



HORIZONS

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Game Vision

“Help a rebellious leader and team up with an ex-convict to defeat the ruling organization and their abuse, but not with the outcome that you would've expected.”

Market Opportunities

Genre and average game length

Is a single player *action-adventure* game with a shooter and *hack and slash* gameplay, which combines traps and puzzles that the player will need to surpass in order to complete each level.

The game will last between 25-30 minutes.



Platform

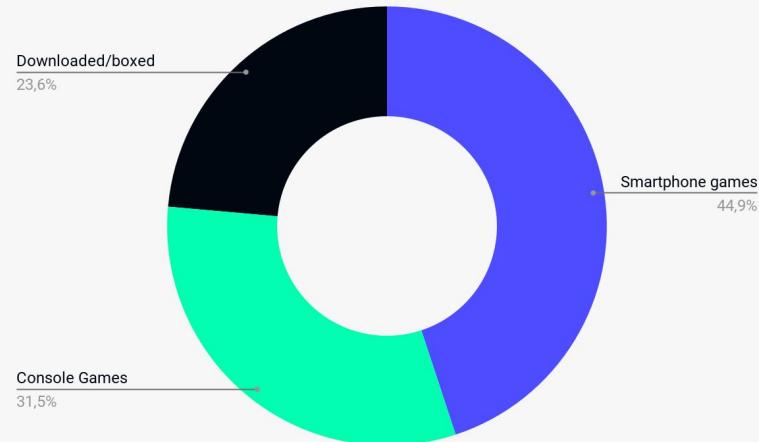
Globally, there are approximately **3.09 billion active video game players**.

Of these players, 40% play mostly on mobile phones, 28% on consoles and 21% on computers.

On the one hand, **23% percent of users prefer desktop consoles to PCs or smartphones** when it comes to playing games comfortably. Thus, the best-selling console over the last few years is the PS4, followed by the Nintendo Switch.¹

On the other hand, one thing that **all gamers share is that they have access to a computer**.

Having into account all of this, the best option is to start launching the game on PC, as the user can customise the way they play it: with the mouse and the keyboard, or with the controller.



¹Statista Global Consumer Survey (2022)

Target

About the 3.09 billion of active gamers the 38% are people between 18 and 34 years old, while those aged 36-54 account for 26%, and those under 18 would account for 21%.

Of these, **59% would be men and 41% would be women**, leading some analysts to believe that **women's gaming is on the rise.**¹

That is why we would like to target a young audience, from around 12 years old, to a more mature audience, around 25 years old.

¹Statista Global Consumer Survey (2022)

Target

Newzoo recently launched its [Gamer Segmentation](#), which identifies the nine personas that capture all types of gamers in the world today:

The Ultimate Gamer (14%) – Loves gaming very much and spends money and free time on games.

The All-Around Enthusiast (10%) – Interested in all types of games, from watching to playing.

The Conventional Player (3%) – Has plenty of gaming devices and loves playing, but doesn't love to watch others play.

The Subscriber (21%) – Prefers high-quality games, especially free ones; will only spend on games if needed.

The Lapsed Gamer (15%) – Unlike before, now prioritizes other things than gaming.

The Backseat Viewer (6%) – Used to play a lot before, now finds fulfillment in watching others play.

The Popcorn Gamer (14%) – Gaming isn't really a favorite pastime, but really loves watching others play.

The Hardware Enthusiast (9%) – Always updated about and with the latest in gaming gadgets, consoles, etc.

The Time Flier (23%) – Plays games during free time; prefers mobile games.

