



# Pre-Nexus Trials

*Extreme Trials and Error*

Created by InfiniteADR3NALINE

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## Overview

*Pre-Nexus Trials* is a competitive sci-fi FPS that blends the speed of modern shooters with the tension of survival. Players are thrust into simulated warzones and deathmatch arenas where survival hinges not only on reflexes, but on managing a unique inventory system inspired by classic survival horror. Unlike traditional FPS loadouts, every item occupies physical space, forcing players to make hard trade-offs—carry five weapons like a Doomslayer, become a grenade-throwing specialist, or

sacrifice firepower to act as a field medic. This freedom of choice, balanced by the weight of limited space, creates a new layer of strategy rarely seen in the genre.

Visually, the game revives and advances retro **2.5D** sprite rendering, inspired by *Doom Legacy*, but rebuilt for modern competitive play. Through billboard sprites sharpened for multiple perspectives in a networked environment, *Pre-Nexus Trials* offers a haunting, uncanny near-3D style that's both nostalgic and innovative. By bridging past and future design philosophies, it creates a distinctive identity among today's shooters.

## Current Progress (In-Engine)

Development time: ~2-3 months of focused foundation work (ongoing) in **Unity 6** on modest hardware (**2008 GPU**).

- **Core gameplay systems:** movement, shooting, reloading, grenades; functional **inventory** with item use; **health/energy shield** interactions (batteries recharge shields); equipping weapons/shields; basic HUD.
- **Networking:** working **client-server** prototype; stable sessions for testing core loops.
- **Content state:** one industrial blockout map for combat/system testing; placeholder characters (Mixamo rigs) for iteration; first-pass 2.5D look established.
- **Performance ethos:** built and optimized on a 2008 GPU to validate scalability—aiming to run well across a wide range of systems (2012-era GPUs and up).

## Tools & Technology

- **Engine:** Unity 6

- **Rendering/Art:** 2D/2.5D billboard sprites with a sharpened, near-3D presentation; prototype assets during iteration, moving toward bespoke sprite sets.
- **Networking:** custom implementation tuned for low overhead and stability; continued optimization planned.
- **Workflow:** solo development; selective use of AI for **brainstorming/debugging/text drafting** only (not for gameplay generation).

## Trailer & AI Note

All gameplay footage in the trailer(s) is **captured from the in-engine prototype**. Any AI-assisted material is limited to **placeholder concept imagery or text polish** during iteration. No AI-generated gameplay.

## Vision & Future

- **Warzone (Strategic Large-Scale Mode):** expand beyond arenas into coordinated battles (e.g., 20v20 → 50v50 → up to 100v100 targets), with **leaders/captains** issuing orders from an overview perspective and squads executing on the field. The goal is a fresh blend of FPS intensity with classic strategy command-prioritizing team cohesion, formations, and objective play.
- **Advanced Movement:** extend the mobility set (e.g., **wall-running, wall-jumping, slides, vaults**) to raise skill ceiling while preserving readability and fairness in competitive play.
- **Shield Ecosystem:** keep clear **tiers** for capacity/mitigation, while introducing **distinct properties** per shield (inspired by *Borderlands*-style item identity)—so two shields of the same tier can play very differently.
- **Weapons/Items:** expand beyond the current baseline with a measured, test-driven cadence; retain the **inventory-as-strategy** identity (every slot is a decision).

- **Maps & Modes:** add multiple arena maps; formalize Team Deathmatch variants; bring Warzone online after internal playtests.
- **Art Direction:** replace placeholders with **original clone variants** (different builds/genders/silhouettes) that translate cleanly to 2.5D sprites and reinforce the dark sci-fi tone.
- **Tech & Operations:** continued optimization for wide hardware support; dedicated server rollout; matchmaking/ranked foundations; anti-cheat and telemetry for balancing.
- **Process:** iterative public playtests to validate mechanics, performance, and readability; scale from solo to a small core team as funding allows.

## Financials & Investment Strategy

Developing *Pre-Nexus Trials* requires resources that go beyond what's possible on outdated consumer hardware. With current limitations (e.g., running on a 2008-era GPU), the scope of what can be achieved is bottlenecked by both performance and time. To realize the game's full potential, secure stability in development, and hit the ambitious two-year roadmap, investment is essential.

### Funding Goals:

- **Seed Investment:** Targeting an initial raise of **\$50,000 – \$150,000** to establish a small but capable development pipeline. This seed will secure updated hardware, necessary software licenses, and initial team support.
- **Team Expansion:** Funds will allow for hiring or contracting additional developers, artists, and technical specialists. Even a small, dedicated team can drastically accelerate progress compared to a single-developer effort.
- **Operational Costs:** Covering server hosting, version control systems, marketing, and early community-building infrastructure.

### Investor Value Proposition:

Investors in *Pre-Nexus Trials* are not only funding a game –

they're funding a **vision**. The project is designed to evolve, with *Pre-Nexus Trials* serving as the foundation for larger interconnected projects (eventually leading into *Nexus Trials* and beyond). Early backers gain the advantage of being tied to the intellectual property and universe at its inception, before it expands into larger-scale warzones, advanced mechanics, and future titles.

### **Growth Plan:**

- **Year 1 (Foundation):** Acquire modern development hardware, secure licenses/tools, finalize core mechanics, and release a playable vertical slice demo to attract community feedback.
- **Year 2 (Expansion):** Build momentum with a small dedicated team, implement advanced mechanics, refine gameplay systems, and prepare for a wider early-access launch.
- **Post-Year 2:** Use traction from early access + community engagement to secure larger funding rounds or publisher partnerships for full-scale realization of the vision.

### **Why Invest Now?**

- Entering early offers maximum upside as the IP expands.
- The project is already past the "idea" stage – with design, vision, and development tools in place, the groundwork is ready.
- A two-year roadmap gives investors a clear timeframe with tangible milestones.
- *Pre-Nexus Trials* acts as both a standalone game **and** the stepping stone into a much larger franchise ecosystem.

## **Team**

**InfiniteADR3NALINE - Solo developer (South Africa).** Handling design, code, art direction, and production. Funding will accelerate hardware upgrades, server costs, art pipeline, and specialized contractor support (environment art, audio).

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[Pre-Nexus Trials is available for testing on [itch.io](https://itch.io)]