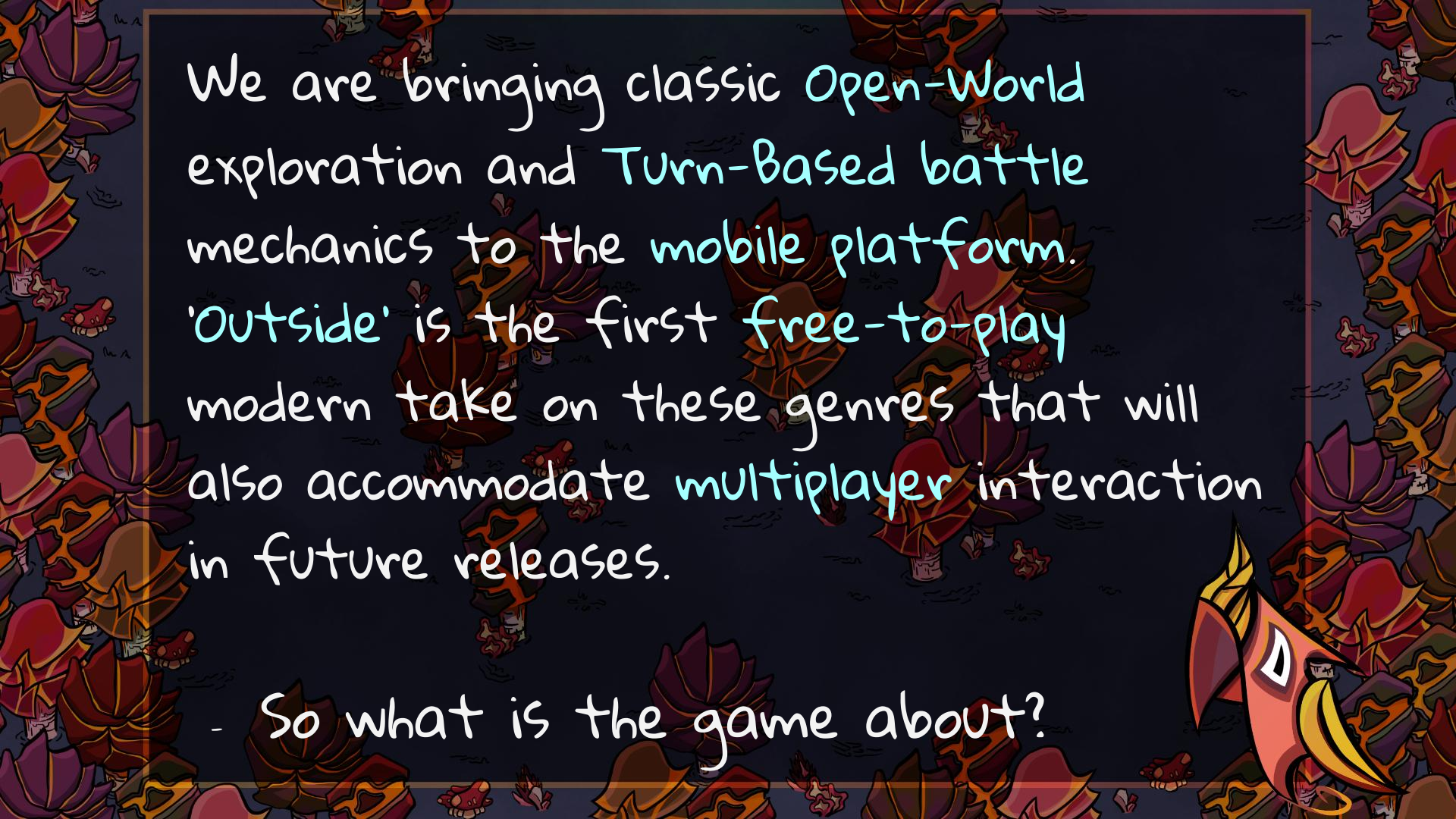


'Outside' is an RPG mixing elements from classic games such as:

- The Legend of Zelda (quests & puzzles).
- Guardian's Crusade (collecting fighters).
- Maple Story (free market for trading, buying and selling items).
- Paper Mario (turn based battle system)
- Pokémon (leveling and evolving units).





We are bringing classic Open-World exploration and Turn-Based battle mechanics to the mobile platform. 'Outside' is the first free-to-play modern take on these genres that will also accommodate multiplayer interaction in future releases.

