

Fleshscape

- Game title: Fleshscape
- Intended Systems: PC
- Target Age of Players: 16+
- Intended ESRB-rating: M (Mature)



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Pillars

Skill-based combat: Perhaps the most essential pillar of the game - skill-based combat. In Fleshscape, the player can expect to be challenged in combat scenarios. They will have to gradually improve their own skills if they want to stand a chance. Equipment upgrades will provide the player with unique play-styles, but it won't help them if they don't master their combat abilities - such as well executed counter-attacks.

Moral Dilemma: The player has the option to feed their parasites that they have equipped, which results in them getting stronger and providing the player with better stats. To feed parasites - the player has to eat other humans that they defeated in battle. However, the more you eat, the more insane the character becomes, which will result in a bad ending.

World-building: As the player starts with no information about the situation, clever world-building is required to give an understanding of the world. The player will have to piece together what's happening through cleverly placed hints.

Characters

Player Character

Specifics

As the game starts, Hollox is dressed in a shabby medical gown. His head is covered in blood stained bandages from the brain surgery done to him. Physically, he is quite muscular, covered in old scars which tells of his harsh life as an outlaw.

Name: Hollox Crambour

Age: 32

Height: 1,86 m

Weight: 85 kg

Abilities: Fast attack, heavy attack, rolling and eating human flesh. Can equip parasites as upgrades.

Backstory

In the dark fantasy world of our protagonist, human life isn't worth much to begin with. So when our protagonist is found guilty for committing heinous crimes, the punishment of death is considered far too lenient. Instead, he is to be condemned to serve as a test subject in the research conducted at the Ministry of Necrology. Only a few know of the horrors that take place in their underground facilities on a remote island, where it is said that the scientists are barely clinging on to their own sanity as they expose their test subjects to their horrible experiments. As Hollox, our protagonist, arrives he swiftly undergoes an operation where they attach a lab-mutated parasite onto his brain in the hopes of establishing a form of mind control over him. As the game starts, Hollox wakes up in a dark cell - a dead body beside him and a scientist up on a platform - eager to see if the mind control has been successfully achieved.

Other Character(s)

The mind-altering Parasite / Mindbug:

Our protagonist is not alone in his own mind, an uninvited habitant is now firmly settled in his brain and its means of survival is depending on the protagonist devouring human flesh.

Doing so will empower the parasite and also heal the protagonist. The Parasite also has the means to communicate directly to the protagonist as thoughts.

Character Concept



Player Controls

In Fleshscape, the player controls the character (Hollox Crambour), using the standardized mouse and keyboard movement with a third-person view. This perspective means that the camera is positioned behind the character and allows for a significantly bigger view of the surroundings.

The movement controls focus on being smooth and responsive, which is crucial to make the game feel fair. Since it is a difficult game, that fairness feeling is essential, so the player doesn't feel cheated. The timing and precision of the movement abilities are crucial to be successful in battles.

The player uses a sword in combat, which stays the same throughout the game, but can be externally stronger with parasite upgrades. The sword is the only way to attack enemies, so the player must master it, to effectively progress throughout the game.

Camera Controls

The game has a standard third-person mouse movement to control the camera. Simply put, by dragging the mouse to a specific direction, the player can turn the camera to the corresponding direction. This allows the player to see what is happening around them and adjust their next actions accordingly.

In addition, the player can target-lock their camera to an enemy in combat. This is a common feature in souls-like games, since it allows the player to keep track of the enemy and focus on their combat skills rather than micro-managing the camera direction.

Game Outline

Game Story Summary

The story revolves around our protagonist's struggle to make it out alive from the underground prison he has found himself captive of. In this dark fantasy setting, our protagonist is merely a test subject in the hands of crazed scientists trying to achieve mind control through the use of mutated parasites. He has been inflicted with a parasite which has burrowed itself into his mind - urging him to consume human flesh. So not only does he have vicious enemies to fight against - he also has to deal with the wishes of this Mindbug. Throughout the game our protagonist may look for clues as to who he was and how he had ended up as a test subject in the first place.

