

Silent Engines Demo Proposal

We currently have two publicly available demos, which are intriguing, but not professional quality. Due to their use of **Bitsy**, they do not demonstrate a proprietary **Outpost4** aesthetic. A text-based **Silent Engines** demo could be written in **Inkle** and exported as an **html** file which could then be O4-branded and enhanced using **custom CSS**. The addition of **illustrations** would improve the appearance and immersive effect of the demo.

Releasing a well-designed, if simplistic, game demo will help **keep our current fanbase engaged** until the release of our more involved Marina demo. It also adds a finished product to our website, solidifying our legitimacy with prospective clients.

Silent Engines Demo

Value Proposition

Although this project would not immediately result in a saleable product, there are other benefits to consider. This would be an opportunity to offer prospective clients the complete package-- Our unique writing, our UI/UX design fundamentals, our app development skills, our sound design and our art. All in one application which opens effortlessly in-browser on desktop or mobile and looks great.

- ▶ **Builds anticipation of full game**
- ▶ **Features our design principles**
- ▶ **Proof of concept**

The following slides depict a rough mock-up of what a Silent Engines text-based demo might look like.

The Silent Engines



- ▶ ***Continue***
- ▶ ***New Game***

It's snowing when you arrive. You've never really seen snow before. You thought it would be colder. You were told that if you stay outside too long you could contract frostbite. The fortress is west of here. You are uncertain of how many guards to expect.



- ***Do Reconnaissance [Item: Spyglass]***
- ***Go West***

You arrive from the Southwest. You see the flickering light of a campfire across the river. You don't see anyone around, but it's very dark. This could be a trap.



- ▶ ***Cross the bridge on foot***
- ▶ ***Investigate the river***

You take aim at the guard beneath the watchtower. Without a spyglass, you are uncertain if the watchtower is manned. If it is, you will have to engage with another, maybe several more enemies. You really wish you had a cigarette.



- ▶ ***Take aim and fire (11 bullets remain)***
- ▶ ***Find another way***

Silent Engines

Demo Budget

Aside from the commission of Illustrations and UI assets, Development would be effectively a time-only investment, and with a feature set significantly less varied than Marina, I anticipate that this project could begin and end in less than two months time

- ▶ **Writing: \$0**
- ▶ **Inkle implementation: \$0**
- ▶ **Custom CSS: \$0**
- ▶ **Illustrations: ~\$900**

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Description

This game demo would follow a mostly linear story, which is split into 9 possible playthroughs. Much like Night Road, at the beginning the player will select a few character options which will determine their available skills for the remainder of the game. In this way, although the story objective is simple (reach the destination), several possible solutions will be available for the player to choose from.

- ▶ **Playthrough Time: 60 minutes**
- ▶ **Minimal yet effective design**
- ▶ **High Replayability**

Silent Engines Demo Specifications

This Demo would be comprised mainly of HTML and CSS, partly generated using the Inkle narrative design tool and then further developed manually by us to reach a higher level of visual craft. The goal is to create a browser game that looks excellent, punching beyond the weight of an Arkadium game

- ▶ **HTML & CSS**
- ▶ **UI/UX Design**
- ▶ **Illustrated Art Assets**
- ▶ **Some custom audio**

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Specifications: Audio

Autoplay prohibitions in HTML5 mean that it may not be prudent to invest in audio content for the game. A solution is possible (An audio on/off toggle is likely feasible), however I believe it should be taken into account that much of mobile phone use is done with sound turned off globally (excepting video apps and music apps).

Like a good novel, I think we should aim to include compelling prose, which needs no sound accompaniment. Whatever we do, it should feel deliberate.

Silent Engines in 2025 and Beyond

A complete Silent Engines game would likely be developed in Unity and released directly onto Steam and mobile app stores. Perhaps it would follow the Illustration and text basis of the demo, or perhaps we might take it in a more heightened direction. It would certainly involve more sound and music than it's browser-bound predecessor.

- ▶ **Unity Development**
- ▶ **Voice Acting**
- ▶ **Animated Cutscenes**

A Note on Outpost4 Productions

I am aware that we have several projects and concerns vying for our attention as it is. We should move forward only with those projects which we can sustain and which forward our goal of achieving financial solvency. We can always execute on this plan another time.

I have created this presentation as an exercise in project planning. I believe that with every project we consider pursuing, we should have a source-of-truth document analyzing the risks and values of the pursuit, as well as the projected costs.

Risks:

- ▶ **Takes time away from Lead Generation**
- ▶ **No immediate monetary profit**

Values:

- ▶ **Shorter turnaround than Marina**
- ▶ **Reinvigorates O4 devotees**
- ▶ **Proof of concept for Outpost4 Adventure Games**
- ▶ **Proof of concept for app design**
- ▶ **Cross-promotion with Nocturne**