

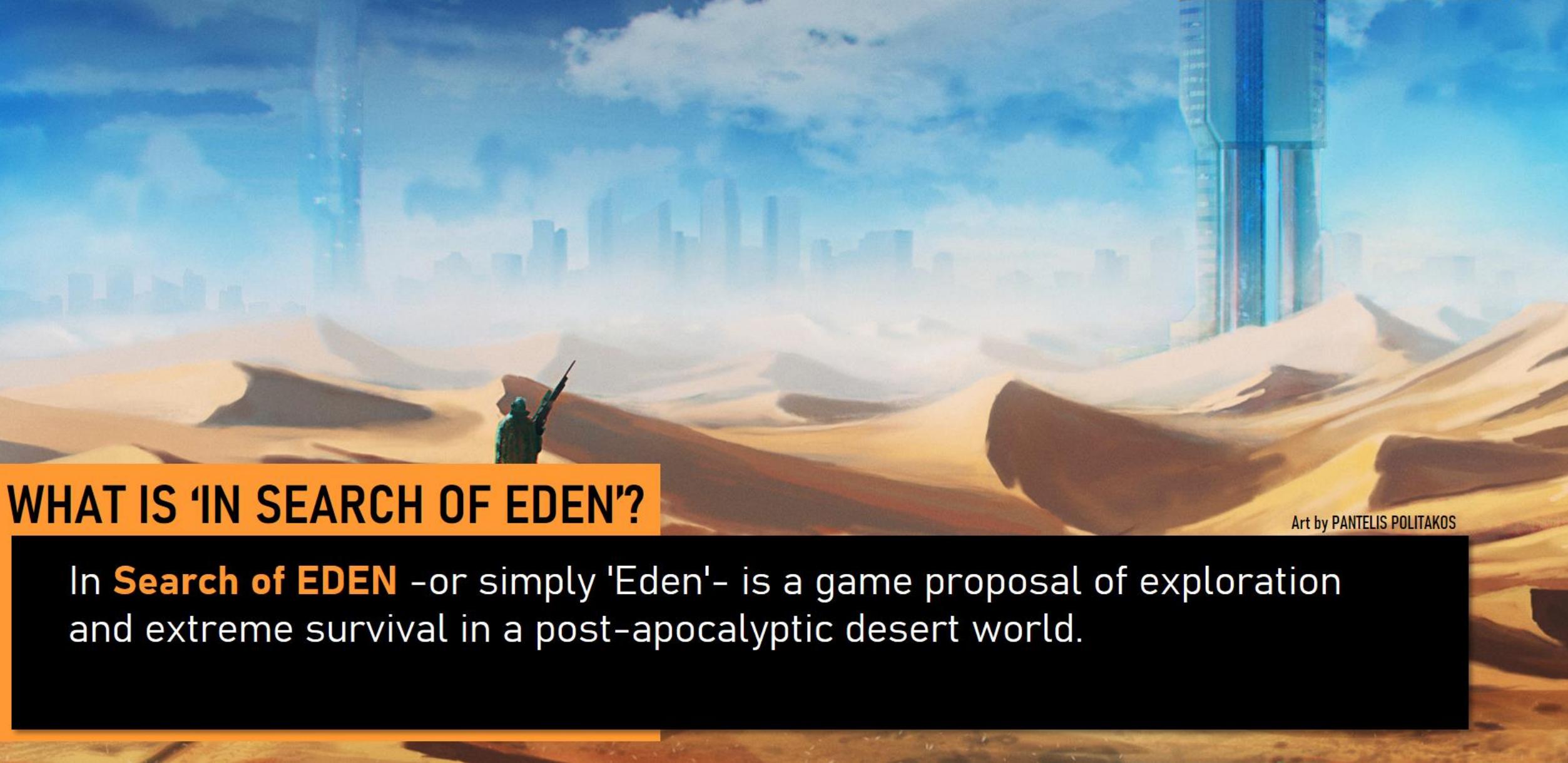


IN SEARCH OF
EDEN

The background features a vast, arid landscape with large, golden pyramids under a blue sky with wispy clouds.

**And GOD planted a garden in EDEN, in
the east; and there he placed the MAN
whom he had created.**

Genesis 2:8



WHAT IS 'IN SEARCH OF EDEN'?

