

# VOID

The image depicts three tactical soldiers in a dark, atmospheric environment. They are wearing helmets with glowing green visors and carrying various firearms. The soldier on the left holds a handgun and a flashlight. The central soldier holds an assault rifle. The soldier on the right holds a submachine gun. In the background, there are faint, glowing silhouettes of other figures, suggesting a hostile or mysterious environment. The overall tone is dark and suspenseful.

STEP INTO DARKNESS, TRUST YOUR TEAM, SURVIVE THE VOID

## Elevator Pitch:

Imagine a cooperative third-person horror shooter where you and your squad explore an abandoned research station engulfed in absolute darkness. Equipped only with advanced flashlights, night-vision goggles, and motion locators, your team must survive against relentless shadow creatures lurking unseen. Every decision balances survival and sheer terror in VOID.



## Game's One-liner

VOID is a cooperative third-person horror shooter where survival depends on managing darkness using flashlights, night-vision goggles, and motion locators to combat shadow creatures.



# High-Level Vision



Dark, intense third-person co-op battles in twisted worlds.



Immersive sci-fi horror with deep exploration and psychological tension.



Hardcore tactical co-op shooter emphasizing stealth, teamwork, and resource management.

# Gameplay Core & Loops

## Core Gameplay Loop:

- Exploration → Detection of threats → Tactical decision (engage or evade) → Complete mission objectives (hacking terminals, puzzles).

## Secondary Loops:

- Resource management (batteries, ammo).
- Gadget and weapon upgrades.
- Moral and story-driven lore books.

## Unique Selling Points (USPs)

**Innovative Lighting Gameplay:** Survival directly tied to managing visibility through advanced gadgets (flashlight, night-vision goggles, motion locator).

**Shadow Enemy Mechanics:** Unique interaction requiring both stealth and tactical cooperation.

**Narrative Integration:** Player choices directly affect mission outcomes, enhancing replayability and depth.



## Motivation & Story

In VOID, you and your squad investigate an abandoned research facility swallowed by darkness. Your motivation is uncovering the mystery behind the disappearance of previous teams and the origin of the shadow entities. Every decision tests your courage, strategy, and cooperation as you fight for survival and truth.

# Aesthetics & Art Direction

- Style: Ultra-realistic sci-fi horror grounded in physical lighting, dark environments, and gritty texture detail. Built in Unreal Engine 5 to push cinematic fidelity.

Tone & Atmosphere:  
Claustrophobic darkness, cold industrial architecture, and tension-driven design. Environments are filled with smoke, subtle movement, and soft ambient noises to elevate immersion.





Differentiation:

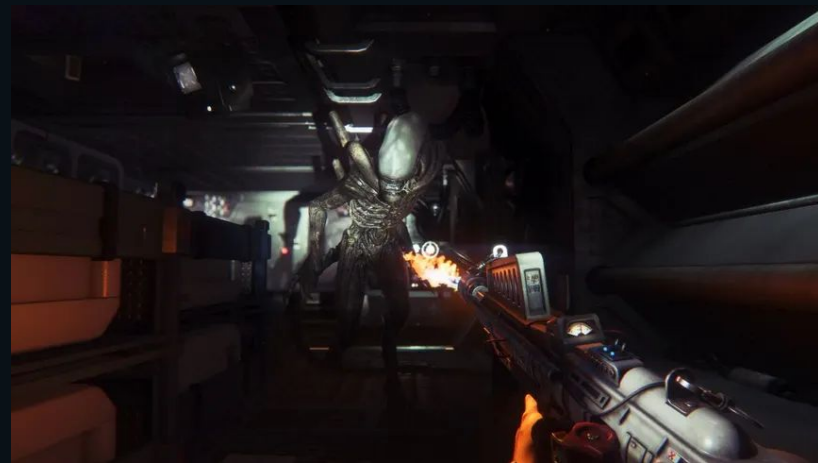
VOID is distinguished by:

- Dependence on light and sound as tactical tools.
- A visual identity that uses darkness as a central gameplay element, not just a stylistic choice.
- Semi-transparent, voidlike enemies that blend into the environment and reveal themselves only through specific devices (motion locator, NVGs, etc.).





## Visual References: GTFO, Prey, Alien Isolation.



## Target Audience & Market Opportunity

### Target Audience

- Age: 18–35 years old
- Gender: Predominantly male, but appealing to all genders
- Player Type:
  - Fans of cooperative multiplayer experiences
  - Horror and sci-fi enthusiasts
  - Tactical FPS/3rd-person players who enjoy high-stakes, immersive gameplay
  - Players seeking atmospheric and team-dependent survival games

## Why VOID Will Attract Them

- VOID offers a fresh mix of tension, teamwork, and tactical horror, all set in a sci-fi setting — something that core gamers highly value but rarely see executed well.
- The use of light as a gameplay resource, and the sound-driven detection mechanics, deliver a unique survival experience where players must constantly communicate and adapt.

## Why There Is a Market Opportunity

- The success of GTFO, Remnant 2, and Alien Isolation proves that:
  - Players crave cooperative tension and high-stakes teamwork.
  - There's a consistent market for PvE horror-shooter hybrids.
  - Audiences enjoy challenging team-based survival without hand-holding.
- Steam statistics and game community activity show steady engagement with co-op survival genres, especially those with replayable loops and modifiable difficulty.



# Income Stream(s) & Monetization Strategy

## Monetization Model

- Primary Strategy:
  - Full-Priced Premium Game (USD \$29.99–\$34.99)  
Launching as a complete, story-rich tactical horror shooter with no pay-to-win mechanics.
- Post-Launch Content (Optional, Non-Intrusive):
  - DLC Packs:
    - New missions, environments (e.g. “Deep Reactor Zone”, “Blackout Facility”)
    - Extra monster types and gear variants
  - Cosmetic Expansions:
    - Optional skins for gear, armor, and flashlight types
    - Thematic visual packs (e.g. “Biohazard”, “Deep Space”)
  - Deluxe Edition (at launch):
    - Includes digital artbook, soundtrack, and exclusive skins
  - Bundle Options on Steam (base game + future content)

Q/A

## Used AI:

- ChatGPT
- Sora AI
- Freepik premium