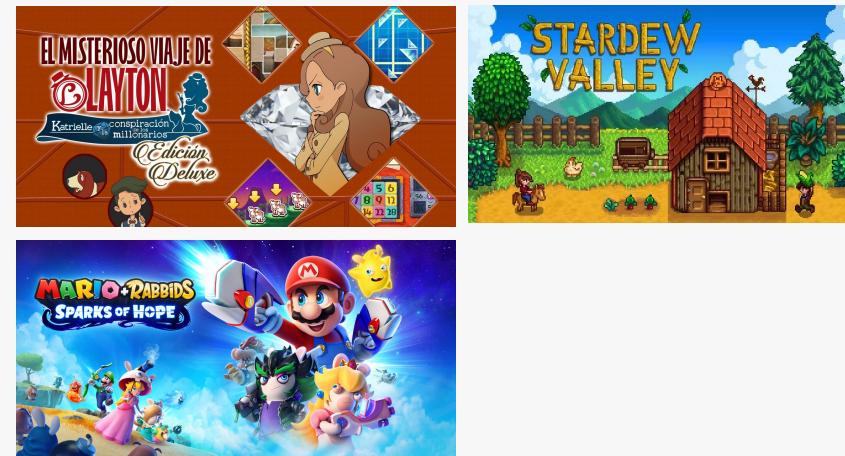


Samantha López

10 years old - The Subscriber

Prefers high-quality games, especially free ones, because she doesn't have money of her own; will only spend on games if needed.

She likes puzzle and adventure games, discover new places and the magic of these is one of her passions. Her favorite platform for play is Nintendo Switch, and sometimes she uses her tablet to play Shop Titans and Stardew Valley.



Platforms she uses: [Nintendo eShop](#) [Google Play](#)



Alex Galvez

24 years old - The Lapsed Gamer

Unlike before, now prioritizes other things than gaming. Between university and work have less time than before to do what he likes.

Prefer shooters and action games, he feels that since pandemic videogames are a way to be united with his friends who live further away.

Being a big fan of the Star Wars saga he never miss a game. In addition, as he watched it as a child with his father and it brings back fond memories.



Platforms he uses:





Paula Martínez

34 years old - The Ultimate Gamer

Paula has managed to find a balance between work and life, and thanks to her new promotion she can buy more video games than before.

She loves indie games and is the first to go to all the events where they are presented. She finds herself counting down the hours to play *The Plucky Squire*, of which she has been a business angel.