Art by PANTELIS POLITAKOS

In **Search of EDEN** -or simply 'Eden'- is a game proposal of exploration and extreme survival in a post-apocalyptic desert world.



WELCOME TO THE WASTELANDS

No oceans, no forests...

This is a world that has been **devastated for eons.**

Art by KARANBIR SINGH

IN SEARCH OF
EDEN



Art by SEUNGJIN WOO

ENDLESS
WASTELAND



Art by SHERIFBEN

GAME WORLD

[GAME CONCEPT] by Ricardo Caballero Pascual

"The **WORLD** is buried
under a **SCORCHING SUN...**"



THE STORY

- The protagonist is called **Danny** by default
- The world is dying from the **lack of water**
- A **piece of the map to the Garden** is discovered

Art by SERGI BROSA



YOUR GOAL:
FIND THE GARDEN

WHAT IS THE **GARDEN**?

WHERE IS THE **GARDEN**?

CAN THE WORLD BE SAVED BY THE **GARDEN**?

IS THE GARDEN A **BLESSING** OR A **CURSE**?



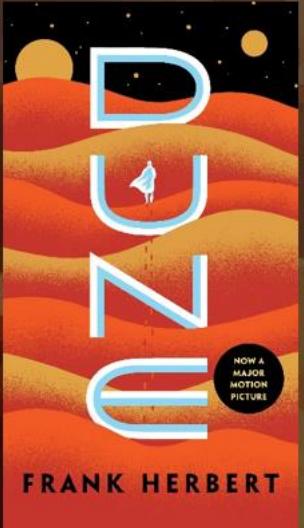
THE
GARDEN

WORLD MAP

- Divided into **sectors** that the player can freely explore
- For some reason, **it never gets dark**

IN SEARCH OF
EDEN

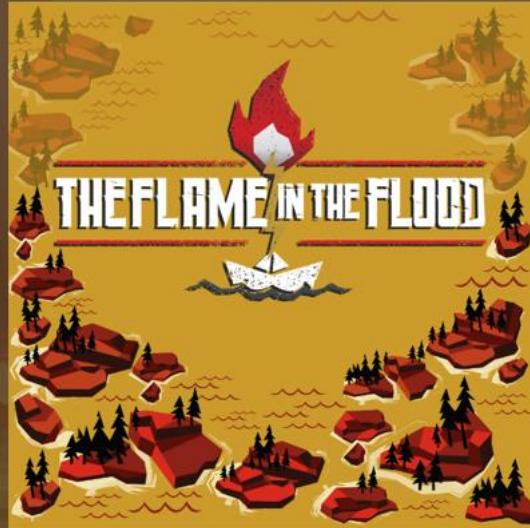
REFERENCES



DUNE
Frank Herbert (1965)



DON'T STARVE
Klei Entertainment (2013)



THE FLAME IN THE FLOOD
The Molasses Flood (2017)



FALLOUT
Interplay Productions (1997)



