

For PC, Mac and Linux
Age: 15+ / Rating: E13+
Available in December 2018

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Game Story Summary

In the year 2184, Humanity has managed to establish their first base on LHS 1723 b, an Eridian planet located at 17 lightyears from Earth.

During an exploration mission realized by the scientific crew, they discovered what appeared to be a hostile primal lifeform.

Those creatures, from different shapes and roots, with variable intelligence and lurid appearance, intrigued and scared the crew.

They somehow managed to capture some specimens for further testing and investigation by the scientific section. But after a few weeks, the creatures finally broke free from their tormentors and totally wiped out the base's crew.

Only Thomas Franz, mechanic engineer, and Paul J. O'Malley, space navigator and pilot of the base, managed to survive this bloodshed.

The game starts with our two protagonists after their respective retreats. Paul ends up trapped in the base's physical and mental training facility, while Thomas, needing a pilot to escape, managed to find shelter in the facility's maintenance room.

Paul needs to pass through the entire facility to reach the escape pods, with the help and coordination of Thomas, to pass the different riddles and find a way out. But one of the creatures doesn't seem to have given up the hunt...

Game Flow

In **Plight**, the two players need to escape the laboratory in their own way while avoiding a deadly monster.

When the game starts, you must choose between Thomas Franz or Paul O'Malley at the beginning of the game. Each player controls the camera at first person, but has a specific role throughout the game:

- Paul is trapped in the base's physical and mental training facility. The first facility's objective is to offer the crew a way to maintain a healthy body and mind with parkour rooms and simple riddles. Therefore, to escape the ravaged base, he must find a way out this facility. To do so, he must overcome the different rooms using his intellect and his physical abilities, while escaping the creature still on the run. He can use the movement detector he found on his way in to detect the presence of the monster and be able to avoid it as much as possible.
- Thomas, on the other hand, locked himself down inside the maintenance room of the facility. To escape the base using the escape pod, he needs a pilot, in other words, Paul. Therefore, using the map and the hints hanged all over the room, he must help Paul to escape by giving him needed instructions about the maze and its riddles.

The game ends when Paul can exit the maze, meaning the two of them can escape using the pod.

Storyline & Characters

Thomas Franz: Thomas is the crew's mechanic engineering. He knows the base like no one else in the crew. So, when he had a glimpse on Paul, his crew's comrade, during their run, he knew that he was heading hopelessly to the training facility, into the depth of the base. Therefore, he managed to reach the facility's maintenance room while escaping the creatures. Now he must help Paul escape this maze, because he needs a trustworthy pilot to escape with the pod.

He can use every information present in the room to help Paul escape: the map of the training facility, of course, but also the hints about the different riddles present into the maze.