- So what is the game about?

Welcome to the cursed lands
Outside the walls.

80 years ago, a great war raged on
between the man known as 'The God of
War' and his six children, who set out to
stop him from gaining too much power.
The god has won the war, but it
was not enough to calm his anger.

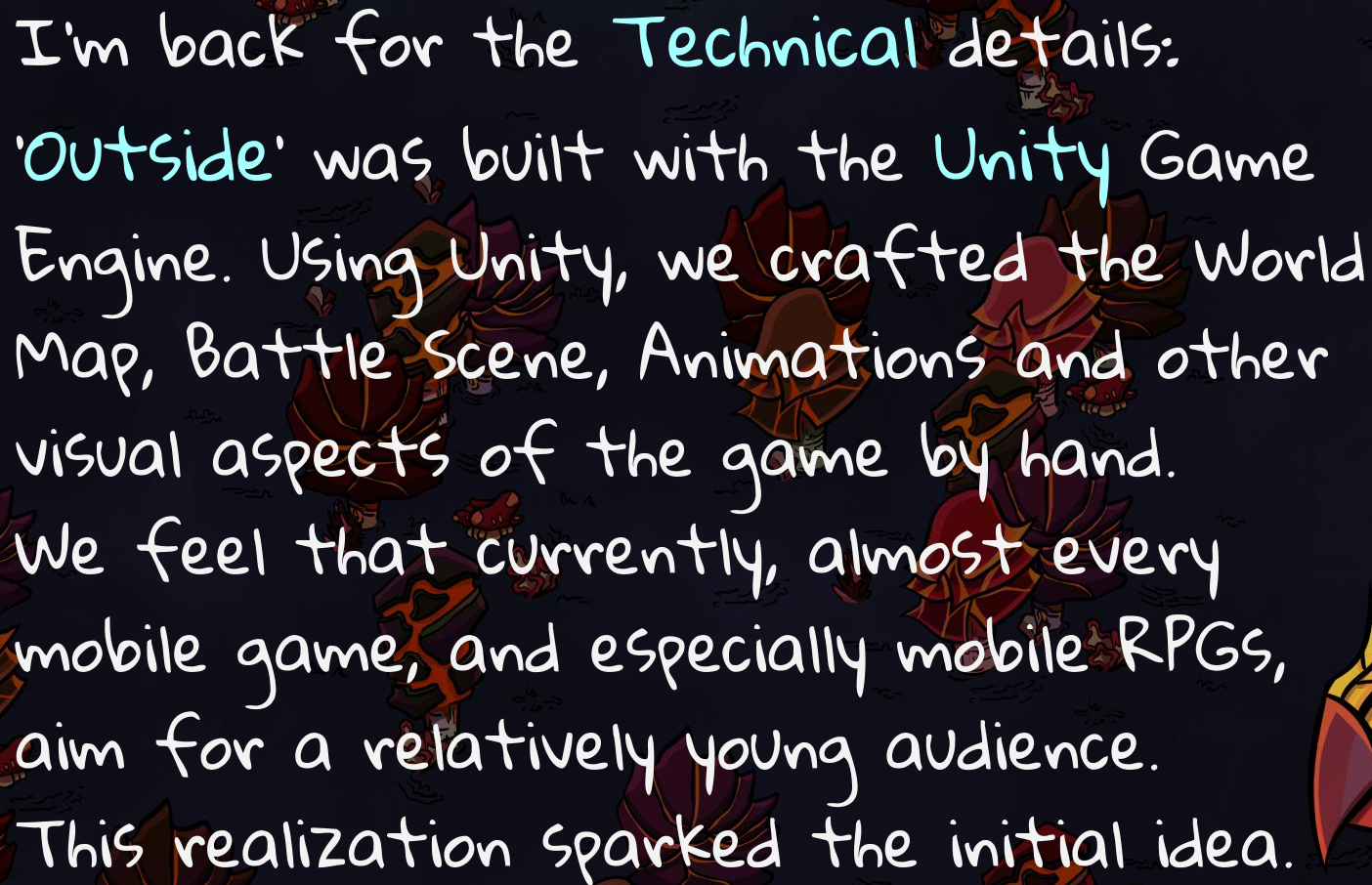


He cursed the world of men, making
Mother nature spread faster and become
aggressive towards humans, forcing them
to adapt to a new life of rebuilding their
cities inside shielding walls.

