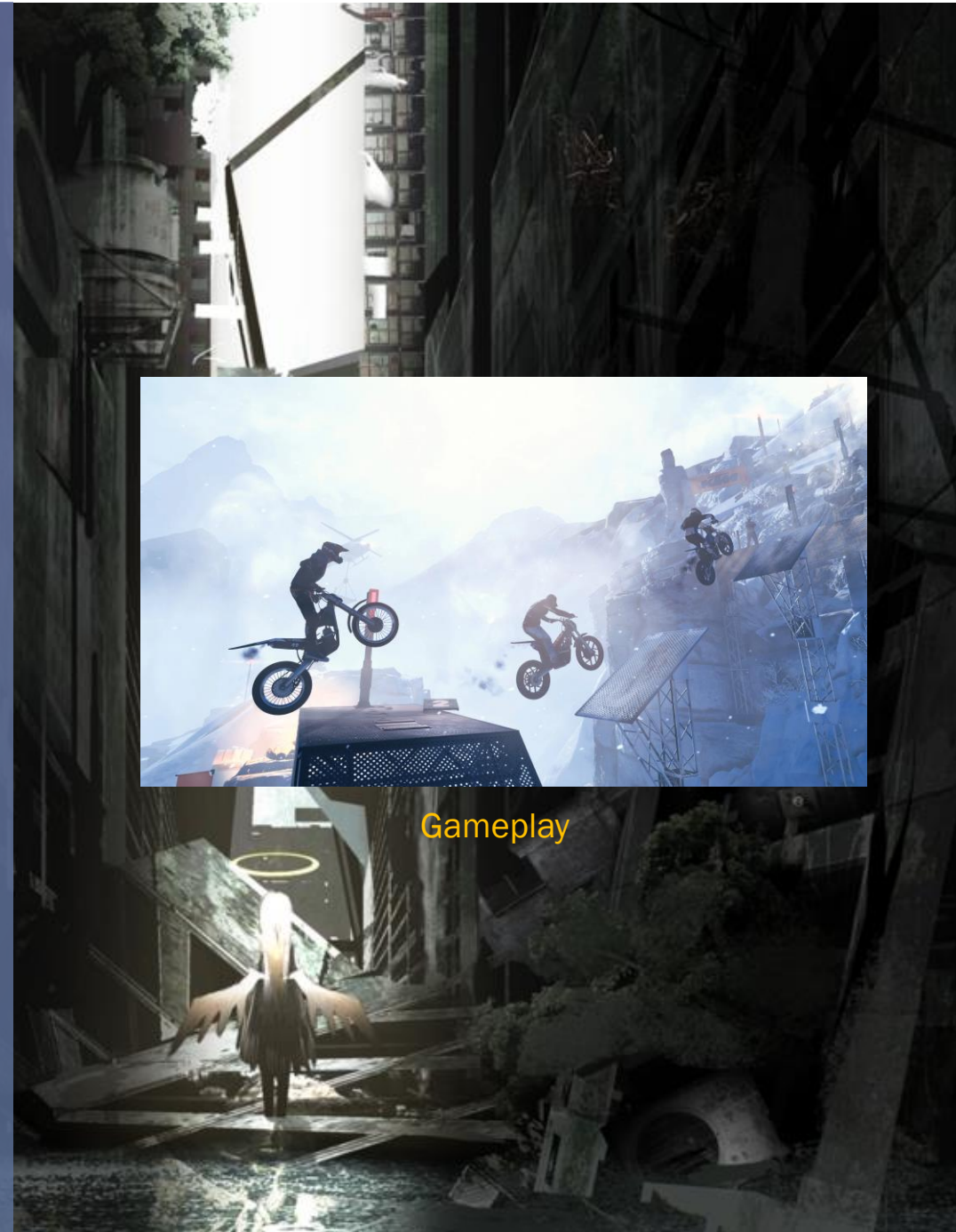
SpeedRunners

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.