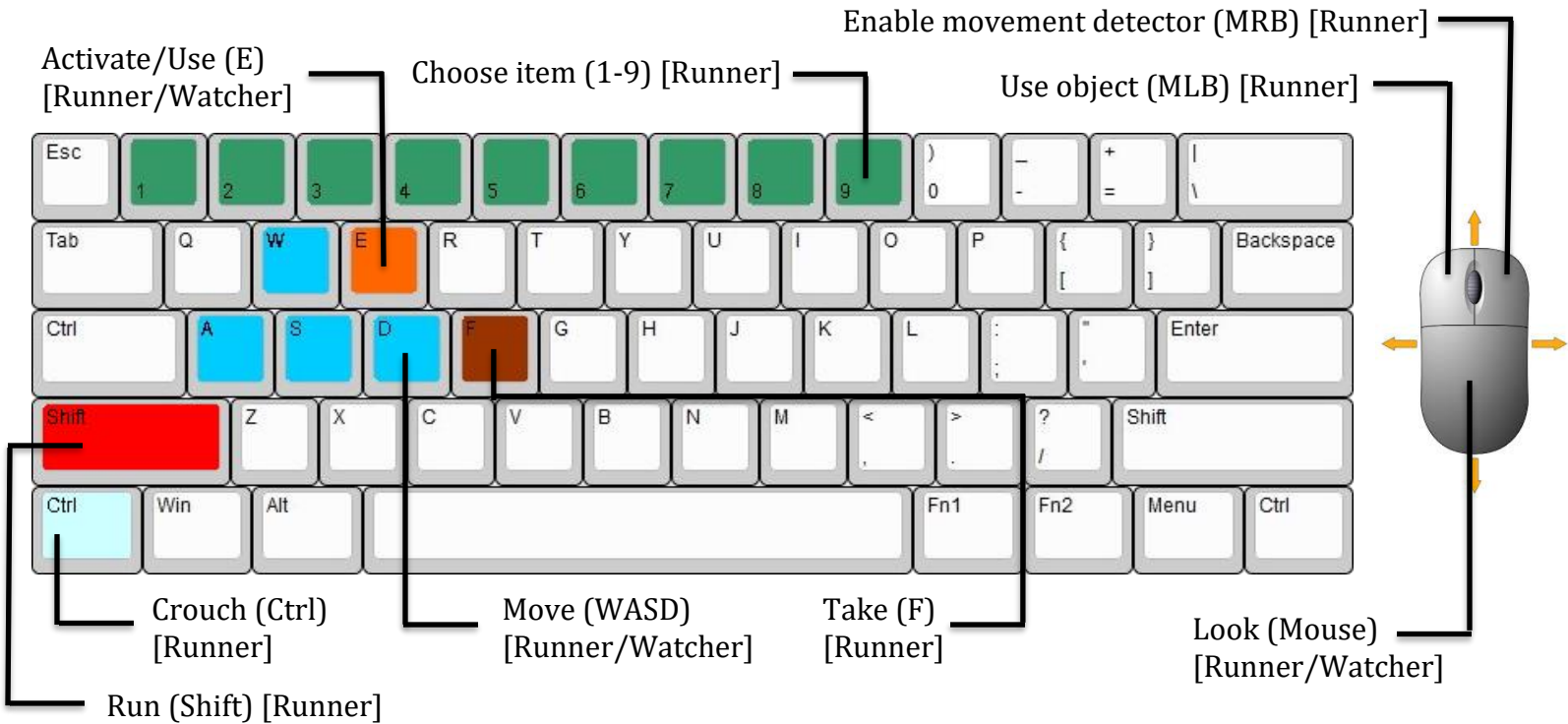
Paul J. O'Malley: Paul is the only pilot of the crew. During his run from the bloodthirsty creatures, he panicked and got lost, entering the training facility. Even though this place was designed to maintain and fortify the crew's body and mind, it's still a maze, so not a place you like to be lost when you're chased by a blood-soaked alien. So, to escape, he needs to pass through this maze, resolving the different riddles he'll come across, to finally reach the exit and escape using the pod.

He needs to resolve the puzzle of each room he crosses with the information given by Thomas, while trying to avoid the creature which followed him there.

