Project: Abyss

Presented by Astral Water Interactive

Team
Programmers: Austin Morris, Alex McTernan, Jarod Beach, Tyler Brost, Maxime Paradis, Renz Leo Nicolas Dela Cruz
Artists: Adam Propp, Dante Frazzoni, Rob Power, Scott McIntyre, Aaron McAfee, Connor McCooeye, Liam Desrosiers, Yousef Ibrahim

Product Overview

- The game will be first person, and heavily revolve around cooperative elements.

- Experience the horror of a completely unknown underwater environment with a friend.

- Discover never before seen fish, and slowly unravel the mysteries of ancient life forms that once inhabited this world.

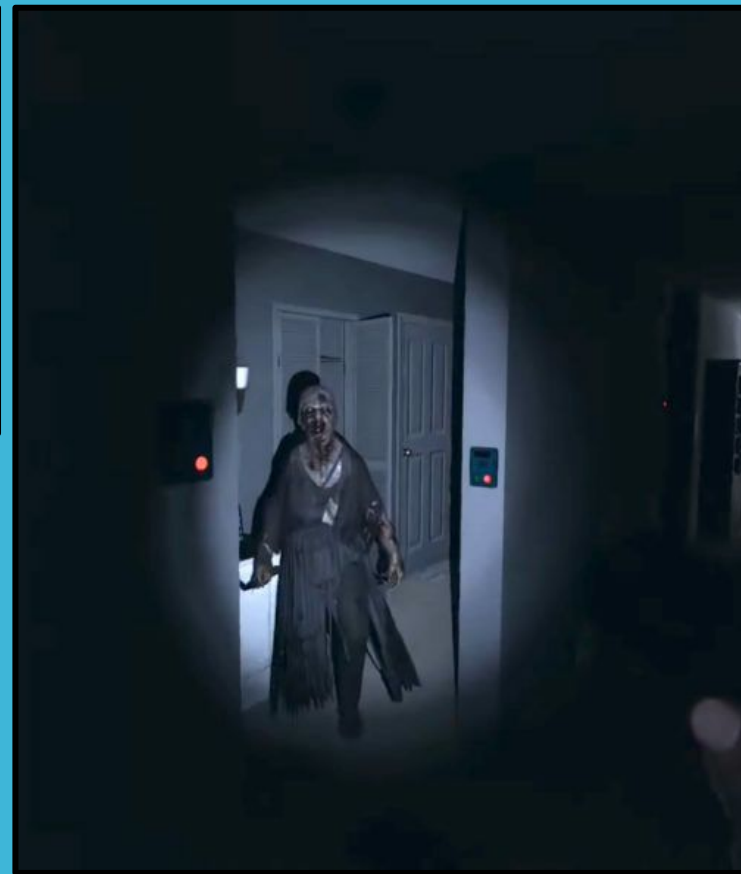| Genre	Platform	Audience
Cooperative, Exploration Horror,	PC	13+, ESRB: T

Premise

- Play as two researchers hired by a major tech conglomerate

- Explore a newly discovered earth's layer

- Research unique lifeforms
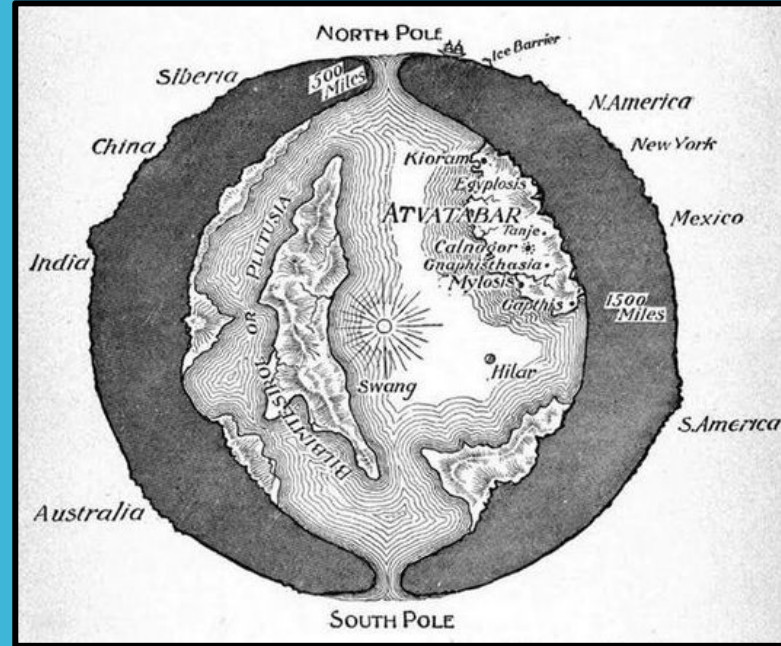
Hollow Earth - Wikipedia

Art Direction

Core Gameplay

USP = Unique Selling Point

Shark Cage / Diving

- One player chooses to be the "diver" and go down in the cage.