Competitors

Bayonetta



Hades



Transistor



The Legend of Zelda



Other LEGO games



It Takes Two



Monster Hunter



Sifu



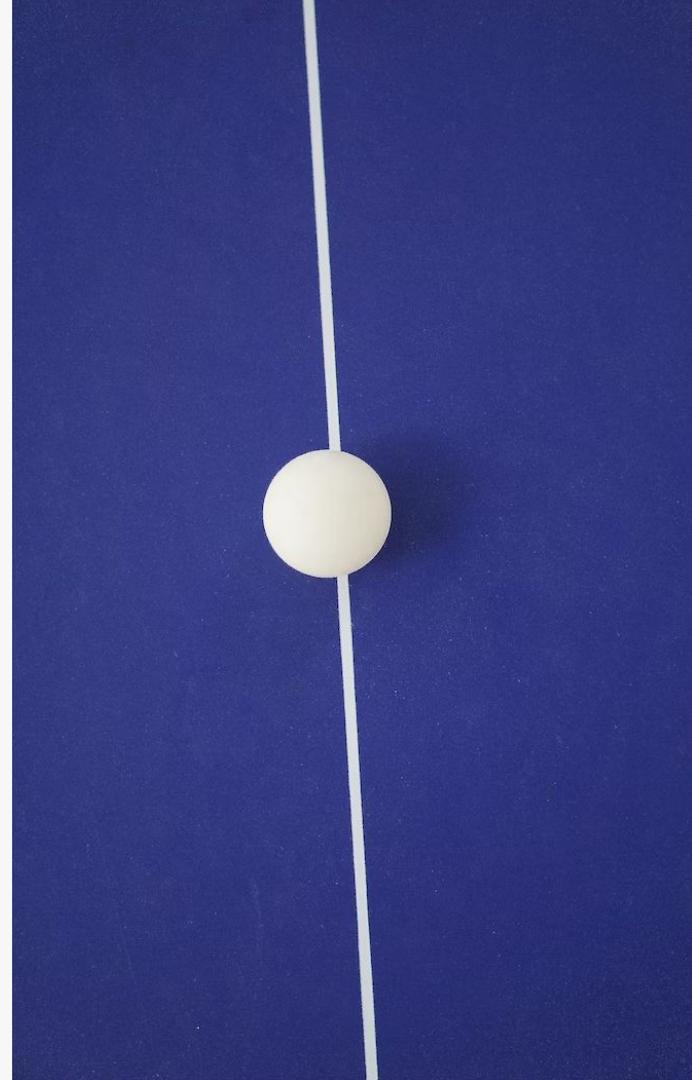
Other Star Wars games



Core Gameplay Pillars

What are the main goals of this story?

- Explore the Star Wars universe, but with completely **different characters** and a different plot.
- Feel the satisfaction of **solving complex puzzles** at the same time you carry on through the game.
- Control two different characters, and decide **which one is best** for each situation depending on their powers or their abilities... or **combine** both to overcome a problem.
- Feel powerful after **performing combos** or throw powers to defeat those who want to put an end to your quest.



Game Story

Brief lore definition

Our game takes place on the planet Coltran oppressed by a Evil Corporation auspiced by the Sith Empire making it a hotbed of crime, poverty, slavery and outlawness.

A heaven for outlaws, our protagonist comes to the planet wanting riches of her own, but greed proves to be her downfall, as she is betrayed by the corporation top man, stripped of her beloved ship and thrown into the kennels to die.

Having endured the harsh life in the kennels for 5 years, our protagonist resolves to exact her revenge, escaping and making her way into the hangars via a secret passage hidden in the crystal caves nearby, avoiding and ultimately fighting her way, she retrieves her ship and flies away into space.

Having escaped and formulated a plan to kill the top man, the protagonist infiltrates the corporation's space station(Hand of Dominion) through a maintenance tunnel, reaching the hangar bay and meeting the second protagonist, who will help her take down the corporation liberating the planet of its influence.

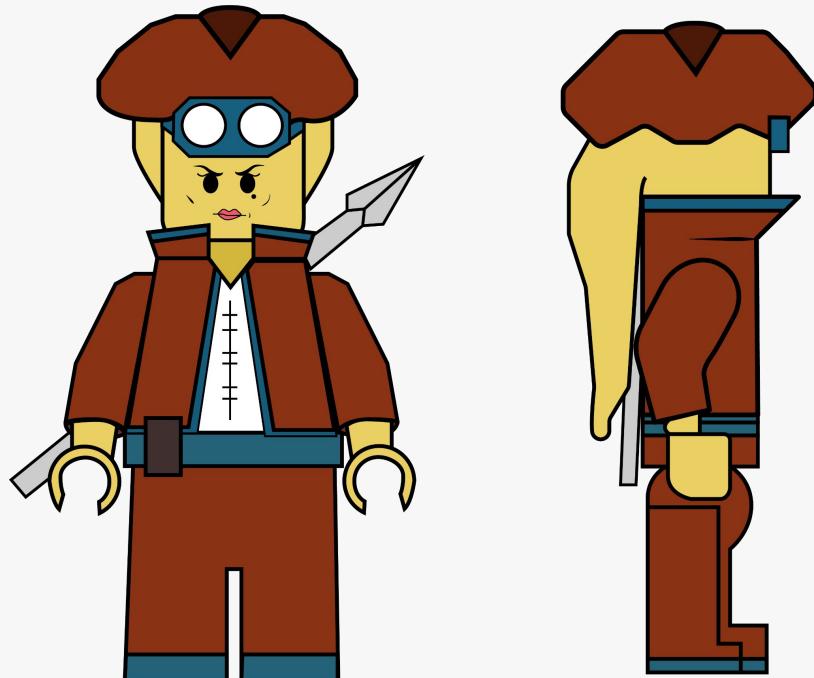
After battling and making their way into the station's bridge our protagonists manage to kill the top man in a epic battle.

But it seems their goals were never the same...

