PREVENTING THE END

Available on PC, Xbox and PlayStation and release for the Q1 2024

www.pegi.info

Preventing the end

Maxence Guilbot | Brona Keevers ~ PTE.Support@gmail.com

Game Version

The game, after several hours of work to create a final version, we are making it available to the public, however we are also publishing the beta version, allowing players to give development ideas to be implemented in future versions.

Final version:

https://hillyleopard133.itch.io/preventing-the-end-episode-1

Beta version:

https://hillyleopard133.itch.io/preventing-the-end

Game story

The story is based in a fictional world, an alternate universe, across several points in time. It is the year 2035 and the world is in ruin from a biological weapon that was launched in a war 20 years ago. The weapon contaminated all the water of the earth turning those who met it
into hideous mutants. There are not many people still alive. Tom and Sigma work together to build a time machine to go back in time and prevent the contamination. A malfunction in the machine sends them forward 50 years into the future by mistake, the machine is broken and the 2 must travel through the wasteland, devoid of any life, to find the parts needed to repair the machine. Once the machine is back in working order, the duo travel into the warzone of the past and must stop the weapon from being launched before it is too late.

Character

Tom / Sarah Higern:

Tom and Sarah are former soldiers with hardened faces due to the loss of their family. Even though they are 42 years old, he/she had to keep fit to survive in this world.

Both kind of have the same clothes, they are dressed in damaged fabrics as there is no more active seller and does not pay attention to their look, they both wear cargo pants in order to carry a lot of things and a backpack for the same reason.

As their shoes they both wear dark boots to be protected from humidity and dangerous objects.

To make up when it's cold, they have an old but useful softshell jacket and a good hat that they never leave.

After the government services Tom and Sarah decided to retire and buy a farm with his/her family, away from conflicts, the mistakes of his/her past will catch up to them and lead to the death of their family, caught in absolute grief, he/she decided to go back in time to save them with the help of his/her new friend "Sigma".

Sigma

Sigma is an advanced AI robot created 15 years ago to aid in stopping the contamination after the war.

He looks like a humanoid robot, he's around 1m90 and thin which is convenient to make him reach things too high for Tom or Sarah, due to age, his white color turned into grey/dark revealing the original color of the metal hidden under the paint.

After the government forces failed to hold back the contamination and the world was overtaken by the mutant forces, Sigma was left alone. He left the research lab in search of human life until he came across the farm and decided to stay by the Tom's side and help him in constructing the time machine. Sigma feels the need to help the farmer to stop the contamination as that is what he was created for. He is very smart and without him, Tom probably wouldn't have been able to build the time machine. However, being a robot, Sigma requires a battery to function and needs to be careful to maintain his power supply. Sigma is somewhat naive and is too trusting of strangers.

Sigma is immune to the contamination as he doesn't need to consume any water. He spends most of his time working on the design and construction of the time machine. He enjoys nature and reading books to further expand his vast knowledge.

Gameplay Overview

During the game experience, the player will be able to use features specific to the game, he will be able to move and jump, use, and pick up objects, climb and move objects to solve puzzles for example. The fact that there is a companion also helps, the player will be able to use the abilities of the companion in order to advance in the story, such as the use of his force for the robot or even the speed and maneuverability of the human.

During the game experience, you may die, automatic saves will occur every 10 minutes and the possibility of saving is also present. When you die, you respawn at the last save

Gameplay Experience

The game is composed of three levels, the first will be simpler, it will be there to train the player, it will be more brain-like and will train the player in the mechanics of the game, it will also be useful to learn about the abilities of the player. robot. The player will therefore be able to heal himself, use objects, fight, and use his companion wisely.

During the second level, the player will be able to learn the ability to jump and second jump, there will also be additional functionality where the companion helps the player to overcome obstacles. The second level will be more platform-like, so the player will have to carefully analyze the jumps and the rewards to be obtained so as not to miss out on what is important.

For the final level, the player will play as a first person, the player will therefore have to face enemies and use weapons to defend himself, the use of the robot as bait will be learned as well as the use of weapons and mastering the silent step. The player will have to go to the objective, read the documents carefully and solve the enigma that caused the disaster.

How to win: Survive, find out the secret behind the big disaster by solving a lot of puzzles and kill all your enemies.

How to lose: if your health reaches zero, you get trapped or you jump into the void

Mechanics

Game mechanics vary depending on what level you are at, the game is separated in three levels:

1st Level:

The mechanics of the first level are generally simpler, in fact they are set up so that the first level is a kind of introduction. The implementation of the tutorial will therefore be about opening doors, moving the character, moving objects, solving puzzles, interacting with people, selling things and fighting.

2nd Level:

the second level will be a little more technical in terms of precision, in fact the game mechanics will be based on a platform game. The player will therefore have to master jumps, double jumps, opening chests and mastering jumps on flying platforms that move.

3rd Level:

The third level will require more character control, indeed the third level is a first / third person gameplay. The interactions will therefore be based on combat, taking objects such as books and reading them, looting the body of enemies, destroying terrain such as doors and the possibility to slow time when the player focus.

