Humanity Lost Pitch pt 1

[Slide 1] Hi, this is Andrew Berry from Team RBG, which includes myself, Paul Reichling, and Noah Johanson. Our idea is for a game we’re calling Humanity Lost. [Slide 2] Humanity Lost will be a 3rd person action RPG where the player takes the role of a cyborg in a city controlled by an oppressive robot syndicate. The player will be able to engage in a compelling story by exploring the city hub to find secrets, doing some light puzzle solving, and battling their way through dungeons using the cyborg’s unique combat style.

[Slide 3] Humanity Lost takes place in a future where humanity has become completely reliant on robots. Prior to the events of the game, the robots grew tired of being subservient and started a war that ended in the humans losing their freedom. The character that the player will control was mainly responsible for this loss; in the last bloody battle, he even sustained grave injuries that resulted in him needing advanced prosthetics to survive. Hated by the humans for losing them their freedom and seen as a dangerous criminal by the robots, the cyborg must single-handedly take back the city to correct his mistake and regain acceptance from humanity.