Gameplay
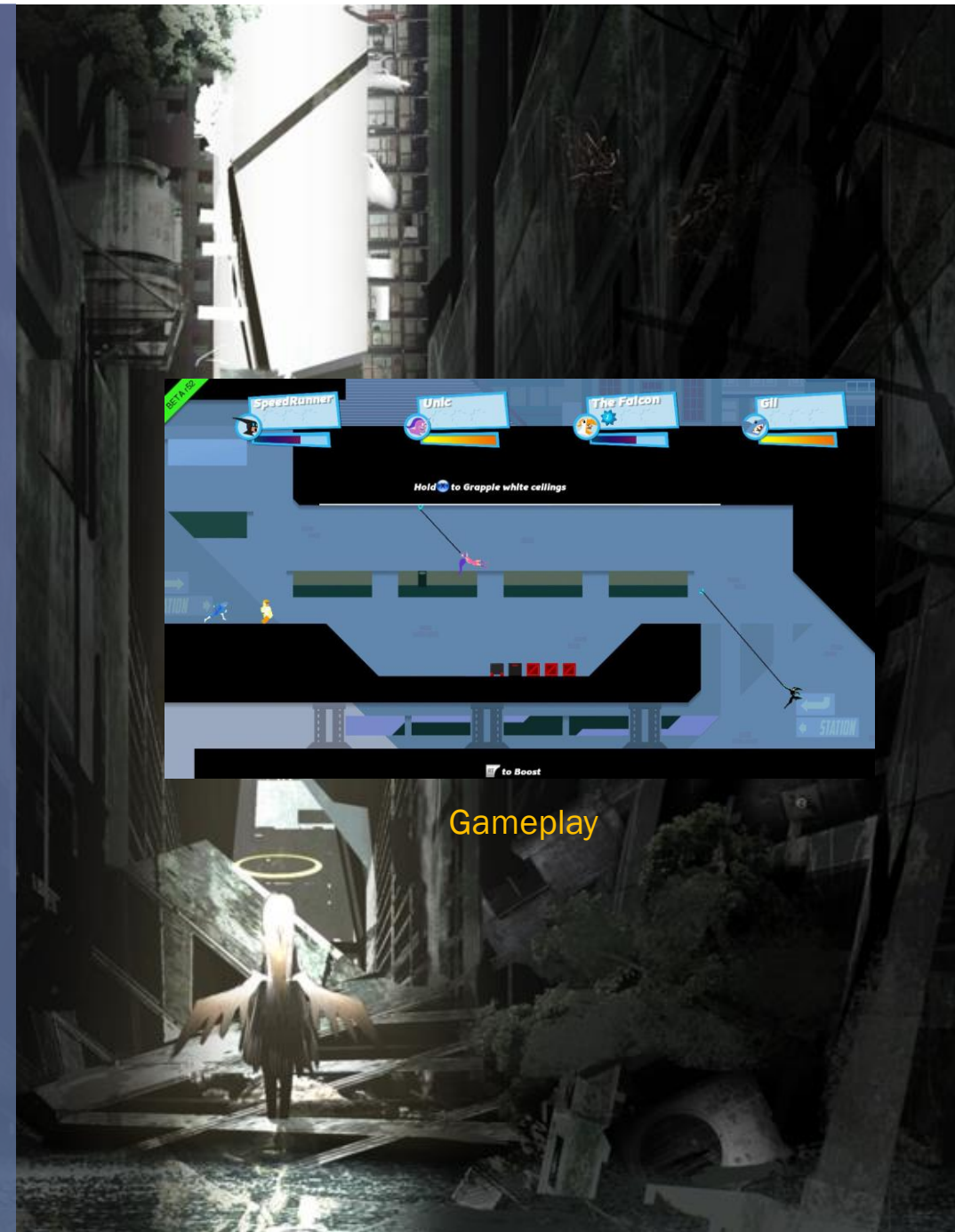
Cyberpunk Anime

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