As it turns out, the experiment of inflicting him with the parasite had his memories wiped, and perhaps that is for the best. Previously, his life was that of a criminal and his punishment was meant to end his life - but instead of letting his life go to waste the authorities had him sent to the infamous Ministry of Necrology located on a remote island. Only a few know of the horrors that take place in that twisted place.

In short, the story is about the struggle to stay alive and a chance at redemption, to leave this place a better man than the man he once was - if the player chooses not give in to the urges of his new parasitic companion.

Game Flow

The game starts with cutscene that lays the fundamental premise of the game - that you are a prisoner that has been subjected to an experiment involving a parasite. The cutscene is also used to introduce the player to the movement keys and eating mechanics, as well as using the E key to interact with objects. Exiting the cellar, the player is further challenged by obstacles where the jump mechanic is required.

After learning to control the movement and jumping mechanics, the player is then required to pick up a sword and learn how to swing. Planks covering the entrance to the next area have to be slashed through with the sword. As the player gets through the planks, they're now in the cave area and presented with their first enemy. This area also offers the player some exploration as the cave has a hidden room. As the player defeats his first enemy the door leading into the next area opens, where two more enemies are guarding the portal to the next stage.

Taking the portal to the power source section of the facility, the player will have to attack enemies and destroy the power source to escape the facility. Once outside the facility, the player notices that they are on an island. The final challenge is to escape the island.

The first half of the first level will function as a tutorial type part for the game's mechanic. These mechanics are essential for the player to know and will be introduced steadily to the player where they have no option but to understand them to proceed. After the first half the player is expected to understand how to move around, interact with objects, navigate the inventory and combat techniques.

The enemies will vary in difficulty. Some will have higher HP or Attack strength, while others might be more aggressive and attack more often. They will also come with varying group sizes which drastically changes how a player should engage in a fight.

Game Theme

The theme of Fleshscape is fundamentally about sacrificing one's humanity for power and survival, to become aligned with the parasite whose sole goal is to consume human flesh. The inner dialogue with the parasite companion is a vital part of the story progression as it interacts with the player's environment.

Hollox, the protagonist, travels through the stoney and grim game environment of the underground facilities powered by a gigantic crystal. As soon as he finds his way out of those dungeons he finds himself on an island that he needs to find a way out of. The game is centered around the Dark Souls-like combat and the puzzles that give a nice change of tempo in the otherwise hectic gameplay.

Gameplay

Short Summary

Fleshscape is a third-person combat game that is set in a dungeon-like environment. The player skillfully battles against melee enemies. For fighting the player is equipped with a sword. The game's combat is both rewarding and unforgiving - the player must master the controls, attack timings and roll timings to be victorious. Precise timing and counter attacks can make the combat intense and nerve-racking. Encounters will increase in difficulty throughout the game, by increasing enemy strength and group sizes.

The character which the player controls, is infected with a parasite that urges them to eat other humans and act irrationally. The player must choose whether to give in to the urges to regenerate health or to abstain to keep their sanity.

The gameplay also involves problem solving aspects, such as figuring out different ways to activate crystal devices which powers the doors. This acts as a more relaxing period in between fights, so the player has time to breath, before yet again engaging in an intense battle. The player will pick up other parasites that empower the main character which are scattered around the game in chests. The game focuses a lot on world-building, every room has something to say about the world, which the player can try to piece together.

Overall, Fleshscape is a challenging and immersive game that offers difficult combat that veterans are sure to enjoy, together with a compelling and mysterious story.

Goals

In Fleshscape, the player is tasked with a variety of goals. The **Short-term goal** is to clear out all the enemies in each level, which may include battling multiple enemies at once or solving puzzles to progress.