Characters

BIX

A consumed pirate and scoundrel, Bix has always relied on her wits and talent for stealing to get by in the galaxy ruled by the empire, cynical and temperamental she will do anything if it serves her well even lie about her being a padawan in her years of old.



Characters

BIX

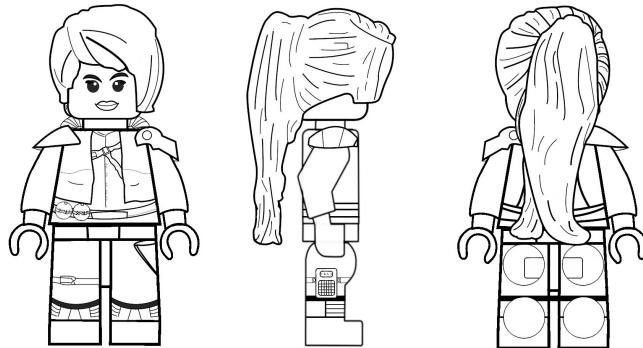
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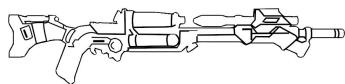
Characters

ALLURA

A rebel agent hailing from Corellia, a happy go lucky, street smart woman who has a strong sense of justice and sees good in people even when other don't wanting to liberate the galaxy from the clutches of the empire she will join forces with Bix.



ALLURA
REBEL AGENT



Characters

TOPMAN

A brutal corporate enforcer, veteran of the clone wars TopMan has a scarred body as his soul, he will stop for nothing in his quest for power.



Gameplay Details

How will the story be introduced into the game?

- **LEVEL 1.1 -.** After a brief introduction to Bix, the player should take control of her as she starts at the kennels of Coltran, she must traverse this zone so she could reach the Kyber crystal caves located at the other side.
Having reached the crystal caves, Bix must navigate the caves in almost total darkness with the goal of finding the secret passageway to the corporation hangar, only helped by the natural luminescence of the crystals and avoiding the warden creatures protecting the caves.
- **LEVEL 1.2 -.** Once in the corporation hangar, Bix must reach her old ship located on the landing pad all across the hangar, while the cameras, combat drones and guards in between, once she reaches her ship by stealth or combat, we can depart to the Hand of Dominion.
- **LEVEL 2.1 -.** Bix must infiltrate the Hand of Dominion by the maintenance tunnel, so she could reach the cargo bay the single not as guarded section of all the space station, there she meets Allura and decide to work together, now a team, Allura and Bix must push forward battling escaped insects and security droids to reach the space station decks.
- **LEVEL 2.2 -.** Having reached the upper decks of the Hand of Dominion, the only thing left is to battle their way through countless guards and combat drone to reach the bridge where Top Man awaits.

How will the story be introduced into the game?

- **BOSS** -. Top Man lies in waiting at the bridge overlooking the space station's reactor core and ready to face our protagonists.

After an epic battle Allura and Bix lie wounded but alive and victorious having liberated Coltran of the iron fist of the corporation.

Having in her hand the command key for the hand of dominion Bix devices to take the opportunity to seize control of the station and uphold the corporation but only answering to her. After failing to convince Allura to join her, a battle of will is about to begin...

