**FICHA DE REFERÊNCIA**

**Grupo:** Grupo 1 - GWC

**Versão:** 1.0

**Título: Marvel’s Wolverine**

**Storyline:** Marvel’s Wolverine is currently in development for the PlayStation®5 console. Created in collaboration with PlayStation and Marvel Games.

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| Vazamento de Wolverine, exclusivo do PS5, tem versão completa jogável no PC |  |
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**Ano:** ???

**Género:** Action-Adventure (We suppose)

**Categoria:** Single-Player (We suppose)

**Plataforma:** PS5

**Duração média:** ???

**Público-alvo:** PEGI-18 (We suppose)

**Key features:** Take Control of Wolverine; Immersive Narrative; X-Men Content after almost 20 years (We suppose)

**Tipo de mecânica:** Third Person Camera; Dynamic, Wild and Flowing Combat; Upgradable and Customizable Character (As the leaks show)

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

**Sinopse:** Aha yes, the story leaked as well yet as it is 1) unconfirmed if it was the final script, or even an actual real one 2) spoilers

**Elementos analisados:** Marvel’s Wolverine, we only have leaks, but from what we got we can analyze a lot. The combat, on contrary to the previous references, is much, much more violent, wild, and generally more Wolverine, which is great, and suits our game perfectly. Both Wolverine and our main character have much in common, both are rare, mutated people, both were imprisoned against their own will, and both have a desire to defend what they think are right, even if it means killing some people along the way (edgy, literally like wolverine claws). In terms of mechanics that’s mostly what we took from it, the violent and wild combat fits our character really well and it takes inspiration from the now generic superhero combat, yet it gives its own twist, which we see as a good inspiration.