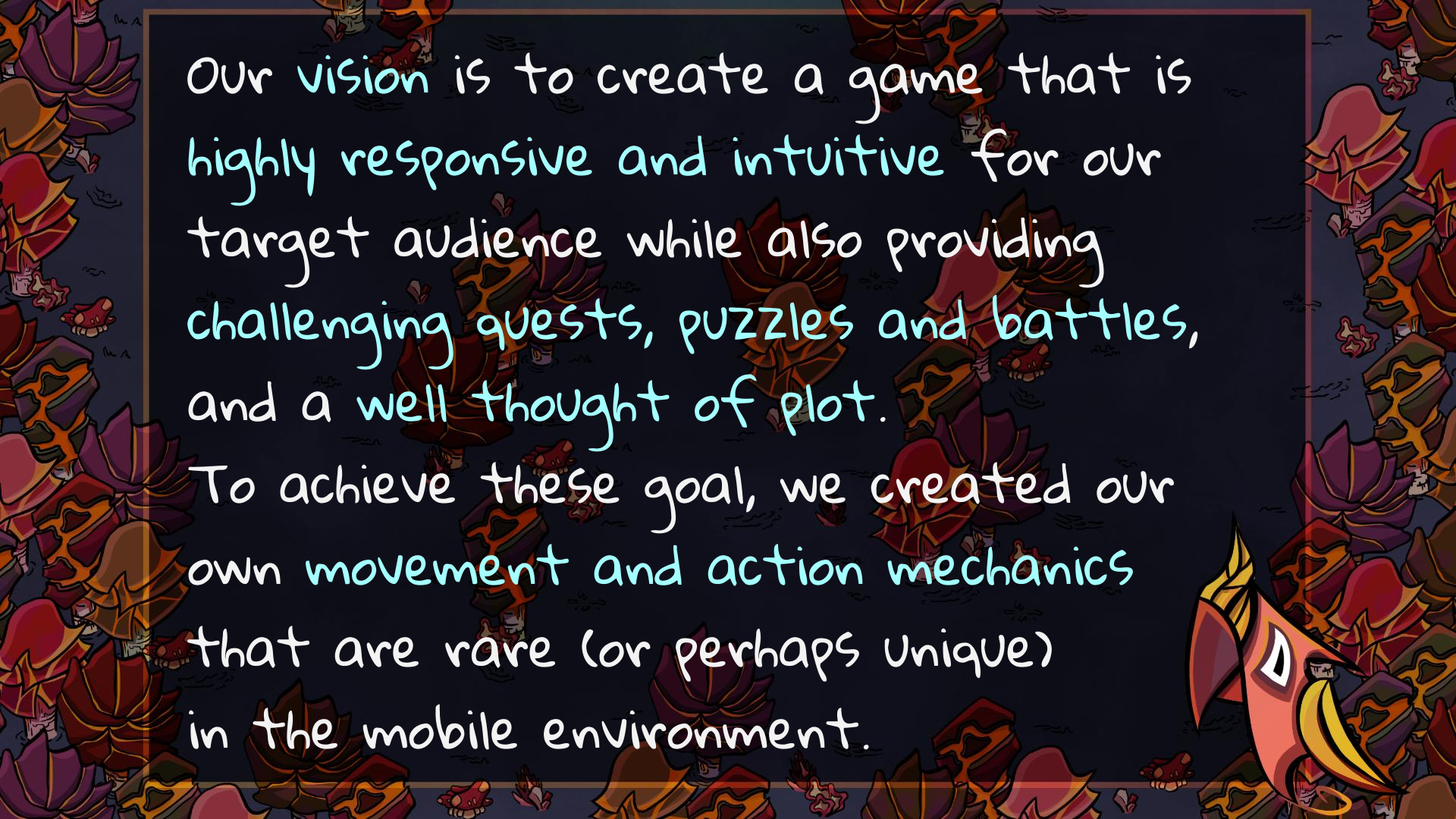
Now Our Hero is set on a journey Outside
in hopes of discovering the secrets of
the curse.

Now Let's Play!