The **long-term goal** of Fleshscape is to escape the experiment facility and the island on which the facility is located. The player must explore the different levels of the facility to find a way to escape and destroy the power source core to prevent future harmful experiments. This goal provides the player with an overarching objective to work towards as they progress through the game.

Additionally there is an **optional goal** for those players who want to dive deeper into the game's lore and history. By finding and piecing together clues scattered throughout the levels, such as dialogue, objects, and notes that all tell you more about the world and the events that led up to the game's story. This optional goal serves as an additional layer of depth to the game that can feel rewarding to experience for players who enjoy exploring the game's world-building.

Gameplay & Player Character Mechanics

Navigating the Main menu

As the game starts, the player can navigate the main menu in order to:

- Start a new game - from the beginning.
- Continue from a previous saved game.
- Adjust the game inside Options.

Controlling the character

Inside of the game, the game mechanics allow the player to move around with their player character in all directions using the movement keys:

- W key to move forward.
- A key to move to the left.
- D key to move to the right.
- S key to move backwards.
- Right joystick on xbox controller

To attack enemies the player can perform two different attacks:

- Left-mouse button click to perform a normal sword swing. RB on xbox.
- Right-mouse button click to perform a charged up sword swing. RT on xbox.

The player may also perform rolls to dodge enemy attacks, and also jump to overcome obstacles:

- SHIFT key to roll in the direction of movement key. B on xbox.
- SPACE key to jump upwards. A on xbox.

Interacting with objects

Certain objects in the game may also be interacted with:

- Crates can be pushed by moving against them.
- Crystals can be activated by using the E key when standing close.
- Dead corpses can be eaten by using the E key when standing close.
- Chests can be looted by using the E key.
- E key corresponds to X on an xbox controller.

Items and power-ups

Flehscape does not make use of traditional types of items and power-ups, instead it is replaced by the mechanic of collecting parasites. The player can loot three different types of parasites to increase their power:



An in-game image of information regarding upgrading the character with parasites.



In-game image of the UI, on each upper right corner is a counter of the amount collected.

Winning and Losing Conditions

The main losing condition in Fleshscape is dying to enemies scattered around the level. If the player doesn't perfect their combat skills, then this is sure to happen multiple times. Luckily, for the player, while the engagements are difficult, the game has a forgiving checkpoint system. If the player dies, then they will often respawn quite close to where they died. The downside however is that they may lose their upgraded parasites that they had equipped, which will make their next fight a bit more difficult.

The other losing condition could be the ending the player gets. There are two endings. One is worse than the other. Some player's might not be satisfied with the bad one and see it as a loss, therefore wanting to replay and get a better ending.

The main winning condition is reaching the boat and escaping the island. The player will have to master the game's combat mechanics in order to achieve this goal, as well as solving short puzzles. However, like explained earlier, there are two endings. To achieve the good ending, the player has to avoid eating human flesh which is encouraged by the parasite, since it upgrades the abilities of the parasites that the player possesses.

Game World

Levels

Level: 1	Level: 2
Name: The Wake	Name: Beyond
TOD: Late afternoon	TOD: Midnight (stormy)
Story: Main character wakes up in a cell. The character has to figure out what's happening. Realizes roughly what's going on and wants to destroy the facility and break out.	Story: Facility is escaped but is still stuck on an island. Sees a lighthouse and begins running towards it. Is stopped at the end by a boss storm cloud. Defeats the boss storm cloud and gets a good or bad ending.