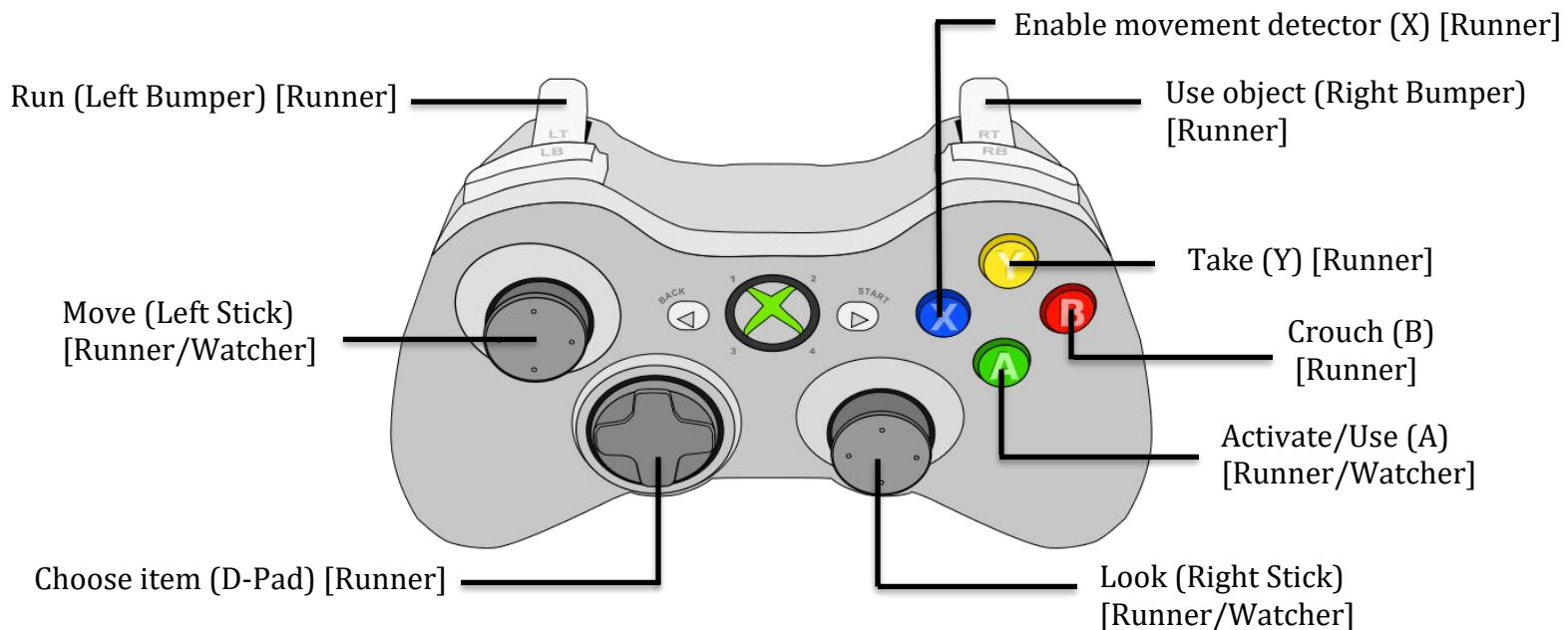


Players Controls

• Keyboard & Mouse Scheme

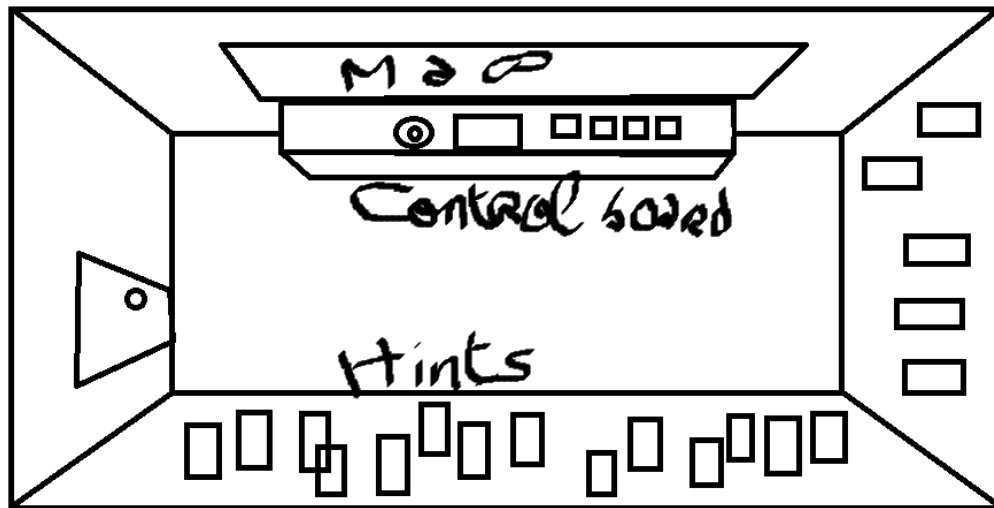


• Controller Scheme

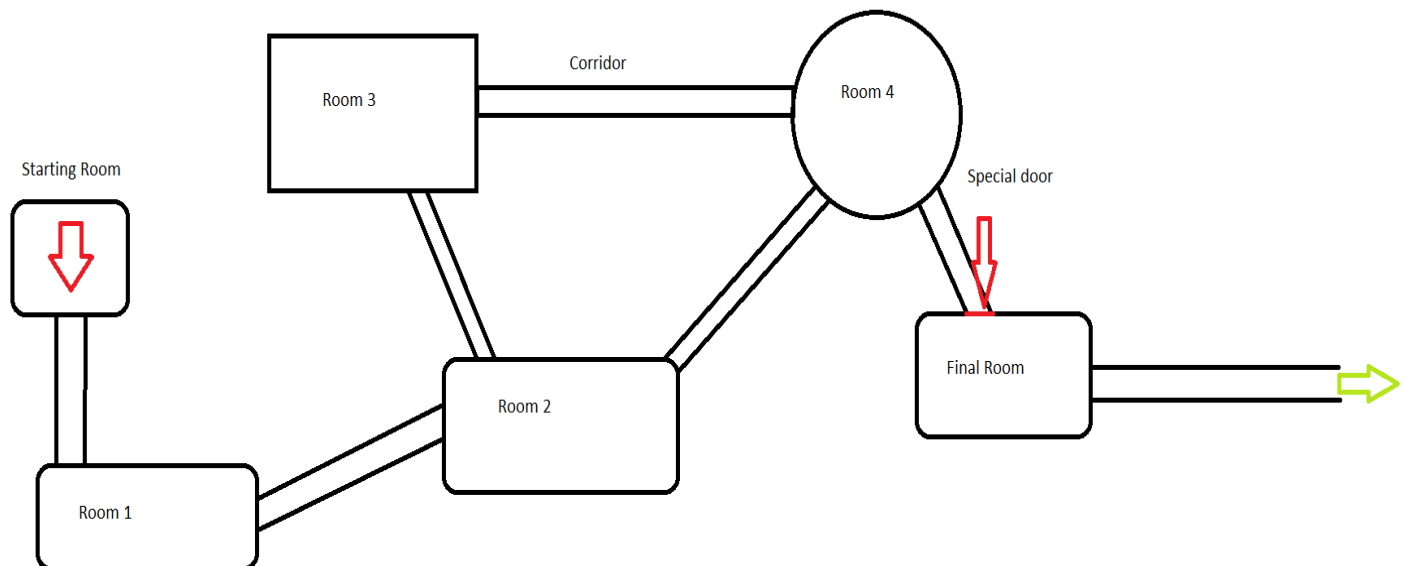


Game Play

Plight is a 2-players Survival Horror game, with elements of reflection and platformer games. The game takes place in a simple maze which consists of multiple rooms of variable sizes. Each room introduces a simple puzzle requiring a variable level of cooperation. In other terms, the player in the maintenance room will something have to give