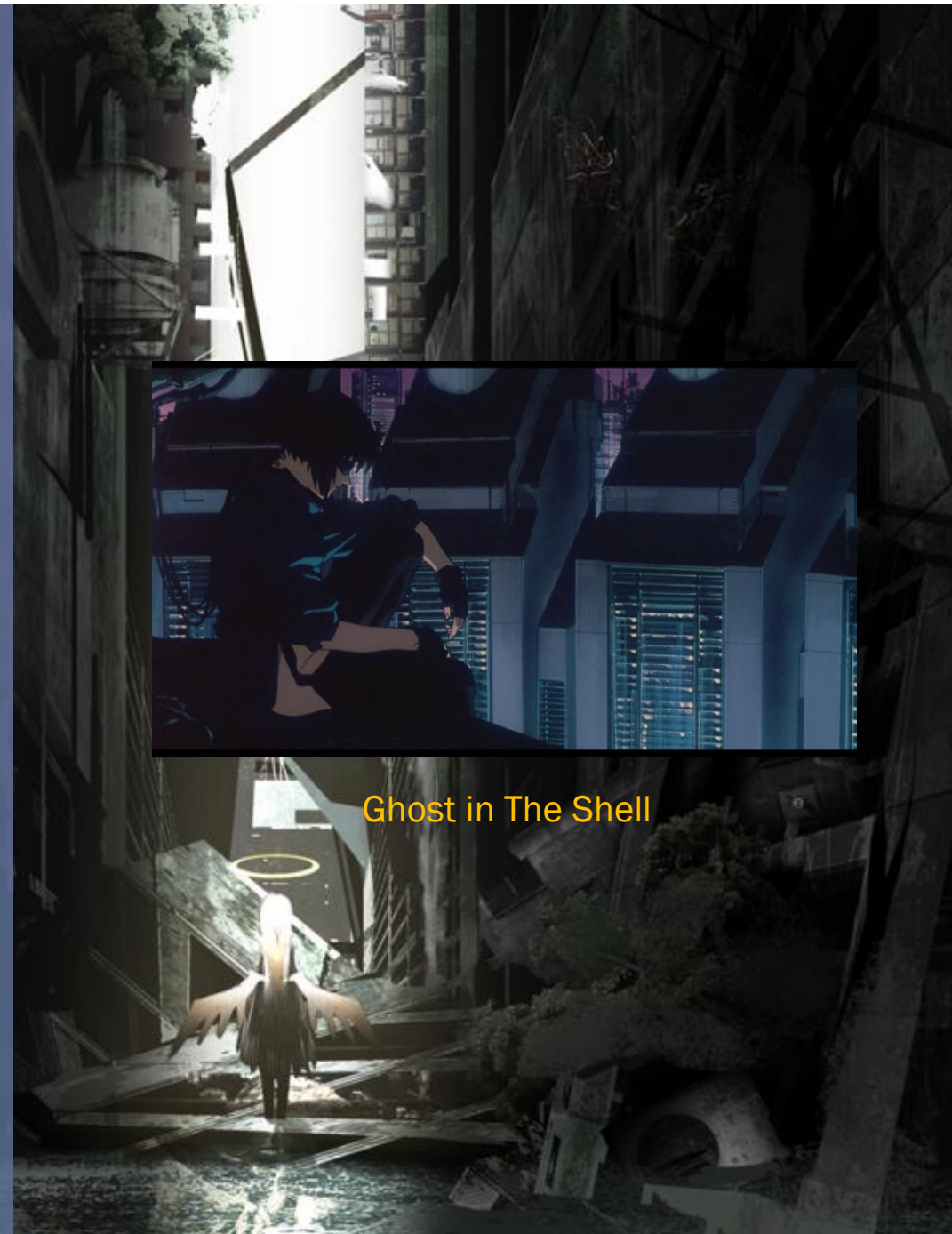
- Akira and the subsequent creations of japanese cyberpunk anime such as:
- Ghost in the Shell
- Cowboy Bebop
