

# **SURVIVAL OF THE FALLEN**

## **Logline:**

A thriller/survival game based on an infamous company which incarcerates people for their crimes but gives them a chance of redemption, for its own gains. Play as Cain, one of the abductees of the company, complete the puzzles and survive the night to bring him back to his former life.

## **Genre:**

A third-person action/thriller game in which the player solves puzzles and survives the evil denizens of the night.

## **Synopsis:**

Cain, who once dealt with smugglers, found himself guilty of the crimes and have himself abducted in the village. He is presented with a chance of redemption, he could play the company's games to get out, however, he'll spend his time in the prison if he fails. The puzzles may not seem difficult, but the potential chance of death while completing them turns the idea of "games" into a lethal game of chess. Cain needs to find his way out of this village, to confront the company and grasp the chance of exposing them to the world, and playing the games is his only chance.

## **Market:**

Survival of the Fallen is a third-person action game with atmospheric gameplay. Violent themes of the game make it suitable for ages thirteen and above.

## **Reference Materials:**

### **The protagonist – Cain**



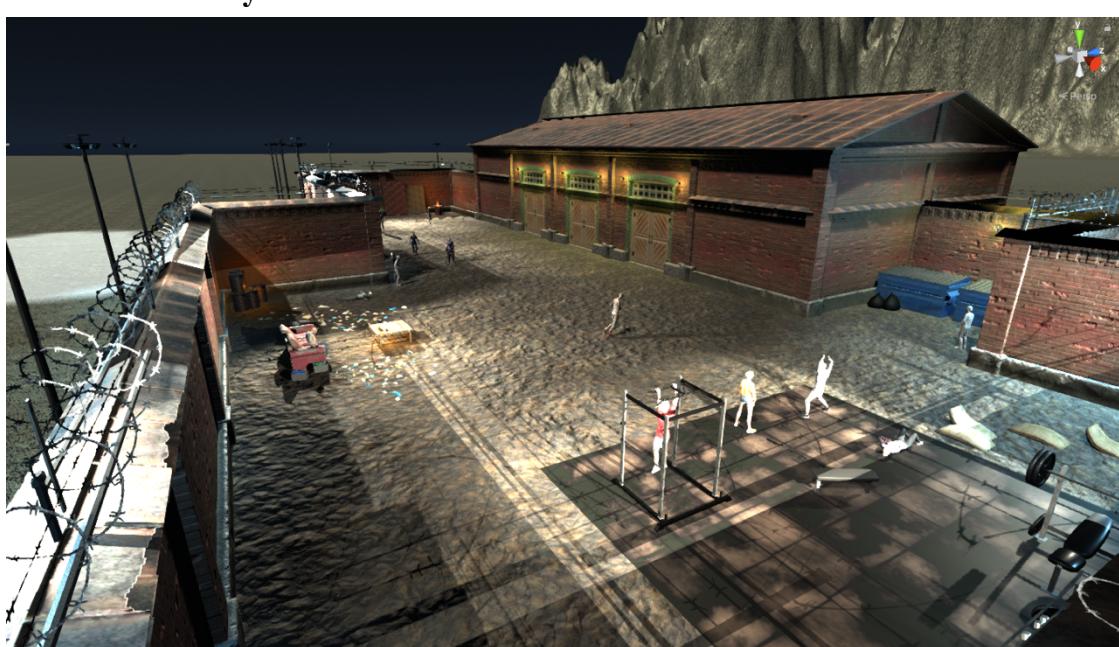
**The Shack:**



**Prison doors:**



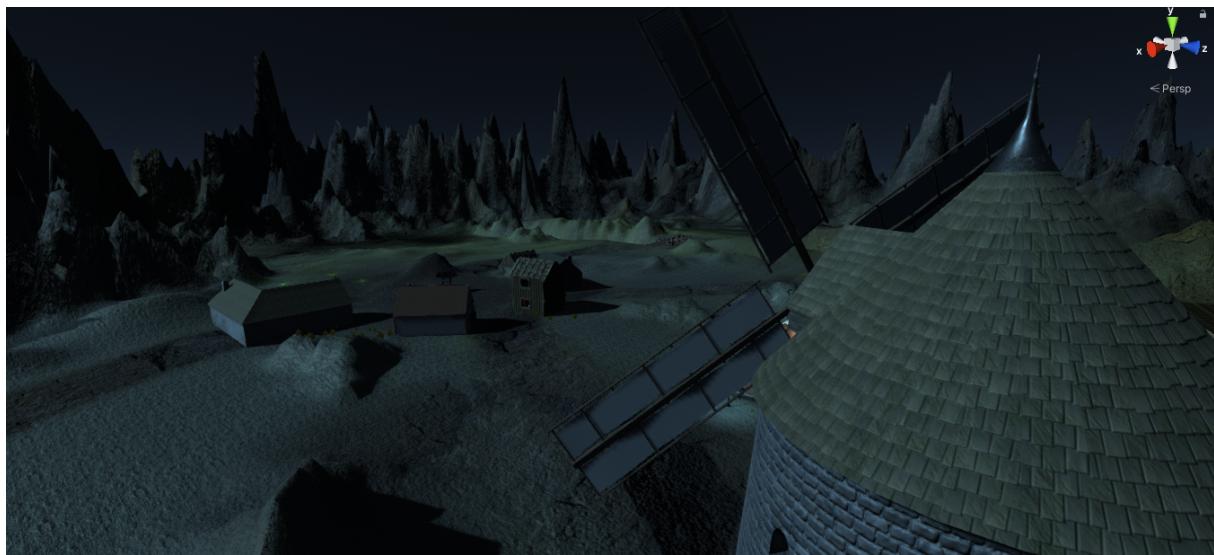