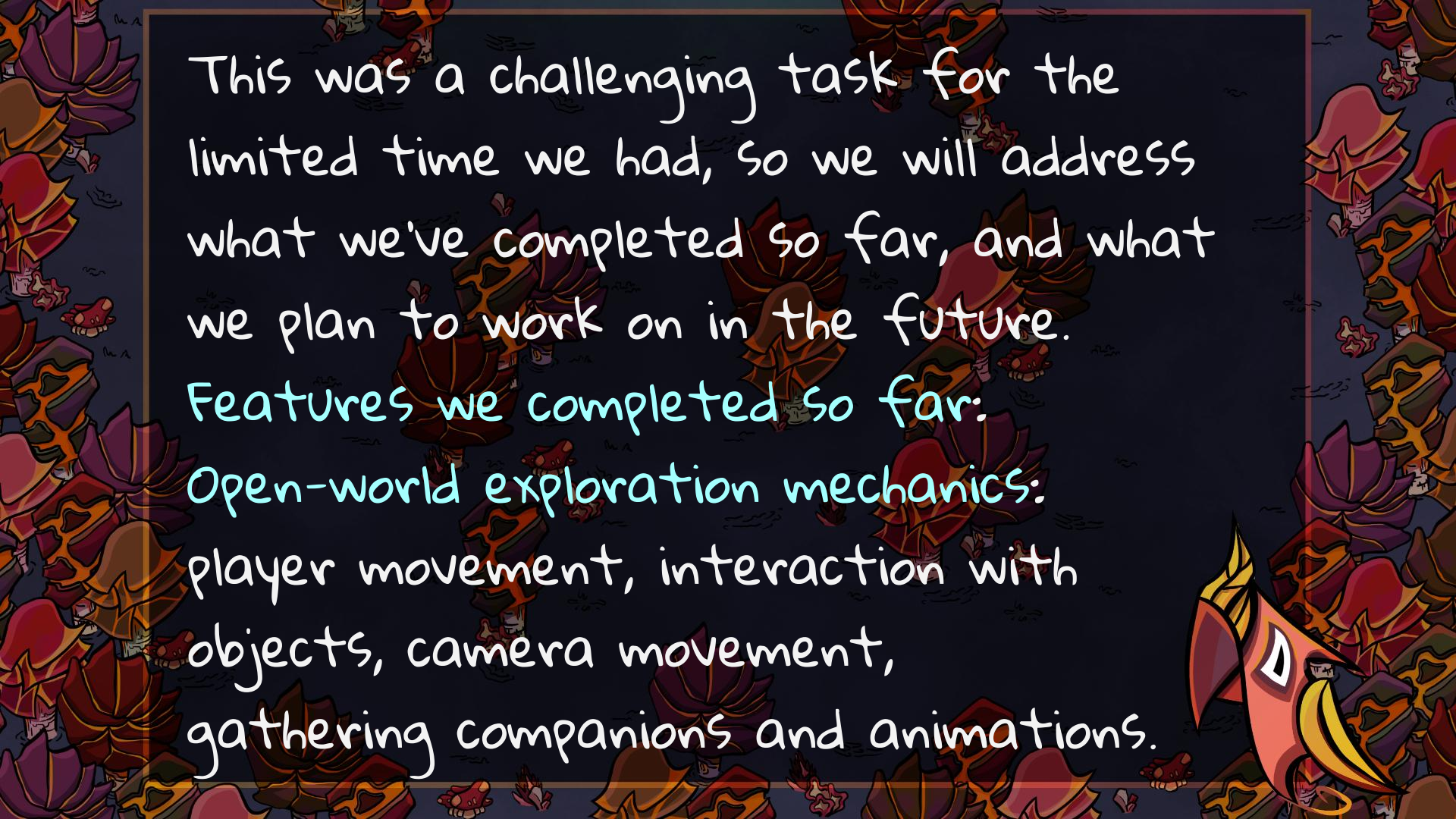


I'm back for the **Technical** details:
'**Outside**' was built with the **Unity** Game Engine. Using Unity, we crafted the World Map, Battle Scene, Animations and other visual aspects of the game by hand. We feel that currently, almost every mobile game, and especially mobile RPGs, aim for a relatively young audience. This realization sparked the initial idea.



Our vision is to create a game that is highly responsive and intuitive for our target audience while also providing challenging quests, puzzles and battles, and a well thought of plot.

To achieve these goal, we created our own movement and action mechanics that are rare (or perhaps unique) in the mobile environment.



This was a challenging task for the limited time we had, so we will address what we've completed so far, and what we plan to work on in the future.

Features we completed so far:

Open-world exploration mechanics:

player movement, interaction with objects, camera movement,

gathering companions and animations.

