Echoes beneath

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1. Gameplay

You are on a submarine exploring the ocean on an unknown alien planet. You will need to collect resources to fix your sub if it is damaged and replenish resources. The deep ocean on this planet is full of narrow passages and dangerous alien life submerged in darkness and the only thing you can rely on to detect the surroundings is the sonar.

There will be inevitable fights for certain essential and unique materials.

There are many things you can make use of under the sea, you can find and collect them to build weapons, survive and fix the spaceship. (many of them are hard to find!)

Limited resources: Gold, Steel, Copper

Detection:

Players make use of sonar to detect nearby objects, by combining observation on the sonar panel and listening carefully.

Sea life:

Players initially have the basic distractions to scare away smaller sea life and larger sea life requires more intricate solutions.

2. What will we build the game in?

Build the game using Unity and C#, using both self-designed assets and assets available from the internet.

3. Flagship tech

We seek a nice and innovative way of simulating sonar in the game that distinguishes our game from others. The use of audio technology highlights the technical ambition of the project and distinguishes it from other games in the genre, while reinforcing the game’s themes of survival and adaptation in a hostile, alien world.”

How to excite players

We will make our flagship tech to simulate sonar, which introduces a new way of interacting between players and the game, by listening closely and carefully to the sound and looking at the sonar panel.

4. Look and feel

The game will feature simple 3D graphics of the cockpit of a submarine with multiple control interfaces but primarily a sonar display and advanced sonar display that renders the environment in 3D from sound pulses.

The style will be dark and eerie as it is focused on sound and limited visibility.

5. Development

Game testing：We will arrange three user testing among different groups of players and each before the MVP, Beta and final release.

Testing 1: 03/02/25

Testing 2: 03/03/25

Testing 3: 28/03/25

Our version road map:

MVP：05/02/25

Beta： 05/03/25

Final release: 31/03/25