GATHER RESOURCES



EXPLORE THE WORLD

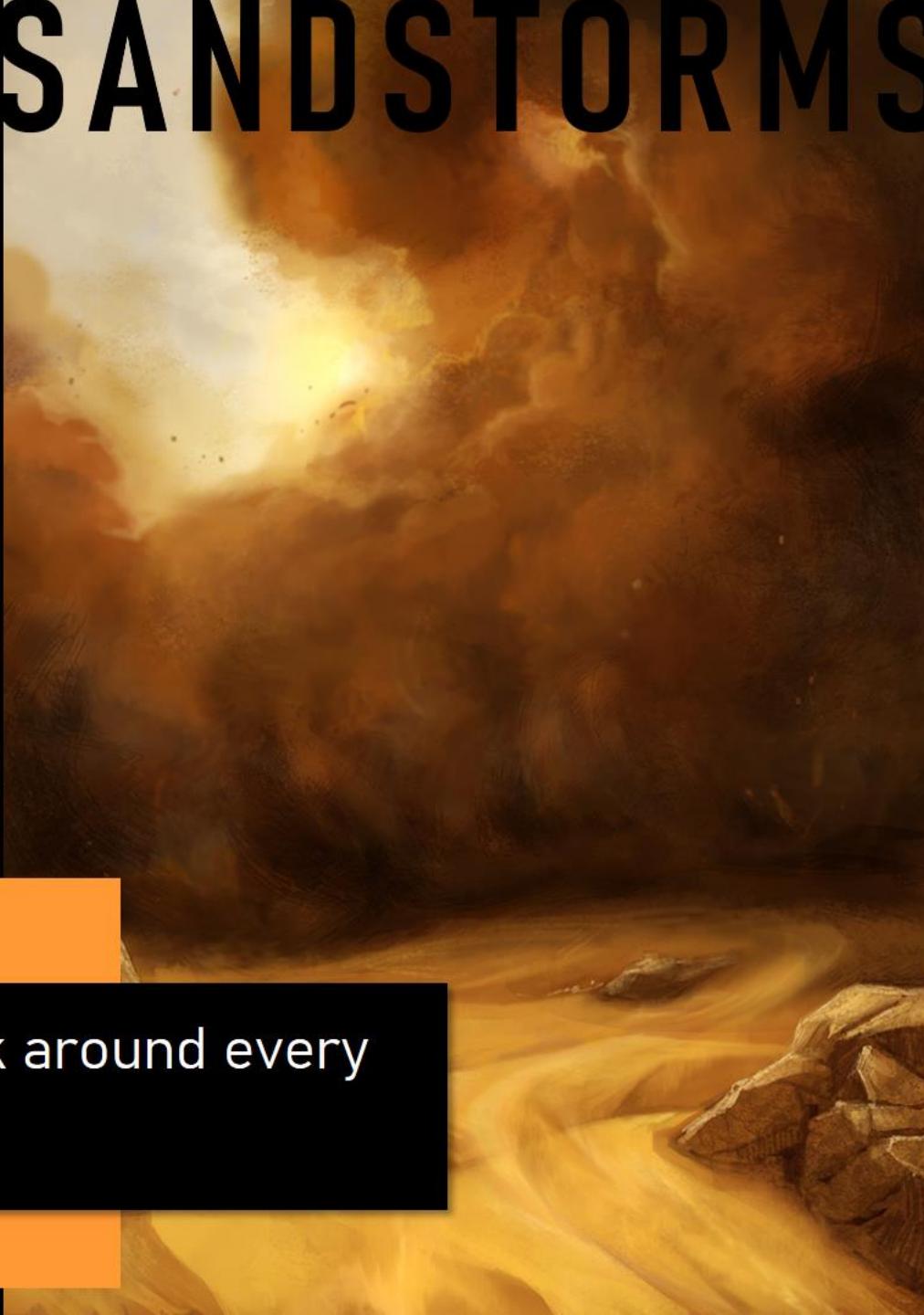


MAKE MORAL DECISIONS

SANDSTORMS

WATCH OUT!

Dangers lurk around every corner...



ENEMIES



CREATURES

Most desert creatures
are of the **insectoid type**.



**"Life forms have
adapted to SURVIVE"**

ALGOI-UKKAL

ALIEN DESERT WORM - CONCEPT

@paul_forrest

FILIPE AUGUSTO - CONCEPT ARTIST





"UPGRADE to access NEW SKILLS"

GRAPPLING HOOK

The player will have a **grapple hook** to explore the levels. This versatile device will be the **core mechanic** of the game.

"The **GRAPPLE HOOK** can be used as a **TOOL** and also as a **improvised WEAPON.**"





INDICATORS

To **survive** the desert, the player must manage **5 vital indicators**.

MECHANICS



// HEALTH //

Represents the avatar's health. Suffering wounds or the long-term effect of diseases decreases this indicator.



// THIRST //

Represents the avatar's thirst. A thirsty character will move slower and may also see mirages. If dehydration is severe, the character will die within a few hours.



// HUNGER //

It represents the avatar's hunger. This indicator empties more slowly than the Thirst indicator, but a hungry character can die after a few days without food.