precise information, about a path or a sequence for example, and sometimes interact with levers or buttons to directly influence the content of the room.

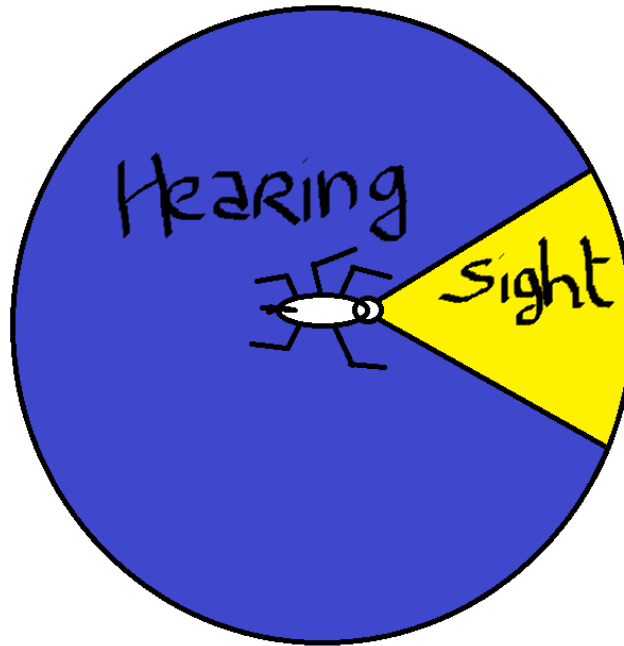


Maintenance room's diagram



Maze's diagram

The player in the maze need to resolve the maze with the help of the player located in the maintenance room, while being forced to resolve the puzzle of each room he comes across. During this time, the monster chases the player in the maze, following any source of sound and attacking the player at sight.



