

LAST ALIVE

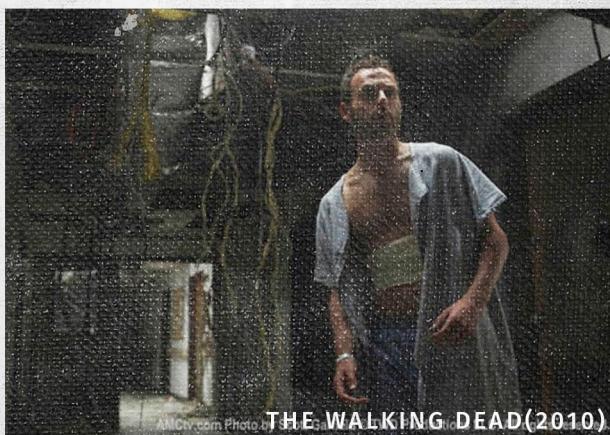
A POST APOCALYPTIC ADVENTURE GAME WITH THE ART STYLE OF FIREWATCH AND STORY IN THE VEIN OF LOVE & MONSTERS, THE WALKING DEAD, AND I AM LEGEND.

LAST ALIVE INTRODUCTION

LAST ALIVE IS A LARGE OPEN WORLD ADVENTURE GAME WHERE THE PLAYER MUST FIND ITEMS AND CLUES TO FIND THEIR FAMILY IN A WORLD FULL OF DANGERS BOTH HUMAN AND OTHER. THIS GAME WILL INCLUDE THE DESOLATION AND LONELINESS OF I AM LEGEND(2007) WITH THE WORLD OF LOVE AND MONSTERS(2020) AND WITH THE OPENING SCENE OF THE WALKING DEAD(2010). IT WILL ALSO HAVE THE EXPANSIVE WORLD DESIGN OF RED DEAD REDEMPTION 2(2018).



I AM LEGEND(2007)



THE WALKING DEAD(2010)



LOVE AND MONSTERS(2020)

LAST ALIVE STORY

THE GAME WILL BEGIN WITH THE CHARACTER WAKING UP IN A RUN DOWN HOSPITAL. THE WORLD HAS BEEN CHANGED FROM THE CHEMICAL FALLOUT OF SOMETHING CALLED "THE INCIDENT." THE PLAYER EXPLORES THEIR SURROUNDINGS AND FINDS A NOTE ON THEIR BEDSIDE TABLE TELLING THEM TO GO TO A PLACE CALLED "THE SANCTUARY" IF THEY WAKE UP. FROM HERE THE STORY BEGINS AND THE PLAYER MUST NAVIGATE OUT OF THE HOSPITAL AND FIND "THE SANCTUARY" USING CLUES FOUND ALONG THE WAY. THE PLAYER MUST ALSO LEARN TO DEFEND THEMSELVES FROM CREATURES AND OTHER DANGERS.



LAST ALIVE TONE AND STYLE

THE TONE OF THE GAME WILL OBVIOUSLY BE A LITTLE DARKER BUT IT SHOULD NOT STRAY INTO THE HORROR GAME CATEGORY. THE TONE OF LOVE AND MONSTERS(2020) IS A GOOD STARTING PLACE. THE GAME SHOULD HAVE HIGHS AND LOWS OF RELAXING AND CHALLENGING. IN THE VEIN OF FALLOUT(1997+) THE GAME SHOULD HAVE ENEMIES BUT THEY AREN'T SCARY ENOUGH TO MAKE THE GAME A HORROR GAME.

THE ART STYLE OF THE GAME WILL BE IN THE STYLE OF FIREWATCH(2016) AND BORDERLANDS(2009-) WHERE THE GAME IS 3D AND REALISTIC BUT IT ALSO HAS A CARTOON QUALITY TO IT THAT MAKES IT UNIQUE AND LESS TAXING TO BUILD. THIS ART STYLE IS EXTREMELY POPULAR AND WILL BE MUCH EASIER TO PULL OFF WITH A LIMITED BUDGET THAN A PHOTOREAL 3D ENVIRONMENT WOULD BE.



BORDERLANDS 3(2019)



FIREWATCH(2016)

LAST ALIVE

THEME AND SETTING

LAST ALIVE IS A ROLE-PLAYING GAME SET IN A LARGE OPEN-WORLD RECREATION OF NORTH AMERICA. THE PLAYER MUST FIGHT THEIR WAY THROUGH OBSTACLES AND FIND HIDDEN CLUES TO FIND THEIR WAY TO THE SANCTUARY. THE WORLD IS A COMPRESSED VERSION OF REAL-LIFE AMERICA AND WILL BE BUILT TO INCLUDE A VARIETY OF BIOMES, ANIMALS, AND OBSTACLES.



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RED DEAD REDEMPTION 2(2018)



RED DEAD REDEMPTION 2(2018)

LAST ALIVE

CONCEPT OVERVIEW

THE POST-APOCALYPTIC GENRE IS ONE OF THE MOST POPULAR GENRES. POST-APOCALYPTIC MOVIES AND TV SHOWS CONSISTENTLY TOP THE BOX OFFICE AND RATINGS AND THERE IS A LARGE APPETITE FOR STORY-DRIVEN ADVENTURE GAMES. A POST-APOCALYPTIC ADVENTURE GAME WITH A POWERFUL STORY AND BEAUTIFUL WORLD WOULD BE SURE TO BE A HIT EVERYWHERE.

