

## ORIGINAL

All gate are closed, there is still someone, an underground life, full of people, trough the stations an unknown subway line.

Talk, explore and fight if is necessary.

You are a guy who get stuck in the subway at night, right after that the last train is gone, you have to move around and explore to find a way out.

This is the beginning of a journey through and unknown line, from the darkness of the train tunnel to a new world, with his people, his rules and his life.

You can interact with some object, open doors, talk to people.

"Underground life" more than just living in the metro, there is secret doors and illegal things.

The important thing is explore and know how to reach to the other station, if you cant do that you can get absorbed in this world

The player doesnt know nothing about the history of the character one night he get asleep and the train is close.

This is a interesting part "His rules" you can break the rules in each station, because they know how to help you.

Interact with the objects can be dangerous or good, depends of the rules.

# PREMISE PROPOSAL

## ORIGINAL

The game is organized in levels, each station is a different level, and the goal is to find a way to go to the next one, usually solving quest, talking to people.

Each station has a unique atmosphere, could be a old station from the past, filled of people, or a small city with his inhabitançe, houses, shops or could be even an abandoned one.

Sometimes during quests you are requested to fight against some enemies. There is a simplify combat system inspired by beat 'em up mixed with the timing reaction (of games like Batman Arkham).



We need to make feel at the player the darkness and the night in other way, sometimes could be terrifying or full of life.



*This could be a example of diferents stages with diferent environment and people, depending of the style of stage how you are going to get out...*

# ATMOSPHERE PROPOSAL

Albergo Diurno Venezia



In this photography I imagine the wait out



The game should have many stairs and mazes, like way out closed or broken



This is the first train in the morning, the drivers are important characters because they represent the time, the last and first train.



The character could be like him, arriving late, after fell asleep.

Subway New York

# REFERRING



## ANIMATION REFERRING



In the animated film "Spirited Away" encounter interesting characters shadow on the train, they could be added to the game environment to create a mysterious atmosphere. They could be ghosts or people filling station



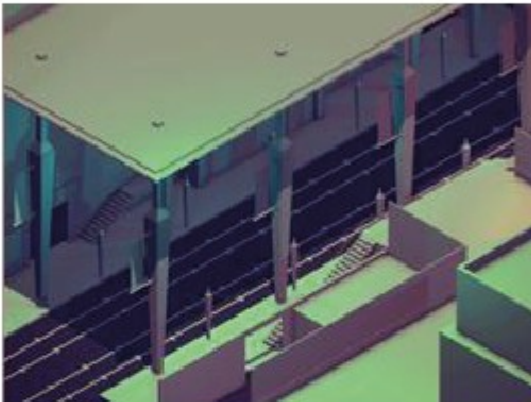
Something that also remembered, is the underground world of "Futurama," which is the New York of the past, there are many people living alienated from the world because they are mutants.



This illustration similar to the world of "Futurama" could also generate interesting ideas train paths between tubes and mazes.

## GRAPHICS PROPOSAL

## 3D ISOMETRIC GRAPHIC



The game "Monument Valley" is built on "3d isometric graphic" subtle and different, as seen at this level that is closely related to the underground train paths.

The background could be always black making emphasis on the characters and sectors. Stairs and tunnels should be the main sites of interaction.



# GRAPHICS PROPOSAL



METRO 2033

Metro 2033 is a first-person shooter video game developed by 4A Games and published by THQ. The story is based on Dmitry Glukhovsky's novel of the same name, and is set in the ruins of Moscow following a nuclear war, where the survivors are forced to live in underground metro tunnels. Players control Artyom, a man who must defeat an evil mutant race known as the Dark Ones.



INSIDE

INSIDE is a puzzle-platformer adventure video game developed and published by Playdead and first released in June 2016. In the game the player controls a young boy in a monochromatic landscape, solving environmental puzzles while avoiding death in a 2.5D sidescrolling fashion, thematically and visually similar to the 2010 video game Limbo.

## SIMILAR GAMES