The doors, announcements and steps emit sounds that are detected by the monster if emitted in its hearing radius, but the monster will only attack the player if he enters its sight radius, so it is possible for the player to still escape the monster after the first detection.

The mouse in this game, like in every PC First-Person game, permit a gain degree of precision, allowing the player to act and think fast during the game.

Game World

The world of **Plight** is a futuristic training facility full of advanced riddles, located inside a Sci-Fi planetary base. The ambiance and the visuals are highly inspired by Alien, Dead Space and SOMA, while the creatures are mostly inspired by Resident Evil and Monstrum.

The player trapped in the maze will encounter many different riddles, like color sequencing or door hacking, but also the monster chasing him, if he's unlucky.

Otherwise, the player in the maintenance room will see a medium sized room, with the walls filled with drafts and screens, but also a massive map of the facility. This room is located near the exit of the facility, so they can escape together if the lost one is able to exit the maze.

During the game, the only music would be the sounds emitted by the facility and its infrastructure, accompanied by a discreet unsettling ambient/drone music.

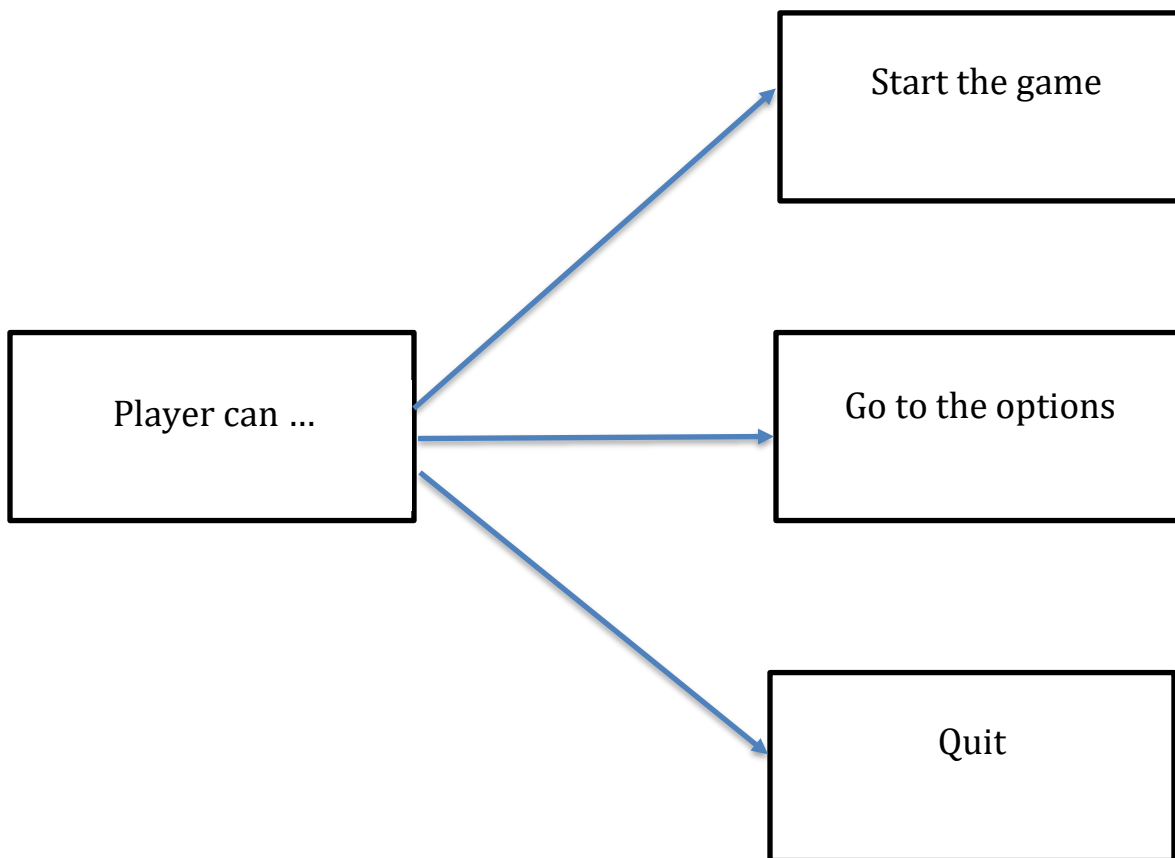
Game Experience

Plight has the ambition to bring a strong feeling of fear and horror to the player stuck in the maze, while the player in the maintenance room feels anxiety and incapacity seeing his friend being devoured.

