GAME FACT SHEET

Title	Protocore
Developer & publisher	Iumtec project
Location	Strasbourg in France
Genre	Survival arcade FPS in coop
Players	1-4
Tech	Unreal Engine 4
Development start	June 2016
Available on	Pc exclusively
State of game	Prototype, pre alpha
Target Release	Second half of 2018 on Steam
Price	15-25€
Website	iumtec.com
Info	contact@iumtec.com
Social Twitter	@IUMTEC_Project
Facebook	@IUMTEC
YouTube	IUM TEC
Instagram	iumtec.project

ABOUT PROTOCORE

Protocore is a first person survival co-op shooter for up to 4 players, developed in Unreal Engine 4.
The scene takes place in a deserted spaceship. You wake up in a mechanical body. You have no memories, no answers to all your questions. The only thing you feel is fear and this unstoppable premonition that you must escape. Tons of robots are tirelessly chasing you with only one aim: exterminate you.
What am I? What am I doing here ? Am I still a human ? What is my goal? The only way to know is to survive.

GAME HIGHLIGHTS

• Possibility to choose among 3 differents playable characters and to improve his equipment (speed, life,shield) and also use more than 30 differents weapons.
• A dozen of differents IA ennemies which each has a particularity which the player has to cop with.
• Two weapons used at the same but they are independant from each other
• Ennemies real time level scaling depending on players actions
• Closed level with secondary game mode in order to diversify the gameplay (ex: tower defence)
• A fully moddable game to encourage the communauty creation.
• A brutal, intense and very permissive gameplay.
• A competitive system that encourage players performance.

ABOUT IUMTEC PROJECT

Iumtec project is an indie french video game studio, funded in june 2016 by two young ambitious and passionate developers.
Iumtec dream is to create video games that community transform and appropriate to bring the collaboration and coop to a next level. It's also important for Iumtec to create games with unseen before gameplays.