

Game2-Int - Workshop Unreal :

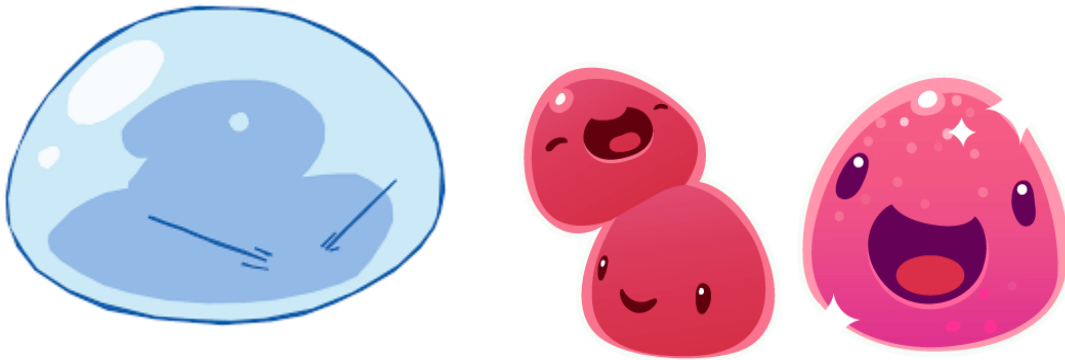
(BARRAU Benoit)

Pitch :

Imu, a gelatinous mass capable of absorbing anything and everything. Was rejected from his own universe because he was judged incapable of being useful to his people and qualified as dangerous. As a result, he was exiled to our world. Its purpose ? To absorb as much mass as possible to grow and absorb even more things ! To be able to absorb the whole universe !

Character :

A small rounded turquoise slime, it will grow as the game progresses.



Controller :

WASD : Move the character around (~10 m/s)

Space : Jump

Shift : Move faster (~15 m/s)

E : Interact with something to absorb it, if the character is close enough and bigger.

Abilities :

Q : Imu can divide into several small autonomous parts that will absorb everything that is smaller than them (This will reduce the size of Imu). Press the key to recall them and gain their mass. Or they will come back on their own or after a while.

R : The blob expands itself temporarily, allowing him to absorb things that were bigger than him.

Camera :

Third person camera which follows the player. Slightly above him and behind.

Fov : 80/90