Turn based battle system:

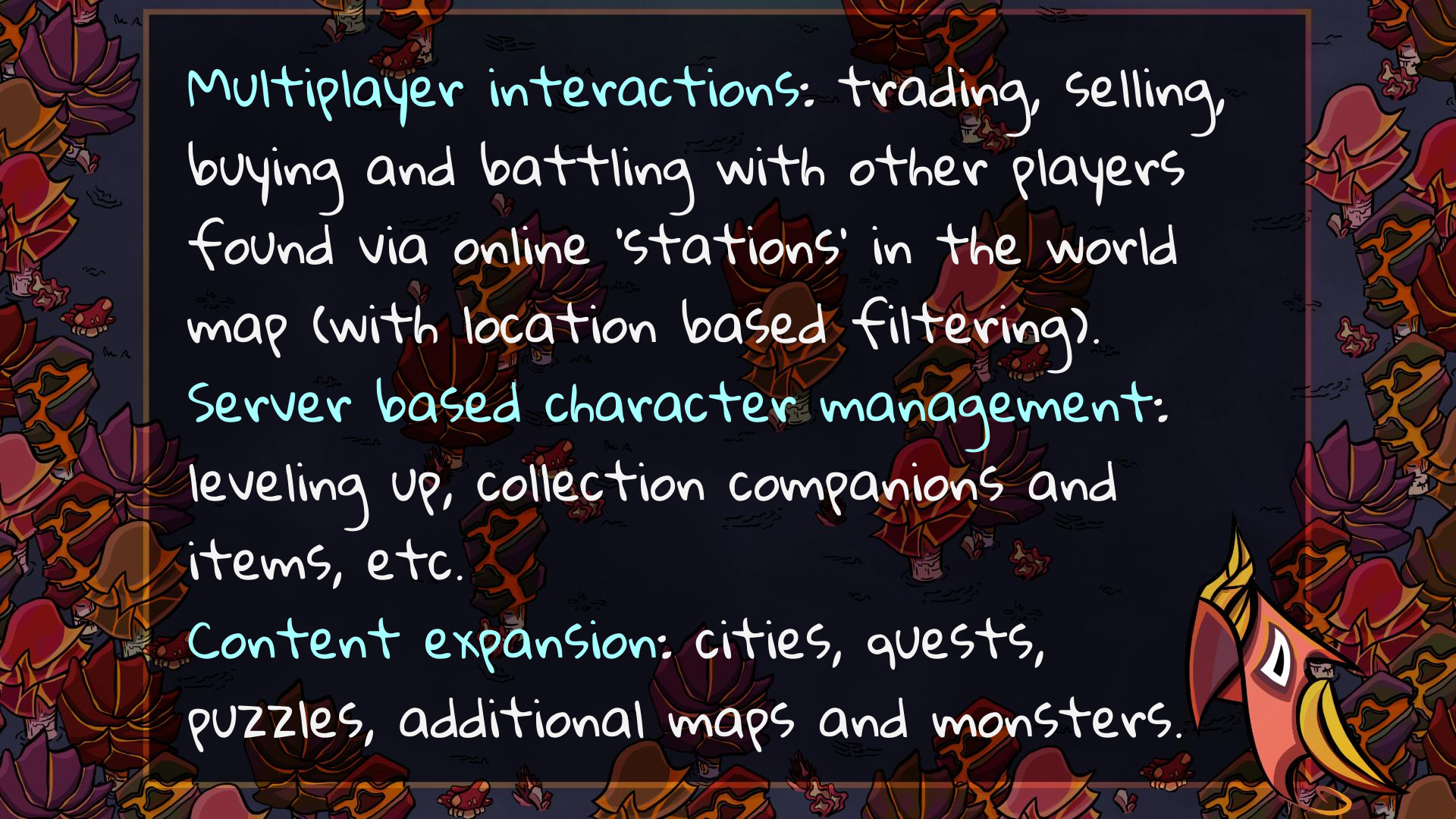
unit attributes such as strength, speed and defense affect damage, turn order and evasion calculations. Units have HP and MP (star power) and potions to refill them as needed. They can wield weapons and have an array of attacks (some of which have special effects that last for several turns).



We also created custom designed graphic assets for these elements, and custom written music for all our current scenes.

Future features:

Quick Time Action mechanics in battle scenes.



Multiplayer interactions: trading, selling, buying and battling with other players found via online 'stations' in the world map (with location based filtering).

Server based character management: leveling up, collection companions and items, etc.

Content expansion: cities, quests, puzzles, additional maps and monsters.

Questions?