Main proposed mechanics

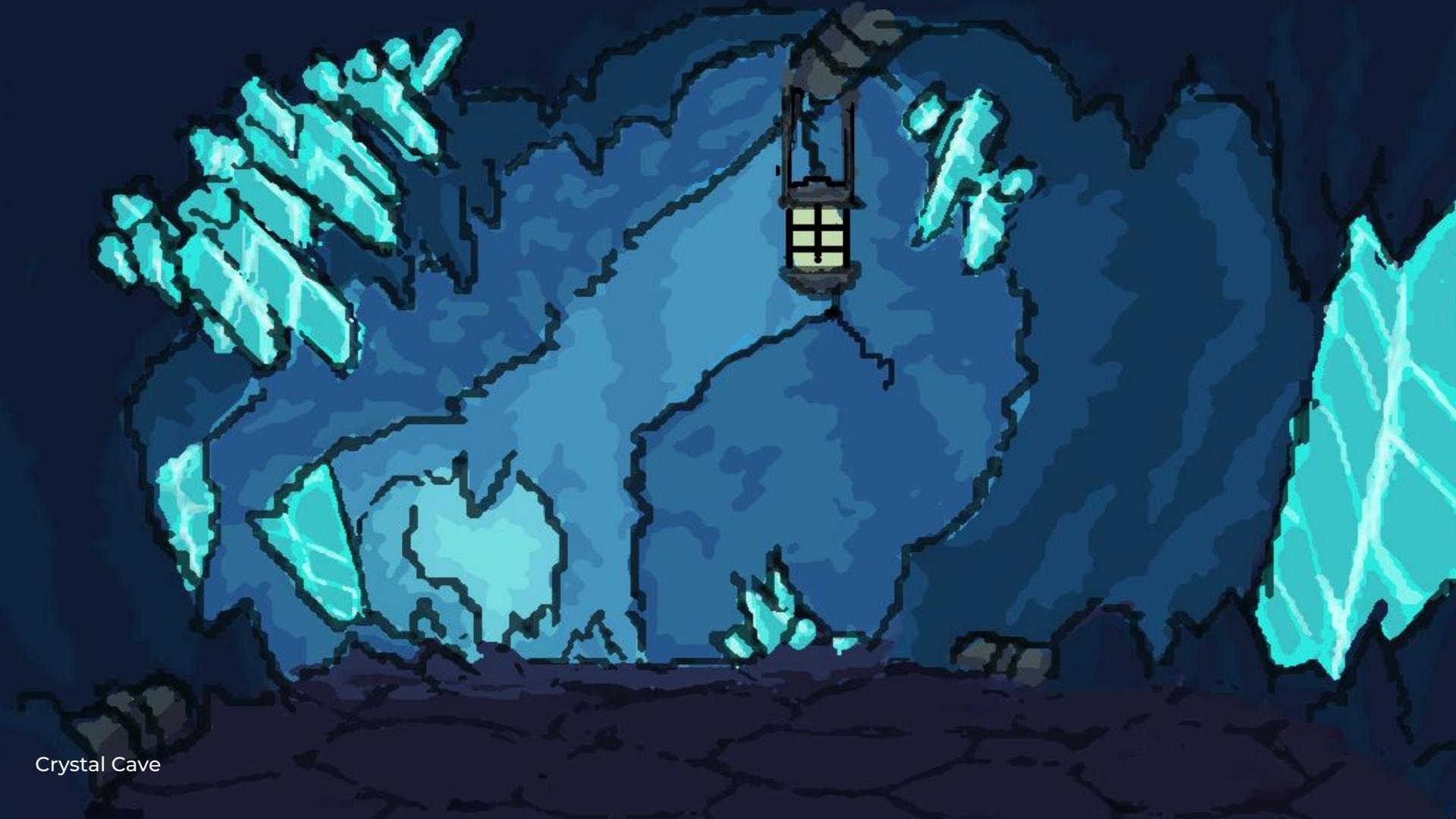
Unlike most of the LEGO games created before we wanted to focus much more in combat mechanics, wanting to make this game into more of a *hack and slash*.

For this reason our gameplay focuses more in the use of melee combos, shooting, gadget use and stealth sections.