Progression: The player is taught basic movements such as jumping, running, moving camera, dodging and attacking. The player will have enemy encounters that get gradually more difficult.	Progression: Difficulty ramps up as the player will now face stronger enemies and will have to truly master their combat skills. There will be a harder puzzle section as well as a boss fight at the very end of the game.
Est. play time: 10m	Est. play time: 10m
Color scheme: Dark moonblue, Maroon, Beige buildingblocks	Color scheme: Dark moonblue, Maroon, Beige buildingblocks. Outside: Greenery, dark midnight
Enemies: Science-facility-workers (different tiers)	Enemies: Science-facility-workers (different tiers)
Mechanics: Basic movements such as jumping, running, moving camera, dodging and attacking. Collecting parasites and activating crystal devices.	Mechanics: Additionally, the player will learn to push boxes and how they interact with pressure plates.
Hazards: Enemies	Hazards: Enemies, Pits
Abilities: Dodging by rolling, fast attack, heavy attack.	Abilities: Dodging by rolling, fast attack, heavy attack.
Economy: Parasites from chests	Economy: Parasites from chests
Bonus materials: Food (human), Notes	Bonus materials: Food (human), Notes
Music track: Fleshscape track 001	Music track: Fleshscape track 002

Progression and Challenge

The game will increase in difficulty as the player progresses through the game. It will start off by being quite simple with easier obstacles. Enemy engagements will be easier and have small group sizes. Before any enemy is seen the player will learn to move around and interact with different parts of the game. This is to adjust the player to the controls and the jist of the game as being thrown into a fight without being comfortable with the controls would be too frustrating and unfair for the player.

The player will increase their stats by finding parasites, which will go towards health, attack power and stamina. The player can also heal themselves by eating the slain enemies or other dead corpses.

To further challenge the player, the game will feature a variety of settings that will require different strategies and play-styles. For example, some areas may be more open, allowing the player to be more thoughtful and use their mobility to their advantage, while others may

be more enclosed, forcing the player to engage, with no escape in sight. Some of the areas will require the player to kill all enemies to proceed while some are more lenient and will allow the player to run past, but at the cost of losing the opportunity to grab valuable stat upgrades.

Estimated Playtime

It is expected that a normal playtime from start to finish where the player is not carefully looking for clues might take somewhere between 1-3 hours. However, it is entirely based on the player's skill. A player that is not used to the souls-like genre might struggle and therefore take significantly longer to complete the game.

The game is designed to encourage completing it twice. This is done by having two endings. Usually in the first playthrough the player will get the bad ending since it occurs naturally if you upgrade your parasites, which are equippable stat-upgrades. Once the player realizes that there are two endings which will be apparent when completing their first playthrough - they can choose to do another run without upgrading parasites, which is significantly harder but will result in a good ending. With both endings the game is expected to be twice as long.