The location and the nature of the rooms are randomly chosen, to make the game replayable and filling the player with a feeling of confusion and lostness, adding to the fear sought.

The music chosen would be an ambient music, very minimalistic, accompanied by the sounds of the environment and especially the monster, to add to the feeling of uneasiness and terror. The music must be worrisome and minimalistic for a full impact, with great soaring of powerful kicks and dramatic FM synthesizers when the monster attacks.

The player in the maze will first see the interior of an elevator, that brings him in front of a double door: the entrance of the training facility. While the other player will see the interior of the maintenance room.



Game Play Mechanics

The mechanics are divided into three groups, one concerning the Runner, one concerning the Watcher and one for the different rooms.

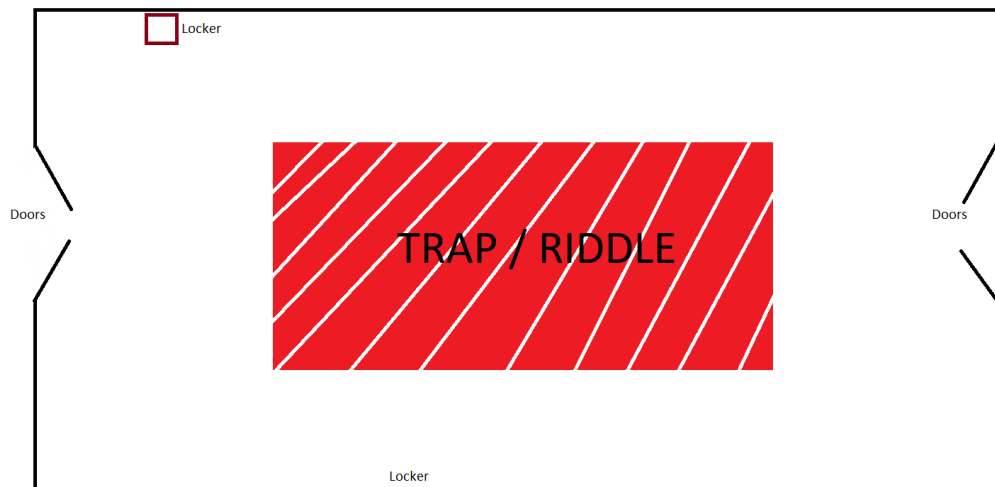
The Runner:

1. The motion sensor: The Runner will be equipped with a motion sensor that detect the presence of the monster, indicating the distance between them with a 'beep' sound; the closer the monster, the higher the frequency of the sound. But on the other hand, the monster can also hear the sensor, so the Runner will also be able to deactivate the sensor.
2. Hiding: The Runner will have the possibility to hide in specific places to avoid the monster. But the monster has the possibility to destroy a hiding spot if it sees the Runner get out from one. Some hiding spots will also be of unique use to force the Runner to always be in movement.

The Watcher:

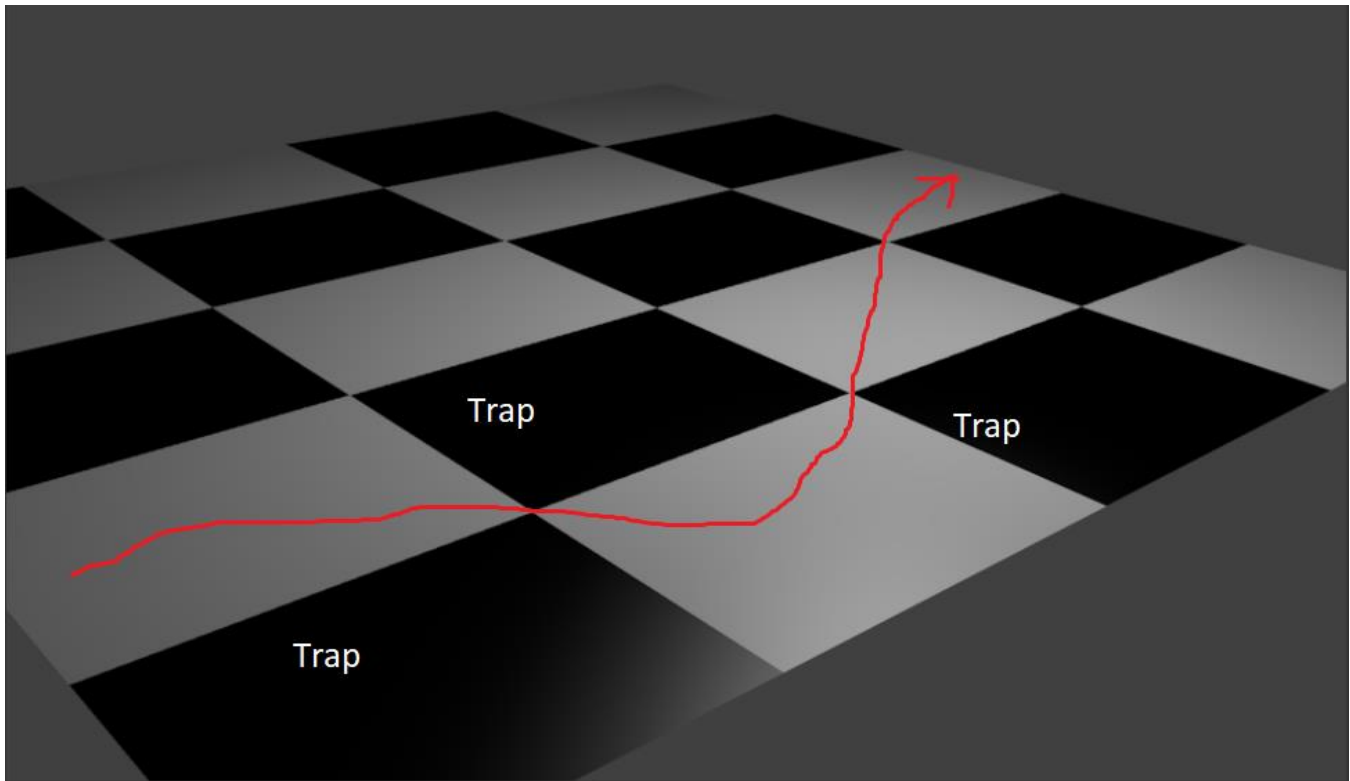
1. Information board: The Watcher will have in his room a board with information and hints about the different rooms. He will be able to zoom on the different parts of the board to clearly see information about one room.

The different rooms: To prevent the players from trying to solve the problems by testing all the possibilities, most of the mistakes will be noticed with a sound that will attire the monster to the current room.