- The cage is lowered by the "boat operator" into the depths.

- The boat operator will control elevation of the cage

- The diver is tasked with photo taking, and communicating with the operator

USP

Oliver Jahraus and Pet

Photography

- **The current diver will take photos of fish and fauna, with the main focus being current mission fish/fauna**

- **Stored in a collection/journal menu which allows the player to view in depth fish information**

- **Appeals to players with an enjoyment for collection and completion**

PC Terminal

- An in depth map tab will be shown here

- Research Journal/Collection tab

- Cameras tab

- Mission tab with current & completed missions

Missions

- Player will be sent on missions to progress a semi-linear story

- Take pictures of certain fish

- Explore specific areas

- Unlock access to new caves

© Brandi Mueller

# Caves

- **Explore structured levels with unique themes & designs**

- **Specific fetch missions to encourage players to explore to certain points**

- **The dive operator controls a DiveBot to ensure fluid gameplay**

USP

DiveBot Concepts

USP

- When the "boat operator" does not wish to control the DiveBot, it will stay close to the "diver" in idle mode.

- Customizations of the DiveBot will be available to purchase.

- Yes, you can pet the DiveBot.
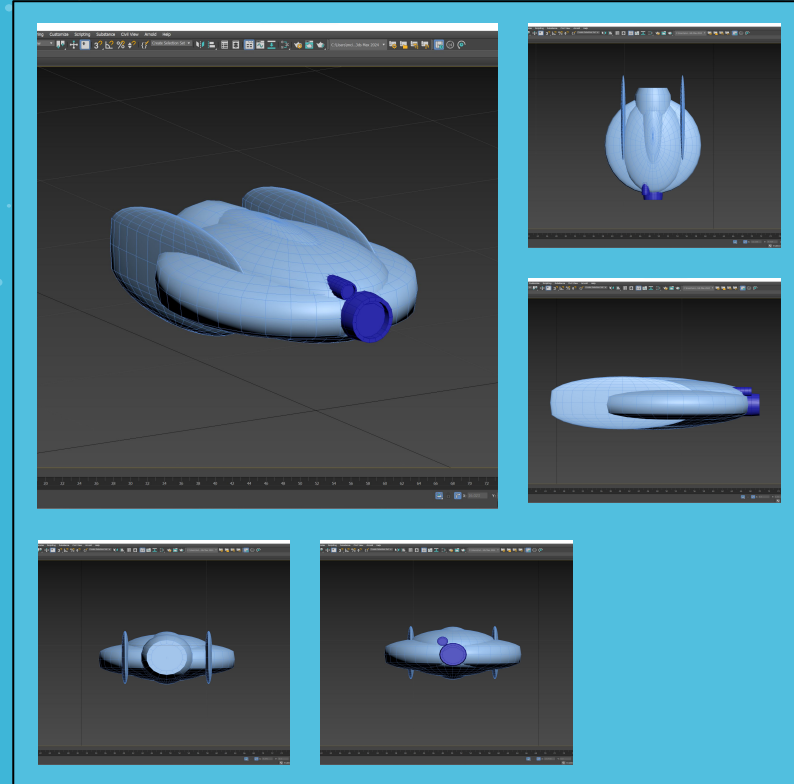
Future Features

- Upgrades (DiveBot, Boat, Player, Camera)

- Complex Fish AI

- Advanced Research Journal

- Complex Storyline & Progression

- Enhanced camera system
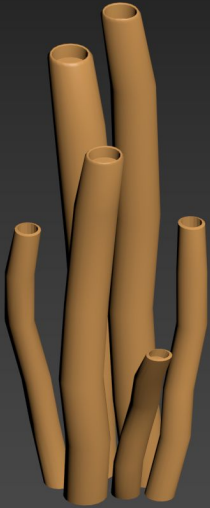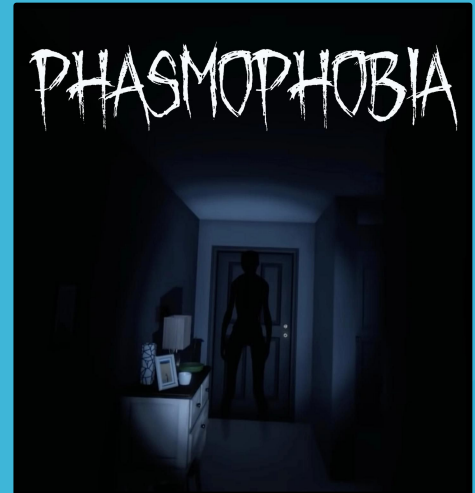
Competitive Analysis