Enemies and boss

Each levels have his own kind of enemies, to discover them the player will have to go through a lot of adventure. The boss is not a real boss, it's just the brain of the operation but is nothing but a normal human.

Human:

In the first level we can find humans who are not friendly at all, indeed the first level is the disastrous level where only the strongest survive, so it is natural that men and women decide to take power by force. These people are ready to attack and kill to get money or currency.

The humans of the third level will be soldiers, in fact the player will have to infiltrate military lands and will come face to face with those who defend them. The interactions will be more difficult, and the time will be counting before the reinforcements come.

Monster:

The monsters are enemies only present in level 1, indeed they are the product of the chemical transformation which put the world on fire and blood, they are the transformation of humans and animals and attack everything they see without questioning, naturally
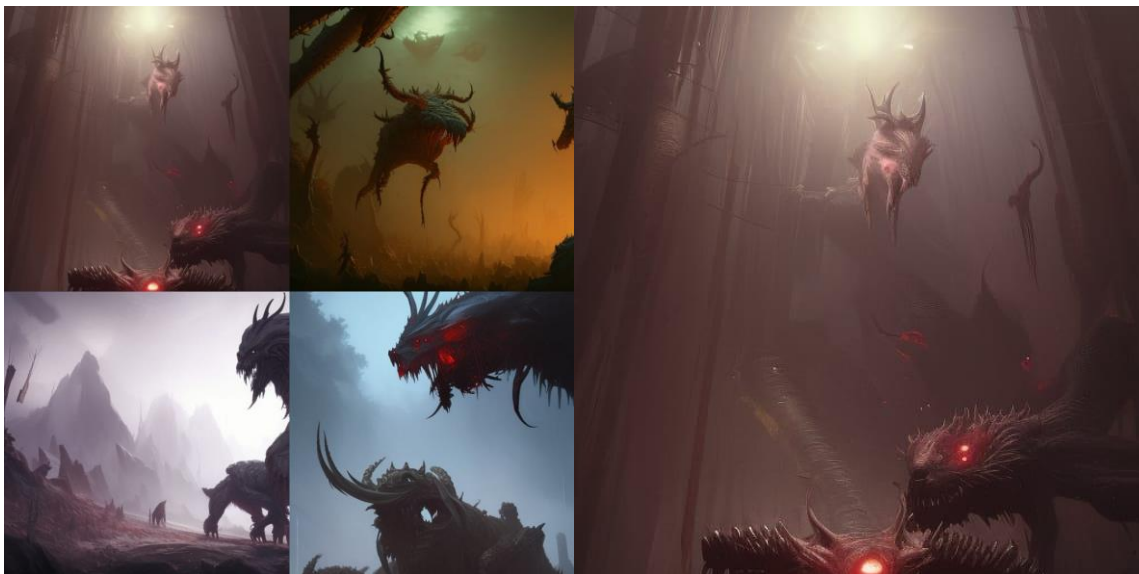
Planned Expansions and Bonus Material

The possibility of using the time machine to discover other landscapes and enemies will be added as DLC, these levels will have no impact on the story and will only be side stories so that the players who like the game can still access it for a while.

The future update we would like to add are:

- Skins for the robot and the humans
- New DLC
- the possibility of doing the story mode in cooperative mode, the players 1 would be the human and the player 2 will have the robot.

Playtests

For the playtests we choose to follow the *ffwwdd* method I could find on internet.

Frustrating
Favorite
Wanted
Wand
Doing
Describe

From: https://schellgames.com/blog/the-definitive-guide-to-playtest-questions

Player	What was the most frustrating moment or aspect of what you just played?	What was your favorite moment or aspect of what you just played?	Was there anything you wanted to do that you couldn't?	If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?	What were you doing in the experience?	How would you describe this game to your friends and family?
Quentin Guilbot	I haven't felt frustrated, the game is easy to play, and the plan of the game don't lead to any anger.	When the player fought a monster with a fork!	I wanted to switch between the robot and the human, so I could fully control the human and the robot.	I don't see what I could add.	I was following the path that the main character must follow to repair the time machine.	It's an adventure game where the main character has an endearing story, that of a father or a wife who wants to save his family.
Ewan chin	I follow Quentin's though, I didn't felt	I loved the humor they put in the game between	The game pleased me, and I	I would add few more difficult	I was playing the robot and	It's an instinctive game that attaches

	frustration neither, it's like a river flow, you just must follow the way.	the robot and the human.	don't see anything I wanted but couldn't do.	traps so the player can eventually die.	following the way	you to the characters with puzzles and riddles to solve.
Marie-Pierre roux	Wasn't frustrated at all	The robot was the coolest	Wish had the option to fight the raiders	Add more pictures	Trying to go get some parts for something in a place close to the farm	Interactive story
Anthony	When there wasn't an option to stop sigma petting the bird, but the game itself was easy to play and understand	I liked the descriptiveness when the characters got attacked	Not being able to stop sigma petting the bird was annoying other than that no	More dialog options when talking with neo	going on an adventure with your robot sigma	I would describe it like a modern Colossal Cave Adventure type game

GitHub Portfolio Link: https://kreza-kg.github.io/Portfolio/Page-1.html