



# BIO SIDE

Press Kit

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# Description

**Developer:** Team 4, NHTV Breda;  
Based in Breda,  
Netherlands

**Release  
Date:** 26.06.2018

**Platform:** PC, Oculus Rift

**Download:** <https://igad.itch.io/bioside>

**Price:** Free

**Availability:** Digital Download, itch.io

**File size:** 2.5GB

**Engine** Unreal Engine 4.19.2

In Bioside, you're a Space Commando tasked with eliminating the captain of a colonization vessel that has gone rogue. You traverse through a Zero-G environment in VR, while using a large arsenal of weapons to eliminate robots in your path.

# Features



Bioside is a VR game combining shooting and Zero-G movement into an action-packed experience.

- Grab your weapons from your holsters to fight back the robots.
- Customize your loadout by equipping a different weapon into each holster.
- Traverse swiftly through the environment by pulling and grabbing your surroundings. Or use it to your advantage to get into cover.
- Use your thrusters to make mid-air changes and re-adjust your path.



# Trailer



BIOSIDE

[https://www.youtube.com/watch?v=WR6zO\\_AXjXU](https://www.youtube.com/watch?v=WR6zO_AXjXU)

# History



Bioside was started on the 7th of May as a university project from the NHTV Breda. The Project was developed by 19 students in a timeframe of 8 weeks.

The goal of the Brief was to create an innovative arcade VR Shooter. The team decided to create innovative movement in virtual reality, while merging elements of the shooter genre. Therefore, the team took inspiration from other VR games like Lone Echo and Robo Recall, to create unique and interesting movement, while still delivering action-packed combat.



# Credits

## Visual Art

Christian Becker

Ids Boonstra

Quido Cornet

Tervel Gueorguiev

Niels van Tilburg

Fabienne Zuijdgeest

## Design

Hub Dohmen

Eric Drößiger (Scrum Master)

Pepijn van Duijn (Product Owner)

Son Thai Ngo

Tim Samallo

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## Programming

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