- Serial Experiments Lain
- Neon Genesis Evangelion
- Blame!
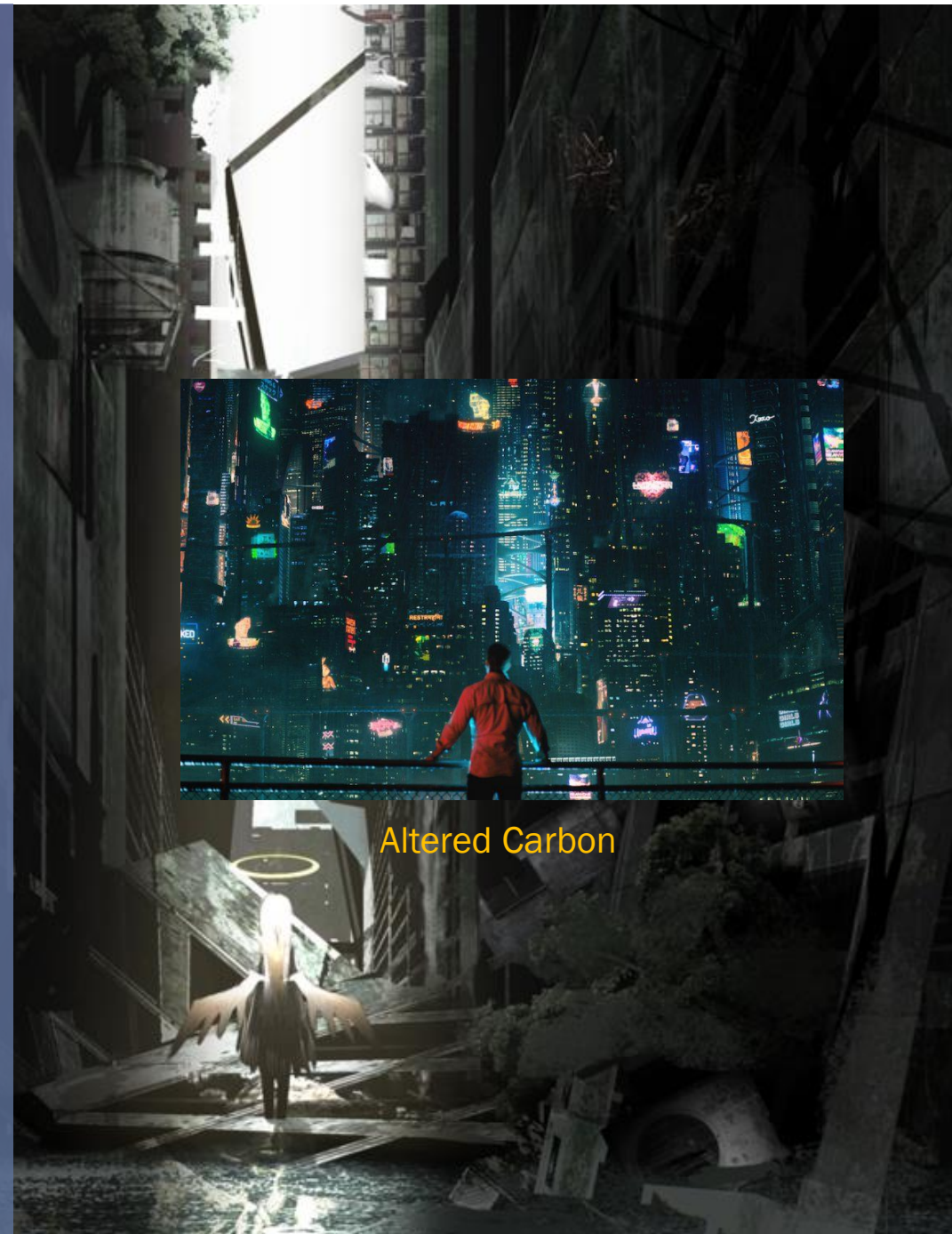- Ergo Proxy
- Psycho pass

