**FICHA DE REFERÊNCIA**

**Grupo:** Grupo 1 - GWC

**Versão:** 1.0

**Título: Marvel’s Spider-Man**

**Storyline:** In Marvel’s Spider-Man Remastered, the worlds of Peter Parker and Spider-Man collide in an original action-packed story. Play as an experienced Peter Parker, fighting big crime and iconic villains in Marvel’s New York. Web-swing through vibrant neighborhoods and defeat villains with epic takedowns.

|  |  |
| --- | --- |
| Spider-Man PS4 - 22 Minutes of Free Roam Open-World Gameplay (2018) -  YouTube | New Spider-Man PS4 gameplay footage is out |
|  |  |
| PS4 Exclusive Spider-Man Gameplay, Plot Details Revealed - GameSpot | Marvel's Spider-Man PS4 Gameplay! (SpiderMan PS4 Gameplay) - YouTube |

W

**Ano:** 2018

**Género:** Action-Adventure

**Categoria:** Single-Player

**Plataforma:** PC/PS4/PS5

**Duração média:** 20 – 30 Hours

**Público-alvo:** PEGI-16

**Key features:** Take Control of Spider-Man; Immersive Narrative; Marvel’s New York fully explorable; Post-Launch Extra Content

**Tipo de mecânica:** Third Person Camera; Web Swinging; Dynamic Combat; Exploration; Upgradable and Customizable Character

**Tecnologia:** Proprietary Insomniac Engine; 3D Modeling Software; Animation Software; Audio Software; Motion Capture Sofware

**Sinopse:** The game follows Peter Parker, a 23-year-old college graduate and research assistant who gained superhuman abilities after being bitten by a radioactive spider. Peter is in his eighth year of crime-fighting under his super heroic alter ego of Spider-Man, who has become highly experienced at this point, but struggles to balance his superhero and personal lives.

**Elementos analisados:** Passing through the Arkham Games and now to the first action-based IP superhero game Insomniac developed, the same company that is making Wolverine PS5. In here we see the same thought process as the Arkham Games with rapid and reaction based flowy combat. This time there’s the infamous triangle and circle appear on top of their heads meaning we can use a finisher to defeat our opponent or, if in a boss fight, deal a lot of damage to it. This feature allows the developers to give more personality to Spider-Man as he zips away just to come back quickly, while waving at the camera. We intend to implement this in the form of WWE moves, to give a humorous touch to our game as well as to characterize our character.