**Prison courtyard:**



**Prison at night:**



**The village at night:**



**The wolves:**



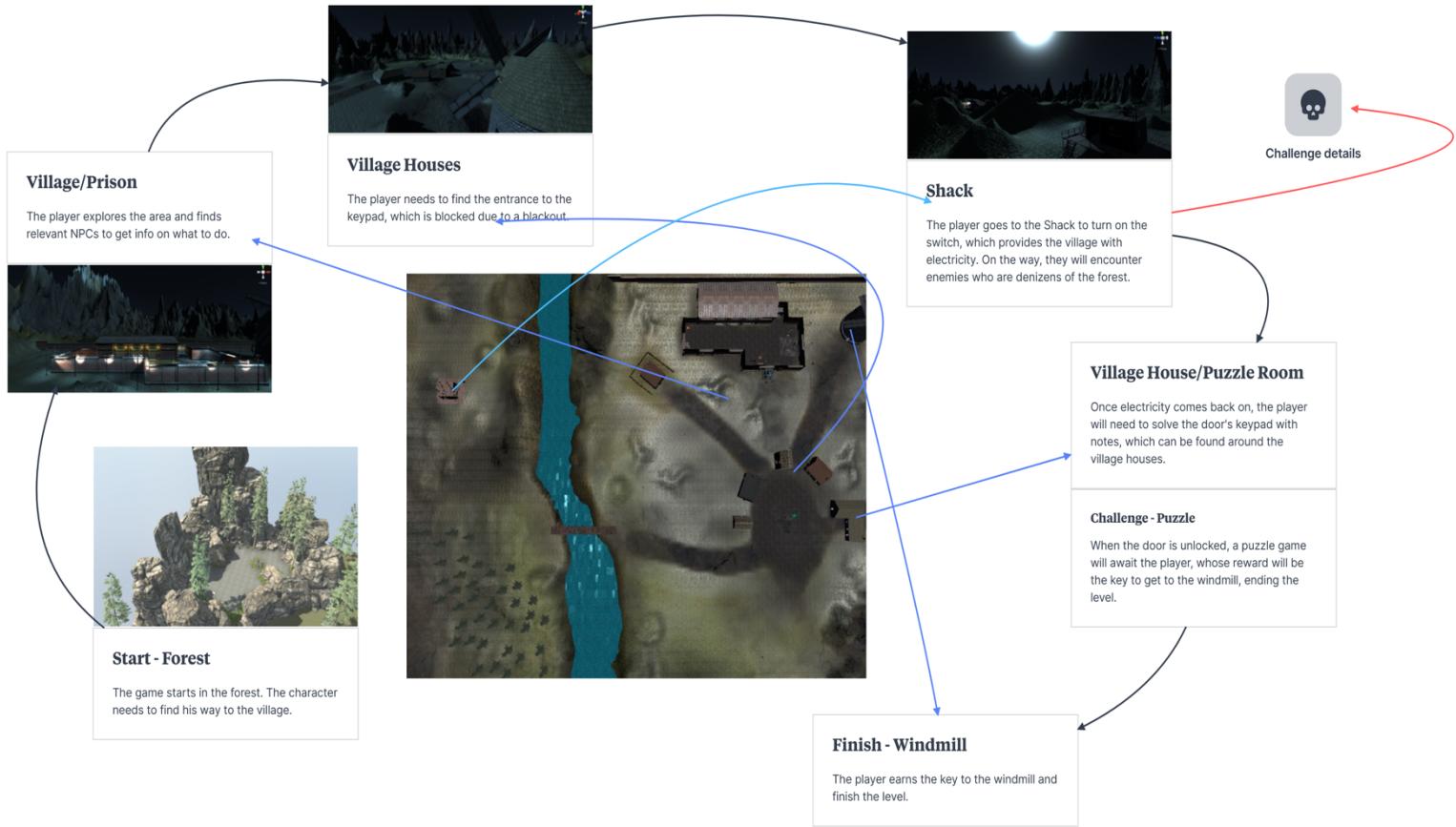
**Gameplay Perspective:** Third Person.



**User Interface:** Players will need to keep track of their health and hunger meters shown below. Health meter (the orange circle) will drop when the character is damaged by enemies. Hunger meter (the stomach icon) will continuously drop, and when it depletes, the game screen will be black/white until the character finds food to eat. Food can be found in certain areas throughout the map. Players will also need to keep track of the time, as it will signal the life of player. When the timer expires, the character dies and game resets back to the forest.



**Level Design:** The game currently features 1 level, which can be tracked with the black arrows below; blue arrows show the locations in detail.



**Combat & Abilities:** The game currently features melee combat to damage enemies and more content will be added such as melee daggers and weapons. Once the player has multiple weapons the character will be able to switch between them via the inventory UI.



Credits to: Helica <https://assetstore.unity.com/packages/3d/props/weapons/hisu-knife-54058>



Credits to: ESplashkid <https://assetstore.unity.com/packages/3d/props/tools/horror-axe-107507>