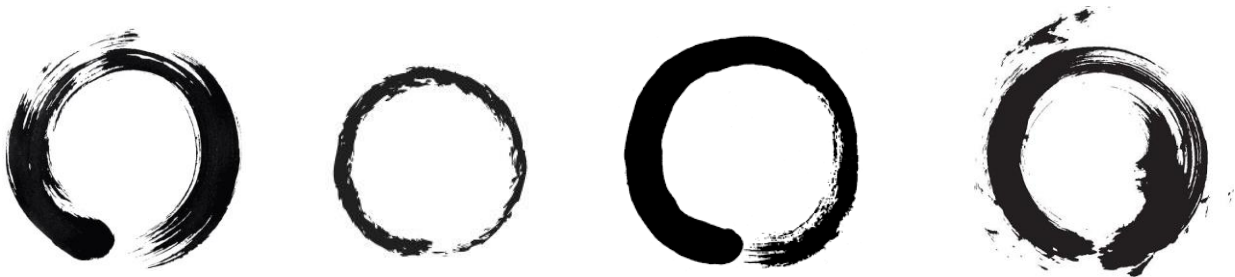


Room's basic room

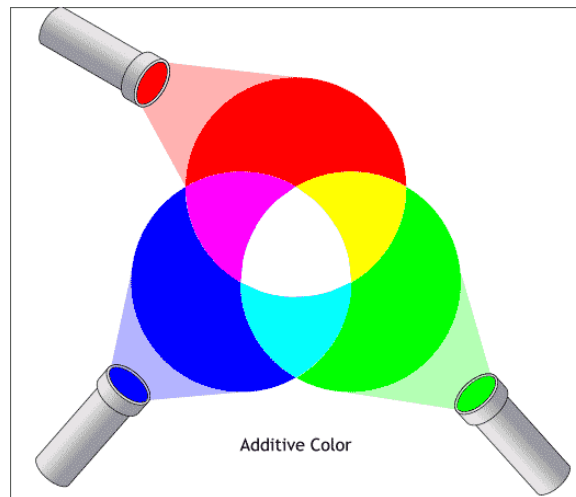
1. The Checkerboard Room: This room have a checkerboard on the ground with some slab being trapped. The watcher will have information on the disposal of the traps and help the runner to find the good way. This picture shows a very simple checkerboard, but we can imagine different type of checkerboard with multiple colors or symbols instead of only black and white slabs.



2. The Symbols Room: In this room, the runner will have to activate some levers in the correct order to open the door, each lever will be associated with a symbol. The watcher will know the order of the symbols, but the fact is that all the symbols look alike; the purpose of this room is that the watcher will have to describe symbol efficiently and as quick as possible. The pictures below show examples of very similar circle symbol that could be used in this room.



3. The Color Room: To open the door, the Runner must enter a color code. The Watcher will have this color code, but the fact is that the room will not have white light. Every 10 seconds the light will change color, changing also the color of the color buttons. To help the players, the Watcher have at disposal a schema of the additive synthesis of light.



4. The Rorschach Room: The Runner will be faced to a picture of a Rorschach test, to solve the test he must find a specific spot on the picture. The Watcher will have information about that spot and must find a way to describe it to the Runner.



5. The Pong Room: This room is special, as the Watcher will be able to directly interact with the Runner. Indeed, to unlock the exit, the two players will have to exchange a giant ping pong ball during at least 10 passes. In this room, the Watcher will be able to control a machine on an electric rail to send back the ball.

Enemy

In **Plight's** world, you will find only one kind of enemy, which is an unknown monster captured by the crew in LHS 1723 b. This monster has been captured for studies and research on its cognition. It's looks like a mantis, with five legs and a gaping mouth.

Despite its numerous eyes, this monster only sees what's happening in front of it in a cone, so he can't see you if you are behind him. But to compensate this defect, he has an extremely sensitive hearing, so it can perceive even the smallest sounds up to thirty meters.

So, be careful when you move. To escape him, you must do as less sound as possible, and hide inside the different rooms, but be warned that if the monster sees you, it will chase ruthlessly, and it has enough force to destroy the doors.

In other words, it can't be hit nor defeated, the only way to escape it, is to end the maze and reach the exit door.



Cut Scenes

To understand the story, the players will be able to watch 3 different cut scenes.

- In the beginning of the game, the two players will start in a black screen. They will hear a robotic voice telling to “evacuate the laboratory” and the character (that they choose) breathing heavily. The story, based on Paul reaching the facility, will be explained to each player from their character’s point of view. All information about the game will be exposed in a diegetic way, the robotic voice. Then the doors will open, and the game will begin.
- The second cut scene will be the one when the player in the lab will be caught by the monster. The player will see the monster brutally attack him, and the game will stop there for both players.
- At the end of the game, when both players have escaped, they will both be entering an escape pod. The final cut scene is that both players will see the planet and the laboratory under them while the pod is lifting-off.

Bonus Material

The Game will be released with a Story Mode. This will be the main game, with the cutscenes included, all the events and the explanations. When the story mode will be succeeded by both players, the Casual Mode will be unlocked. This mode will contain the same version of the game, but with some room randomly generated, so the players will always discover some new configurations. A timer will be shown so the players can try to rush the game, in both gameplays. The Casual Mode will probably be released after the story mode release.