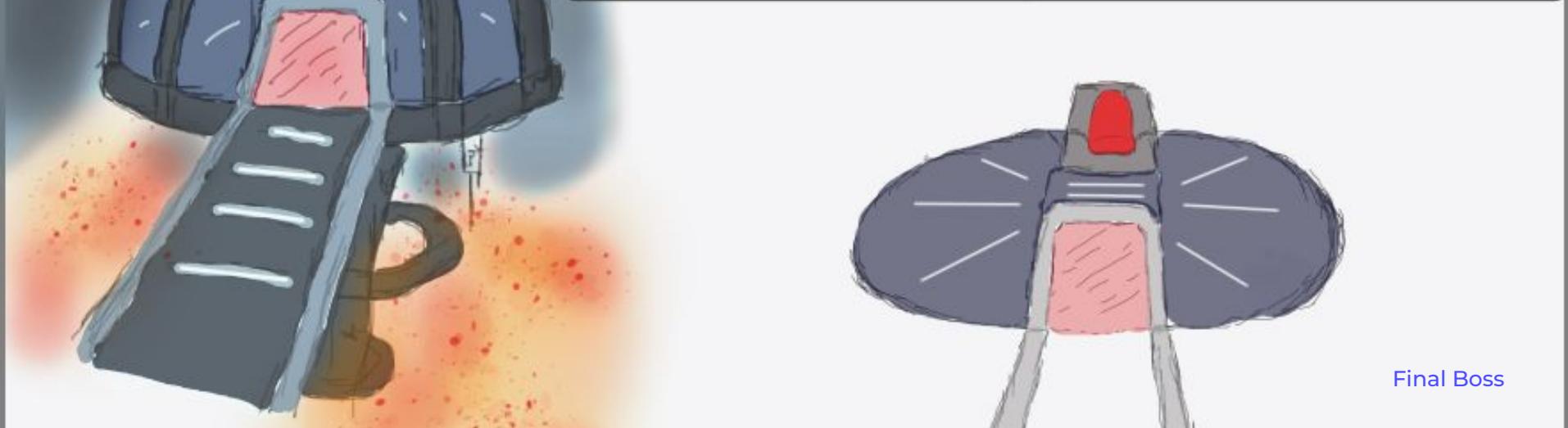
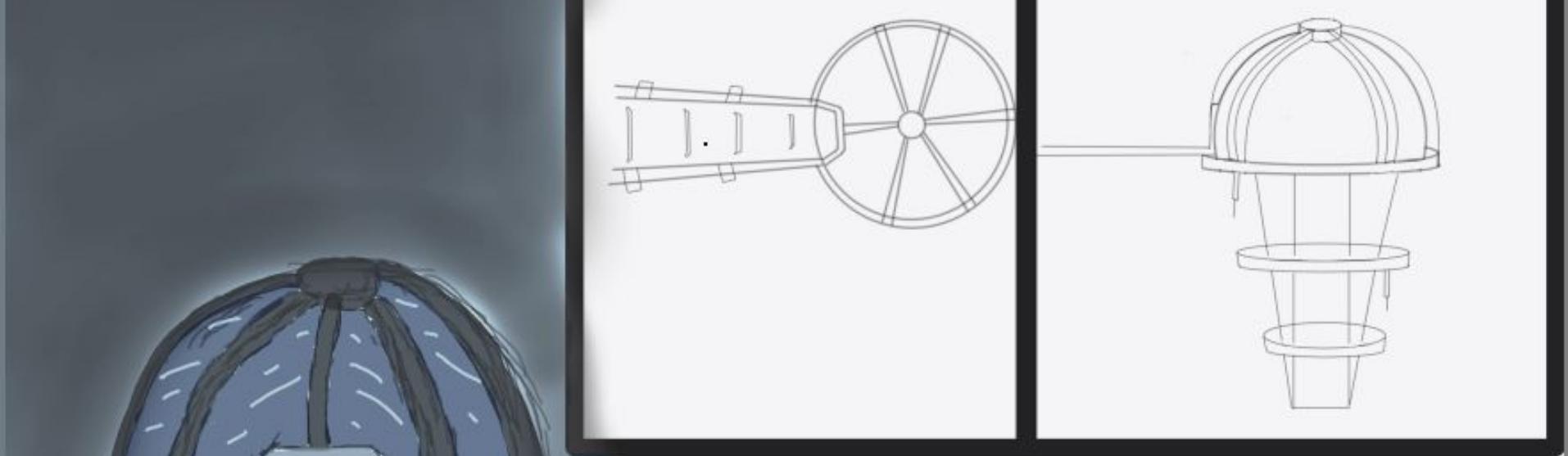
Mechanics:

- **3rd Person Combat:** Combo based melee combat + long range oriented special attacks and abilities.
- **Lingering Force Powers:** Bix can still use some force powers to move objects around and create new pathways or solve puzzles.
- **Mobility:** Focus on mobile abilities for both Bix and Allura, consisting on dashes and rolls to avoid incoming damage or get to unreachable areas.
- **Hacking:** Allura as a trained rebel agent can hack into remote systems to open doors or disable security measures.
- **USP:** Active combination of both characters to play through the game, as Bix can only use melee and force powers, while Allura can deal ranged damage and be more mobile.
- **BONUS:** Little spaceship flight section, avoiding obstacles and perils to reach your destination.

Concept Art



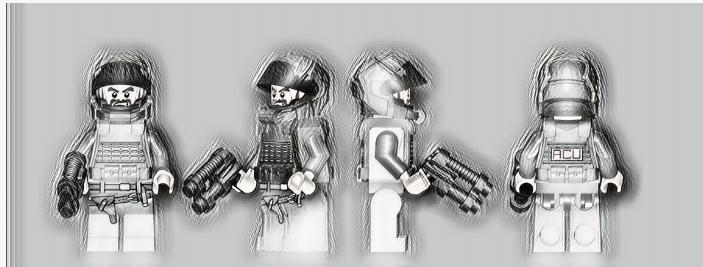
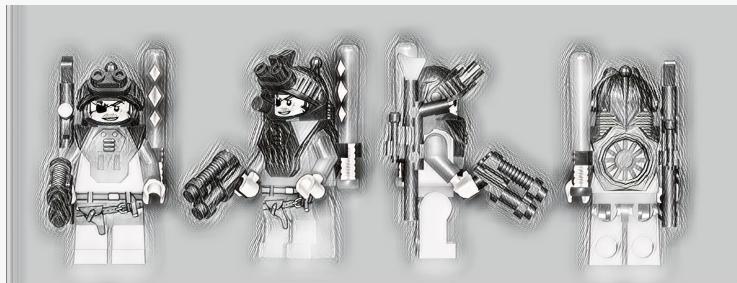
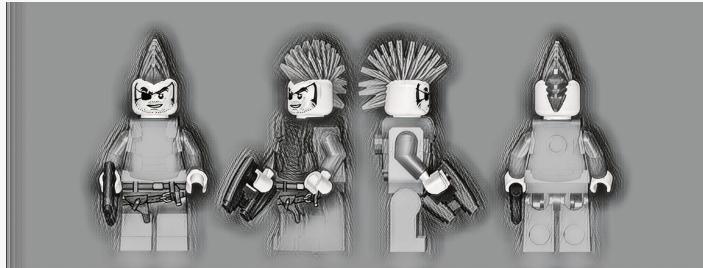
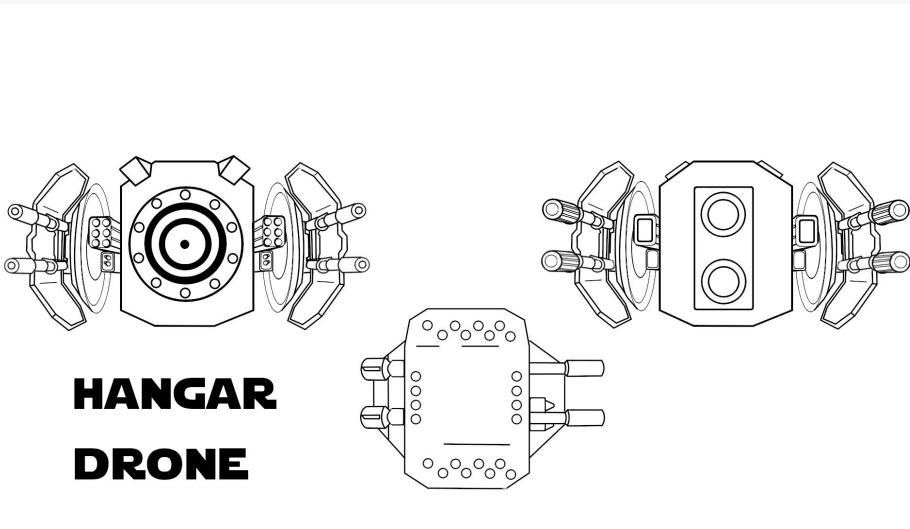
Crystal Cave