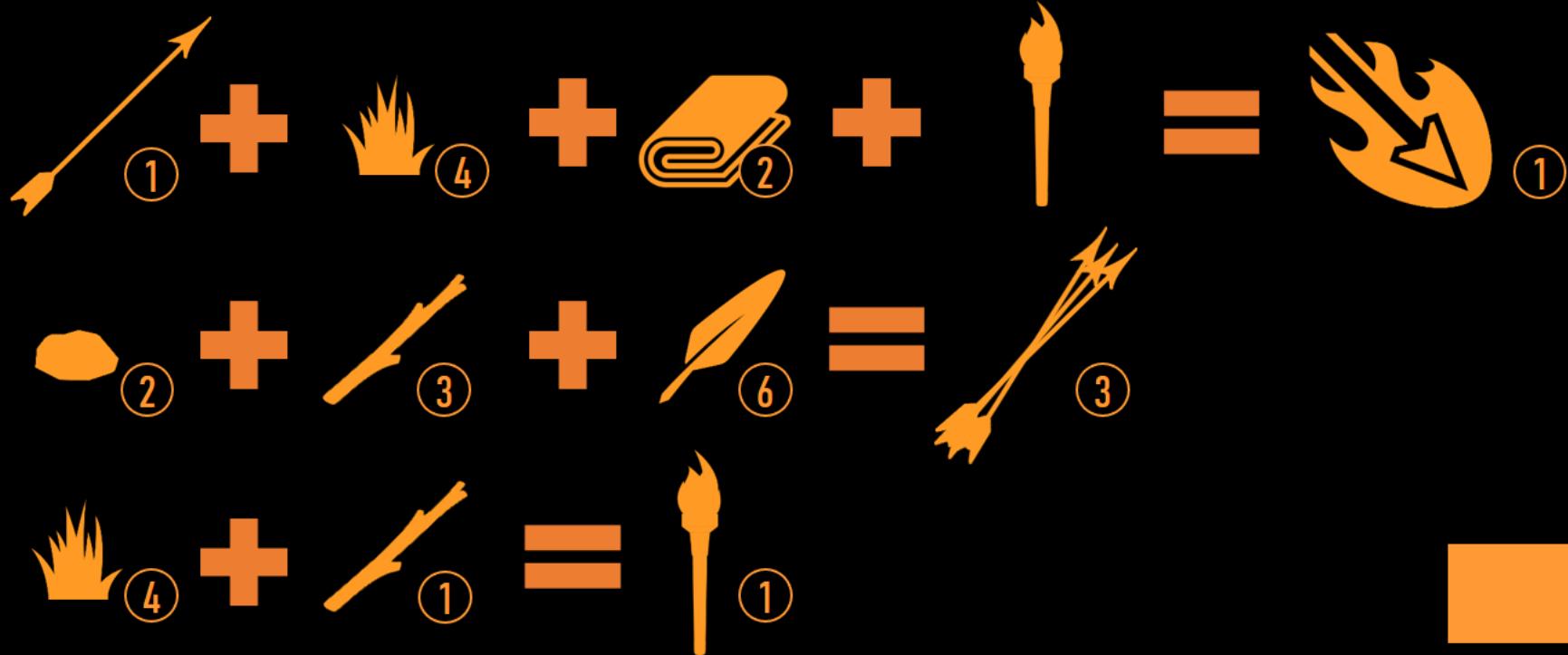
// REST //

If the character is not well rested, they could faint at any moment. Sleeping increases thirst and hunger.



// TEMPERATURE //

This indicator shows the temperature of the area. A high temperature increases thirst, but a low temperature can lead to hypothermia.

**CRAFTING**

The player can use the **resources** found in the levels to **create tools** to explore and survive.