Ghost in The Shell

Winged: Lost in Neon

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

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 a lot of indie multiplayer games and card 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

Mostly plays after getting home from work

- 42 year old female
- Goal: Relax after a stressful day
- Activities: Art Teacher, Japan enthusiast
- Knowledge: Plays a lot of singleplayer games, loves art, Japan and cyberpunk settings
- Skills: Quick learning, high creativity
- Limitations: Does not enjoy multiplayer games
- Focus group: 4 family members fit this persona

Winged: Lost in Neon

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

Winged: Lost in Neon

Jenna

Loves playing games with her dad

- 15 year old female
- Goal: Play games with dad, enjoys being a fairy
- Activities: Student, Ice skating
- Knowledge: Has played a few singleplayer and co-op games
- Skills: Very good at ice skating, overall highly skilled
- Limitations: Afraid of standing up for herself
- Focus group: 2 family members and 2 friends fit this persona
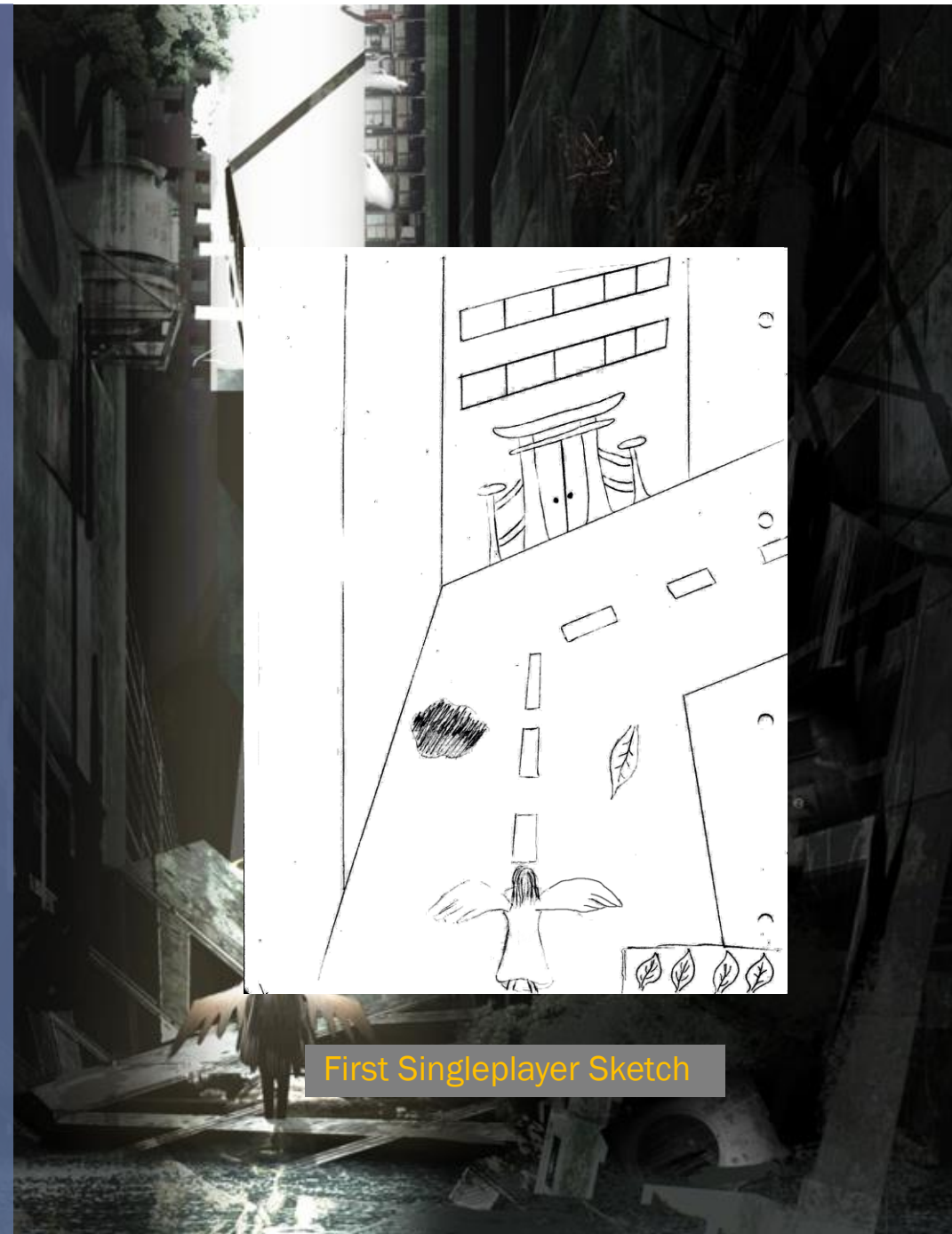
Core Gameplay Loop

Singleplayer and Multiplayer

Singleplayer

Core Gameplay Loop

- Start the game by choosing Kora or Kayn and the level to start from the already completed levels on that character

- Each level is tied to certain mechanics, such as how to make simple jumps, flying, catching items, and avoiding different types of obstacles

- Before each level players should carefully consider the character equipment, which correspond to different abilities

- After entering the level you will encounter different elements and depending on your character will have to make different decisions regarding interaction with them. Successful choices increase your speed and vice versa

- Upon reaching the end of the level, a score is awarded depending on three statistics: time taken, chaos level and energy level. The scores affect character progression, faction survival and the ending

- You can choose to proceed to the next level, repeat the same level or any of the levels before

- The level can be restarted while it is ongoing, either due to death or manually

Winged: Lost in Neon

First Singleplayer Sketch

Multiplayer

Core Gameplay Loop

- Start the game by assigning Kora and Kayn to each player and choosing any level

- Each level is tied to certain mechanics, such as a level focused on learning how to make simple jumps

- Before each level players should carefully consider the character equipment, which correspond to different abilities

- After entering the level you will encounter different elements and depending on your character will have to make different decisions regarding interaction with them. Successful choices increase your speed and vice versa

- In multiplayer you should think about not only how to increase your score but also interact with the other player in order to deny his

- Upon reaching the end of the level, a score is awarded depending on three statistics: time taken, chaos level and energy level.