- Competition offers survival elements, whereas ours focuses on horror and collection
- Cooperative underwater with unique mechanics that have never been done before
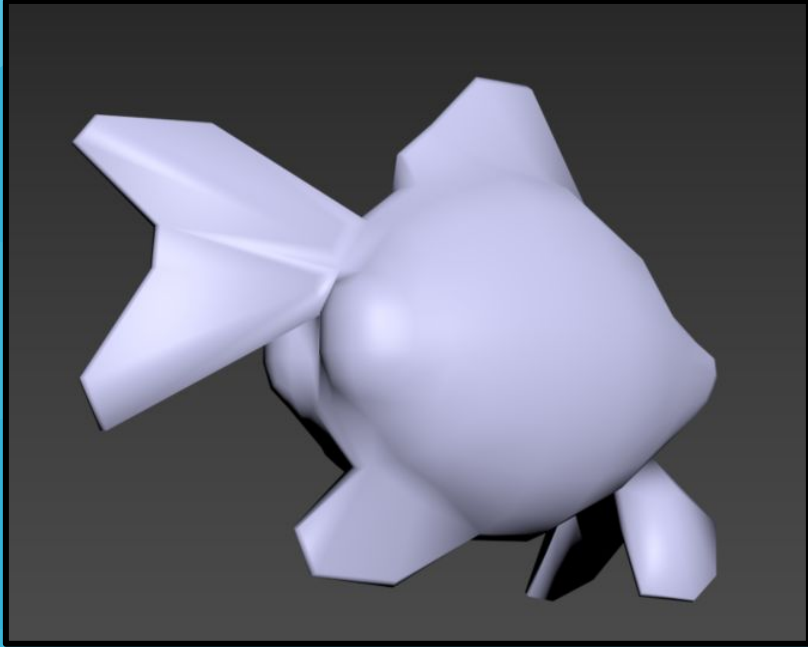- Focus on environmental horror, rather than blatant jumpscares like competition

SUBNAUTICA

ALL REVIEWS: Overwhelmingly Positive (221,458)
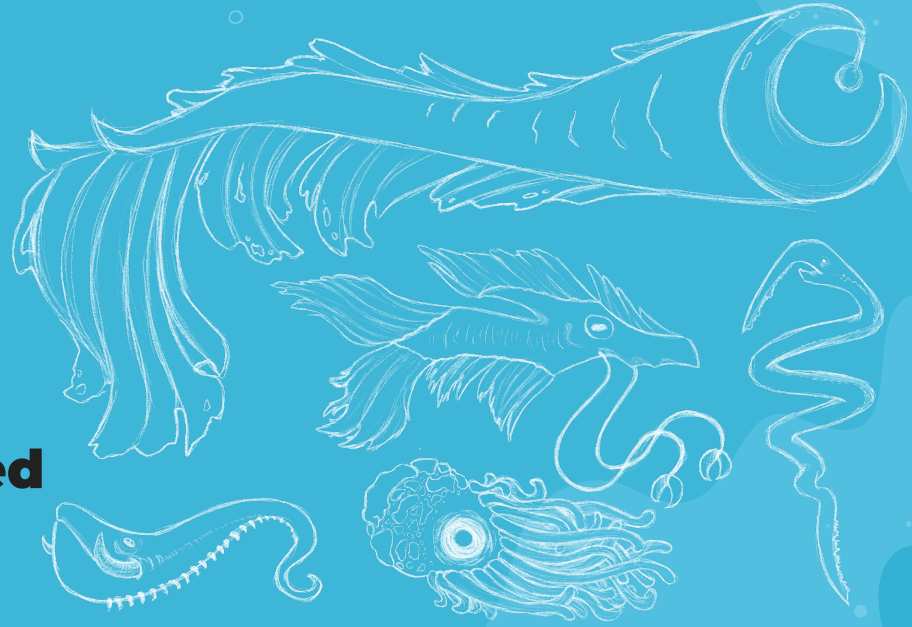

PHASMOPHOBIA

ALL REVIEWS: Overwhelmingly Positive (490,413)

Possible Risks

- Inexperienced Team

- Time Constraints

- Dealing with Water Physics

- Complex Fish AI Systems

- New Modelling Style (fish)

Why It Will Work

- **Large, dedicated team**

- **Heavy planning and scope management involving deadlines**

- **Phasmophobia and Subnautica were developed by indie studios**

Thank You For Your Time