OTHER MECHANICS

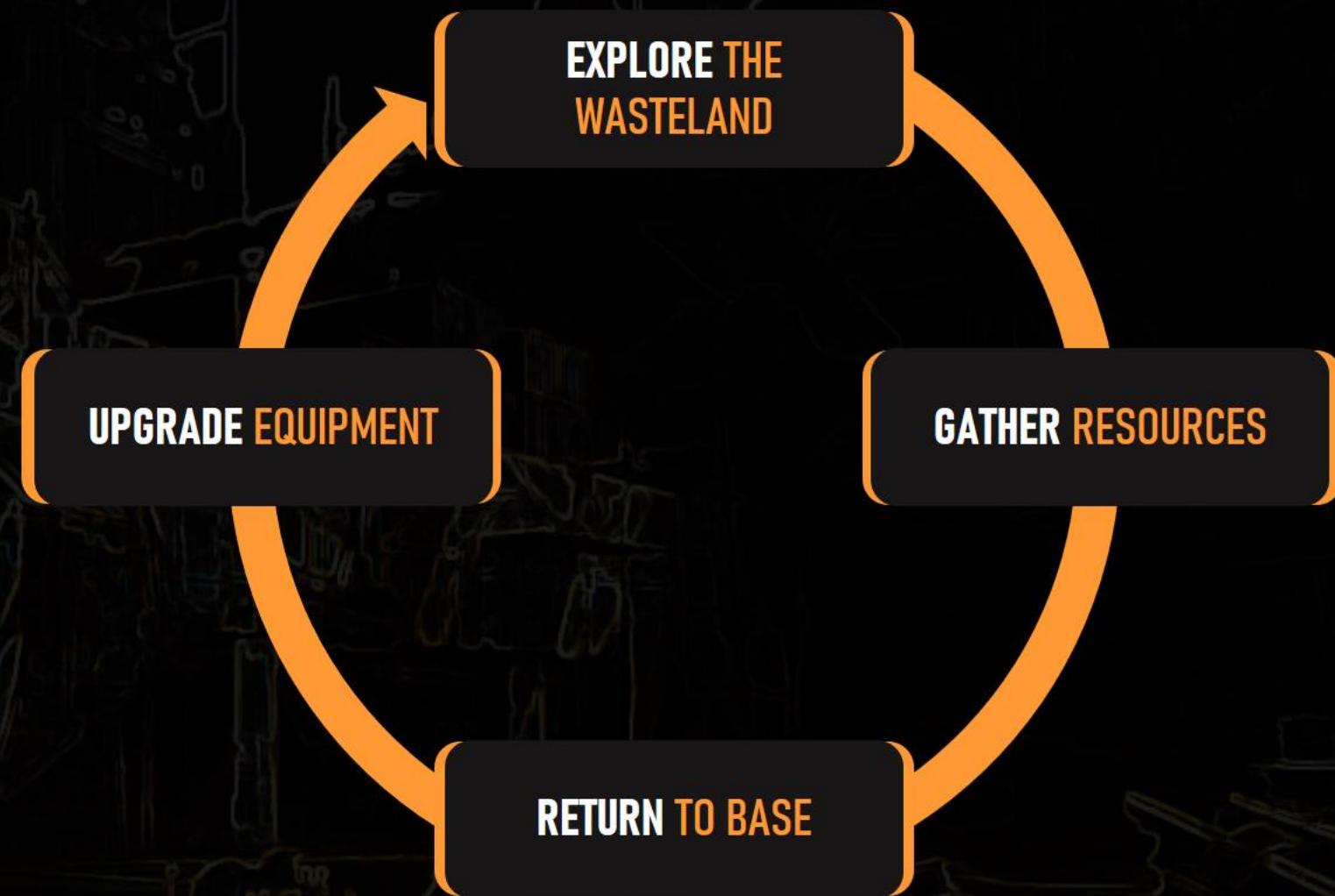
This is a list of proposed **minor mechanics**. Incorporating these into the game could enhance it by **adding depth** to the gameplay.

MECHANICS

- Building and driving **vehicles**
- Building a **portable tent**
- Building and upgrading **weapons**
(that will require proper maintenance)
 - Crossbow
 - Wooden board with nails
 - Carpenter's hammer
- Waterfinder
- Sandstorm detector
- Compass
- Map of the Wastelands
- Radio

› **10 TIPS SURVIVE IN THE WASTELANDS**

1. Ration your water
2. Avoid mirages
3. Follow the birds
4. Follow the footprints
5. Dig in damp places
6. In hot weather, seek shelter
7. Beware of caves and ruins
8. Don't try to walk through a sandstorm
9. Identify quicksand
10. Boil water before drinking



1

EXTREME SURVIVAL GAME

The proposal forces the player to survive in a much more hostile environment than other paradigms of the genre. Sometimes survival will depend on making moral decisions.

2

VERTICALITY IN A TOP-DOWN GAME

The main mechanic of the grapple hook will allow a more vertical level design, something very little exploited in video games with a similar perspective.

3

UNIQUE ATMOSPHERE & GAME FEEL

The environment chosen as setting is a post-apocalyptic desert, which is usually an atypical location for survival games.

BUT MOST IMPORTANTLY...

BUT MOST IMPORTANTLY...



YES, YOU CAN PET THE DOG!

(Thank you very much)



IN SEARCH OF
EDEN