



# Guns of Icarus

<http://gunsofcarus.com/>

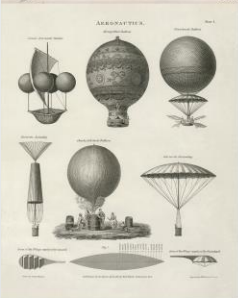
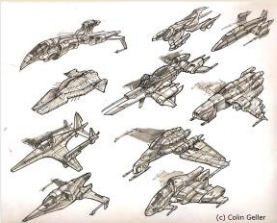
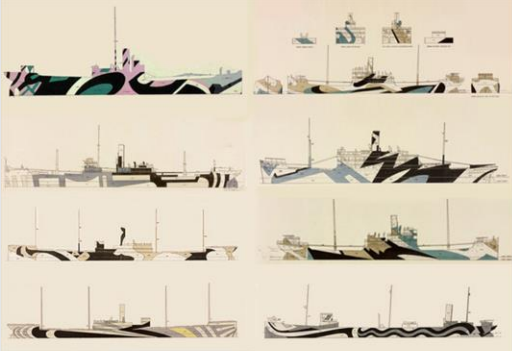


# Game

- Team death match.
- Restrict movement to vehicle.
- Different vehicle to match environment.
- Get score per battle, kill etc.

# “Graphical”

- Large environment to explore.
- Several different environments, i.e. space, water, air.
- “Low poly” models, but a lot! (or combination).



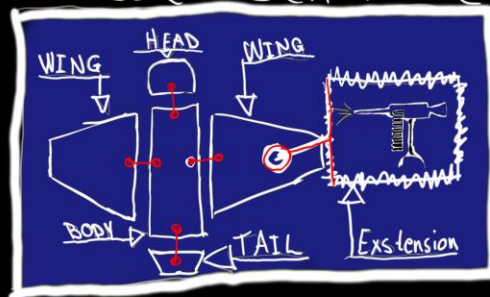
Vessel / Ship Shell

Environment Shell



Level / Environment  
Schematics

Vessel Schematic



Floating  
Object

Misc

POOL



# Technical

- Vehicles and environment built from “defined” parts.
- Easy to put parts together.
- Vehicle builder editor.



# Adventure / Horror / RPG

A game about a boy living in a village, that finds a “secret” passage to another world.

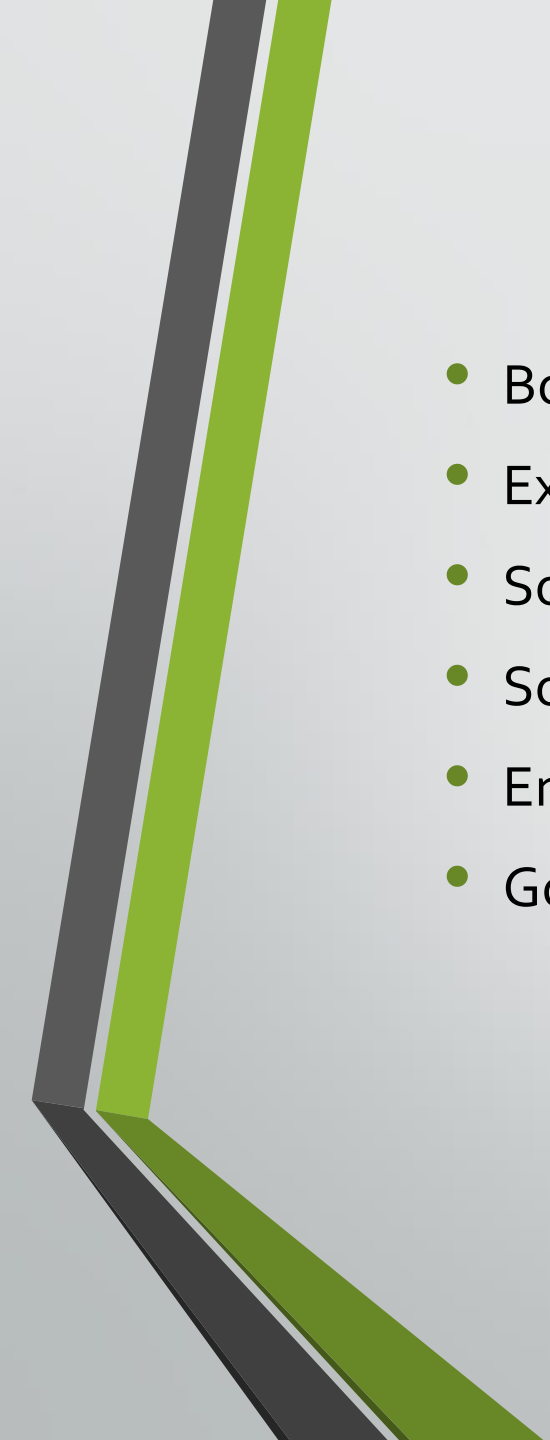
Limbo


<http://www.youtube.com/watch?v=GCA7gzPaQeo>

The secret world

<http://www.youtube.com/watch?v=7gw3NQi-IJM>

<http://www.youtube.com/watch?v=Cl34PuKEEPE&feature=c4-overview&list=UUKkpgwdJ-ohfGoYcqAt9Bw>

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- Boy lives in small village
  - Explore town and do small quests
  - Some event occur
  - Something is different, boy finds “secret” passage at town edge among cliffs.
  - Enters a cave through a small opening.
  - Go further in the cave to explore weird stuff.

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- Mystical gameplay with horrifying encounters (no monsters)
  - Simplistic graphics, “cartoonish” with low poly.
  - Drive player to go further down the cave.
  - Scripted cave parts with different events.





## Modulised Cave Parts (scripted content)