GENRE: OPEN-WORLD SURVIVAL RPG / ADVENTURE

TARGET AUDIENCE:

AGE: 15-30

GENDER: MALE/FEMALE

MONETIZATION: PREMIUM WITH POTENTIAL FOR AN ONLINE GAME MODE WITH MICROTRANSACTIONS

PLATFORMS: PC, PLAYSTATION 5, XBOX SERIES X

ENGINE: UNREAL 5

VIDEO GAMES ARE WIDELY POPULAR RIGHT NOW. WITH THE PANDEMIC SHUTTING DOWN A LOT OF FORMS OF ENTERTAINMENT PEOPLE OF ALL DEMOGRAPHICS ARE INTERESTED IN FORMS OF ENTERTAINMENT THAT CAN BE DONE AT HOME. VIDEO GAMES ARE A HUGE INDUSTRY AND THIS GAME COULD BE POPULAR WITH BOTH MALE AND FEMALE IN THE 15-30 AGE RANGE. THE GAME WILL HAVE SOME INTENSE SUBJECT MATTER AND WOULDN'T BE SUITABLE FOR ANYONE YOUNGER.

LAST ALIVE CHARACTERS

THE PLAYER IS ABLE TO CHOOSE FROM A SET OF 4 DIFFERENT CHARACTERS. EACH CHARACTER WILL HAVE A DIFFERENT BACKSTORY AND A DIFFERENT SET OF SKILLS. ALTHOUGH ALL SKILLS CAN BE LEARNED THROUGH FOLLOWING THE STORY AND EXPLORING THE WORLD, THE PLAYER WILL BE ABLE TO START THE GAME ALREADY KNOWING A HANDFUL OF USEFUL SKILLS DEPENDING ON THE CHARACTER THEY CHOOSE.

PLAYABLE CHARACTERS:

MICHAEL (THE OUTDOORSMAN): MICHAEL WAS AN AVID HUNTER AND FISHERMAN BEFORE THE INCIDENT. MICHAEL KNOWS HOW TO BUILD TRAPS, TRACK ANIMALS, FISH, AND HAS EXTENSIVE KNOWLEDGE OF BOTANY. HIS SURVIVAL SKILLS COULD COME IN HANDY WHEN CROSSING THE WILDERNESS ON YOUR WAY TO THE SANCTUARY.

JACE (THE ATHLETE): JACE WAS A STAR ATHLETE IN COLLEGE AND HASN'T LOST HIS EDGE. JACE HAS ADVANCED SPEED, STRENGTH, AND STAMINA. HIS PHYSICAL ATTRIBUTES COULD BE USEFUL IN FIGHTING, OUTRUNNING ENEMIES, AND PASSING OBSTACLES.

ELLA (THE DOCTOR): ELLA WAS A DOCTOR BEFORE THE INCIDENT AND HAS EXTRA HEALTH AND HEALING. SHE IS ABLE TO HEAL HERSELF FROM VARIOUS AILMENTS AND HER KNOWLEDGE OF SCIENCE AND HIGHER LEARNING MAY BECOME HELPFUL ON YOUR QUEST.

AMARA (THE MECHANIC): AMARA WAS A MECHANIC BEFORE THE INCIDENT AND KNOWS HOW TO FIX BROKEN DOWN CARS AND OTHER MECHANICAL EQUIPMENT. HER KNOWLEDGE MAY BE USEFUL IN YOUR TRAVELS.

ENEMIES:

THE OUTSIDERS: THE OUTSIDERS ARE GROUPS OF PEOPLE WHO EITHER HAVEN'T FOUND THEIR WAY TO THE SANCTUARY OR WERE NOT ADMITTED TO THE SANCTUARY. THEY ARE OFTEN HOSTILE AND WILL DO ANYTHING IT TAKES TO SURVIVE.

THE OTHERS: THE OTHERS ARE HUMANS WHO HAVE BEEN GENETICALLY MUTATED BY THE INCIDENT AND NO LONGER RETAIN THEIR HUMANITY. THEY ARE HIGHLY DANGEROUS.



LAST ALIVE BACKSTORY

I'VE ALWAYS LOVED PLAYING VIDEO GAMES AND THROUGH MY SCHOOLWORK I'VE LEARNED TO DESIGN VIDEO GAMES AS WELL. A COUPLE OF MY FAVORITE GAMES TO PLAY WHEN I'M LOOKING TO RELAX ARE GRAND THEFT AUTO V AND RED DEAD REDEMPTION 2. WHAT THESE GAMES HAVE IN COMMON ARE LARGE, DETAILED, AND BEAUTIFUL OPEN WORLDS. THEY ALSO HAVE ALL SORTS OF TASKS TO COMPLETE AND DIFFERENT SKILLS TO LEARN. THEY'RE ALSO MADE BY THE SAME COMPANY. RED DEAD REDEMPTION 2'S STORY BRINGS YOU THROUGH EACH SECTION OF THE WORLD, TEACHING YOU NEW SKILLS AND PUTTING YOU UP AGAINST VARIOUS CHALLENGES. THESE GAMES ARE BOTH WILDLY POPULAR AND GRAND THEFT AUTO VI IS ONE OF THE MOST ANTICIPATED GAMES OF THE NEW GENERATION OF CONSOLES AND GRAPHIC ENGINES.



RED DEAD REDEMPTION 2 (2018)



GRAND THEFT AUTO V (2013)

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