- The player with the highest score gets to choose the next level

- The level can be restarted while it is ongoing, either due to death or manually

Winged: Lost in Neon

Multiplayer Sketch (split screen)

Play Scenarios

The players' journey with Winged: Lost in Neon

Jenna's solo travel

Early game singleplayer

- Jenna had a troublesome day at school, as she was made fun of for not having a mother. After taking the bus home she wished Dad was home so they could play together as they do so very often. Those moments are what she is looking forward the most

- Today Dad called saying he was going to be home late. It happened more often that both of them desired, but she knew it was unavoidable

- She decided to try out the singleplayer mode of Winged: Lost in Neon. She usually plays as Kora, she likes how she wants to protect everyone even at cost of her own life, but today she wanted to play as Kayn

- The first level went by fast, she was already used to dealing with jumping mechanics from up till the mid game. The next level introduced a mechanic special to Kayn, she had to radicalize someone. She did not hesitate for a second. Just for today, she is Kayn, and no one is going to be allowed on her path to getting max score

- Dad got home and they still played one game before sleep. This time, Kayn was hers, and no one else's

Winged: Lost in Neon

Natalie's evenings

Mid game singleplayer

🎧 Natalie has been really enjoying her evenings playing Winged: Lost in Neon. This week she set an assignment for her class for a creative drawing in a cyberpunk Japan setting

🎧 Natalie's soul is resonating with Kora, and she is really looking forward to getting home and finally using the power of her wings that she strived so much to unlock this early

🎧 After making and eating dinner she can finally sit down and play the game. She chose to resume from the latest level, first making sure Kora had her wings and started playing

🎧 After jumping, dodging and saving a little girl she noticed her wings were disappearing. However after picking up a tea leaf they went back to normal. From now on, she won't miss one, that's for sure

🎧 She finished the level with a good score, but choose to start again. This time she's going to do it perfectly, and she really would not mind going through that area again

Elias' world record

Late game singleplayer

- It's 2 PM and Elias just woke up. After eating he turned on his stream and Winged: Lost in Neon, it's time to get it going

- Elias has been going at Kayn Any% attempts for a week now. His stream numbers are going well and he is feeling confident today since he has been practicing so much and the current record is only one minute away

- He always chooses to play Kayn because not only he likes his style but he is merciless in getting stronger which allows for faster speedrun attempts. There is a trick to Kora but it seems no one has figured it out yet

- After reaching the last area of the game he knows things are going to get tougher. The layout is completely different from before and he has to be ready for whatever is thrown his way. He missed an energy source and his wing power is running out, he knew he had to pick that one up and now the run is probably ruined

- He finished a few seconds late. His heart is noticeably excited and when he looks at the chat it is drowning in F's. It may not have been this time, but the day is just beginning and Kayn and Elias have a lot more running to do

Winged: Lost in Neon

37

Mike and friends

Mid game Multiplayer

- Mike has been working on his computer science project for three hours. The end of the tunnel is not to be seen and if he doesn't take a brake the air will just keep on being stale

- He and his group decide to go for a few runs of Winged: Lost in Neon. The game came out only this week and they have been playing it in breaks, so they can all compete reasonably well in the mid game. This is partially due to the size of the breaks being larger that the doing work part

- Mike enjoys playing as Kora the most so his friend Michael who always plays Kayn goes first against him

- Mike chose a level with a lot of dodging and robots to interact with because he knows that its where Michael struggles the most. As the first robot appears Michael swiftly radicalizes him, and the next, and the next. Someone has been practicing

- Michael wins the race and chooses the next level, he is going to play against Mary so he chose a level with a lot of hard jumps. Maybe he is inviting a big surprise... And the swift defeat that comes with it

Winged: Lost in Neon

In depth playthrough

Singleplayer

- The player 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 so don't expect it to be easy!

- 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 the player decides to catch the spawning leaves. Several robots also appear infected by Kayn which Kora decides do 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.

- At the center of the city lies the end of the level where Kora finds Kayn destroying the key fragment. I guess the player should have dodged the obstacles faster. "Oh Kora...YOU FAIL"

Winged: Lost in Neon

39

In depth playthrough

Multiplayer

- Two friends decide to play level 4 against each other. 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 so don't expect it to be easy!

- 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.

- As they enter the city 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.

