

LAST ALIVE

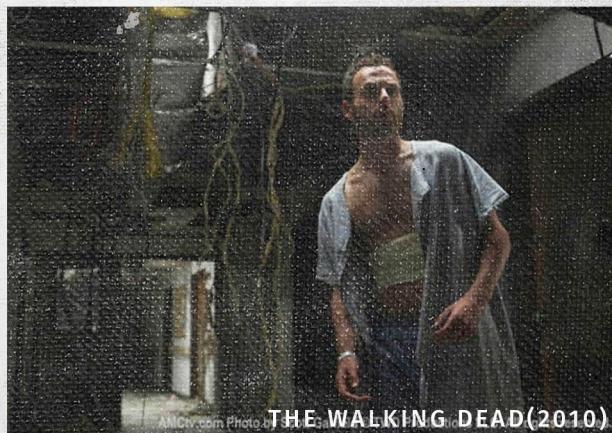
A POST APOCALYPTIC ADVENTURE GAME WITH THE ART STYLE OF FIREWATCH AND STORY IN THE VEIN OF LOVE & MONSTERS, THE WALKING DEAD, AND I AM LEGEND.

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)



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 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.