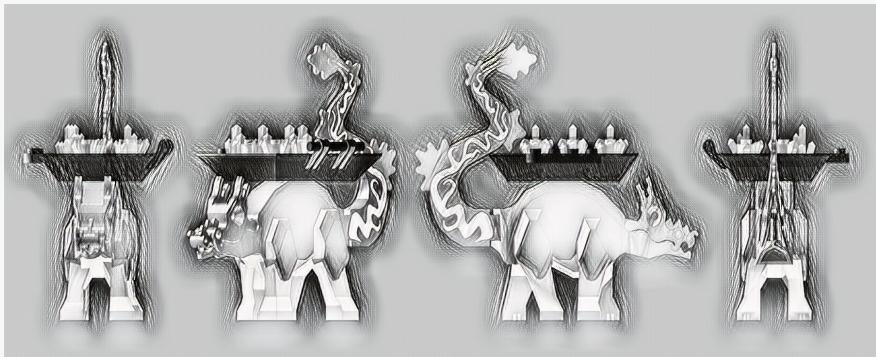
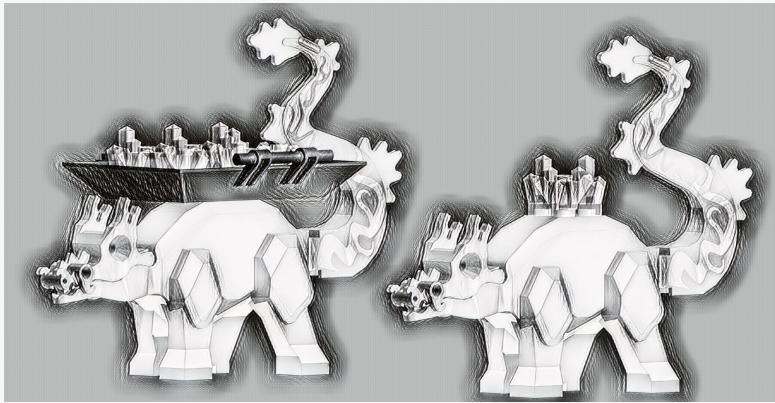
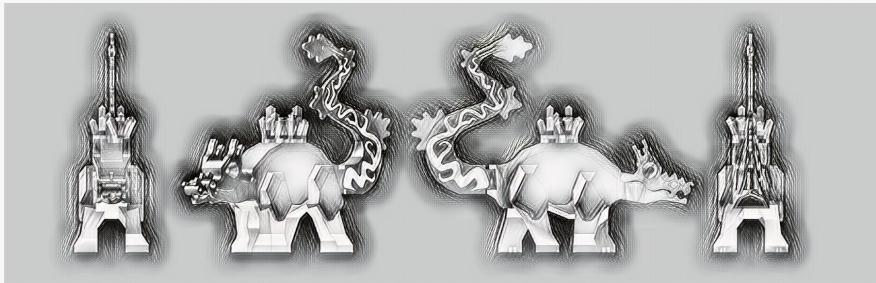
Final Boss

Other characters

Hangar NPCs



Crystal Cave NPCs



About Us

“Horizons Games is a recently founded studio based in the mediterranean coast of Barcelona. Our international team is formed by awesome people who are passionate about games, creativity and going beyond our imagination.”

In total, we are 24 members in the studio, distributed among:



Engine Programmers



Artists



Level Designers



Graphic Programmers



Gameplay Programmers



Social Media



Game Designers



Physic Programmers





HORIZONS

Know more about us!