- At the center of the city lies the end of the level where Kayn destroys(E) the key fragment, giving him the first victory. Kayn chooses the next level. "Oh Kora...YOU FAIL"

Winged: Lost in Neon

Technology feasibility

Development tools

Winged: Lost in Neon

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 is tools such as Blender and easily imported into Unreal

Winged: Lost in Neon

Created Cyberpunk environment with Unreal assets
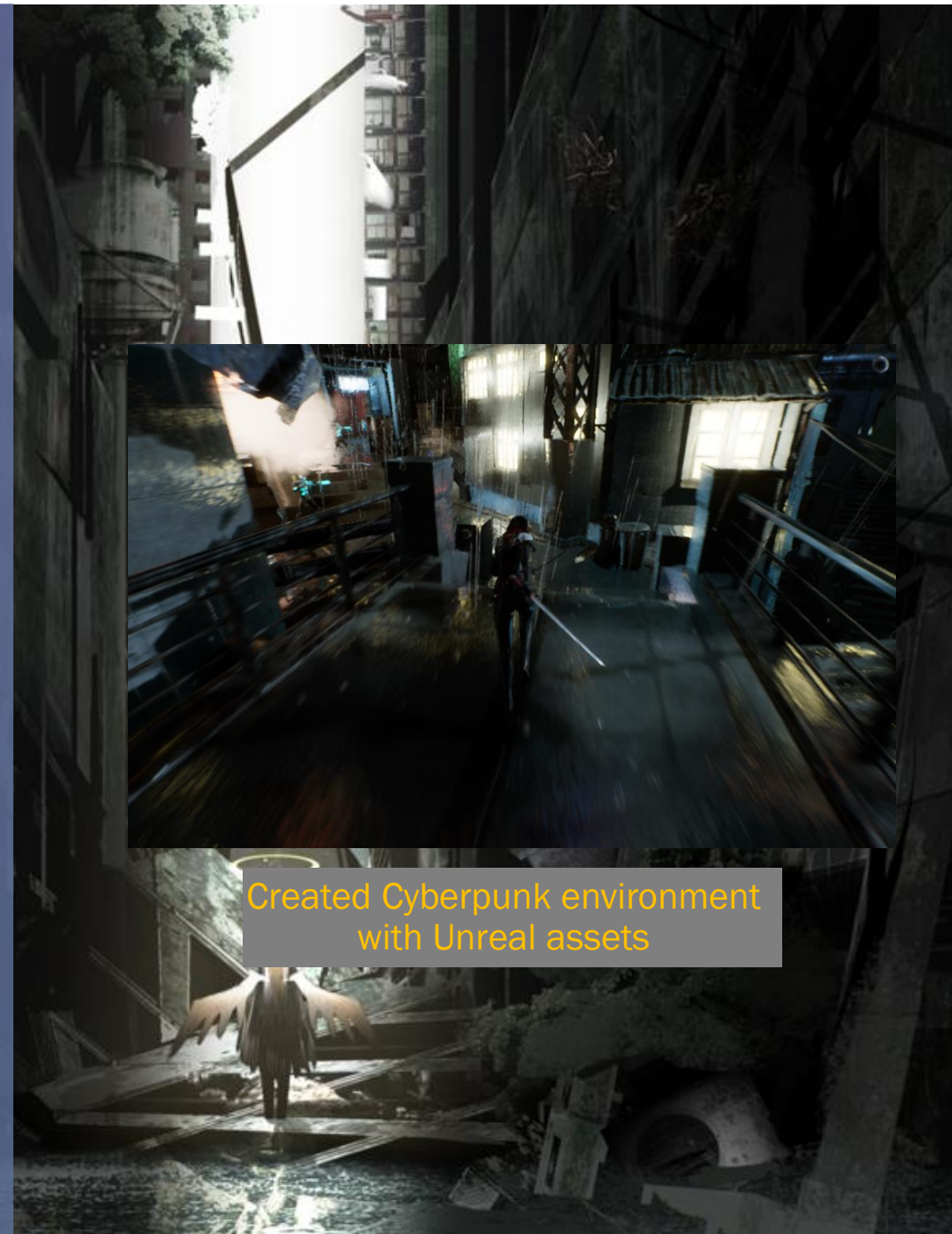
Thank You

74270 - José Maié

81002 - Pedro Correia [Lead]

82034 - Rafael Martins

90850 - Pedro Monteiro

Winged: Lost in Neon