Enemies

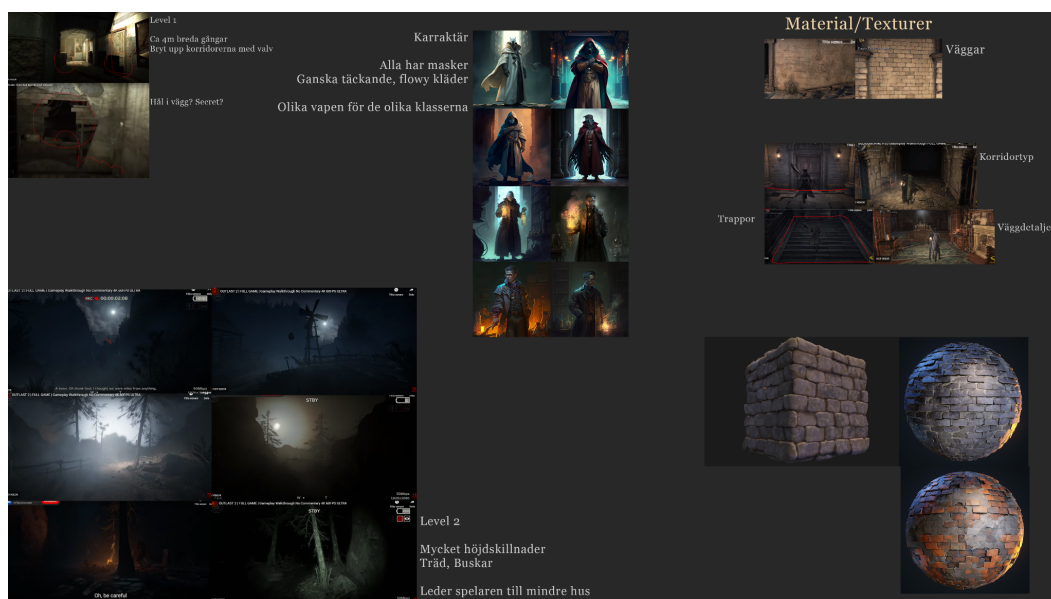
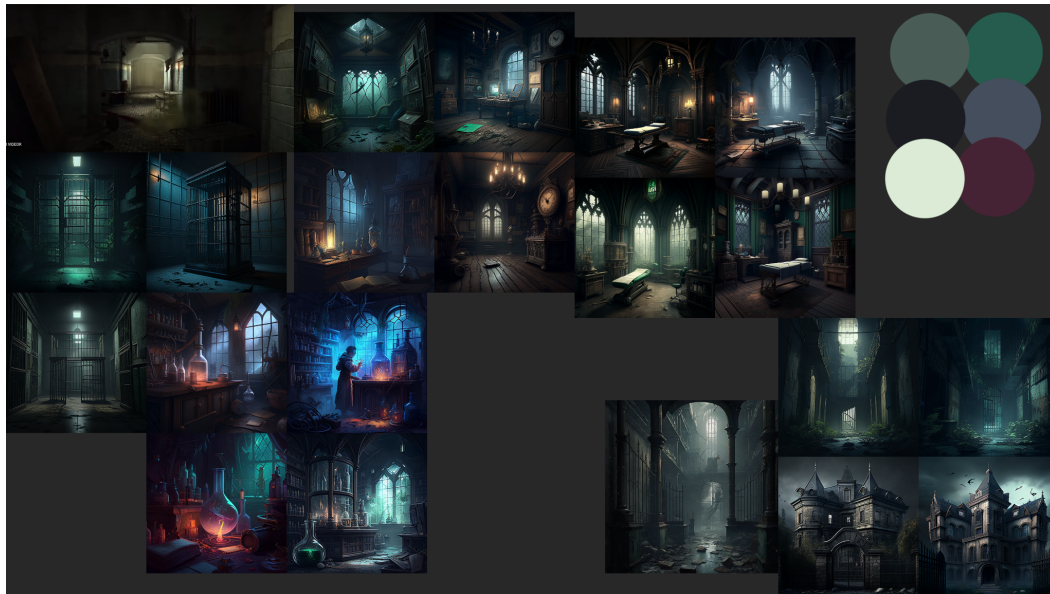
Enemy - Scientists of the Ministry of Necrology

These crazed individuals have forgone their sanity in the pursuit of what they justify as science. One of the main reasons they're still allowed to operate is their constant delivery of results that has been invaluable to humankind. One of them being the discovery of infusing human souls into crystal apparatuses as a long lasting and stable power source, this sort of technology has also been applied to different types of weaponry such as the swords they wield. Their current research is fixed on achieving mind control on their subjects with use of lab-mutated parasites that they hope can take control over the subject's mind. So far their experiments have not yielded any results since all their subjects haven't been able to survive the procedure. Hollox, our protagonist, is the first subject to survive.

These scientists are proficient at fighting with the infused swords they carry.

Art

Moodboard



Audio

Music and Sounds

Fleshscape will feature music that creates a sense of tension and unease. The soundtrack has a dark ambient feel to it and is meant to strengthen the feeling of being alone in a haunting situation.

The sound will mainly focus on diegetic sound as it is of utmost importance that the player feel like all of their actions and moves directly affect the world, and that it responds back to

the player. Every swing, hit, jump and more is directly felt and gives feedback to the player on how their combat is working out.

It is essential that the sound and music doesn't feel overwhelming thus resulting in distracting the player, therefore the focus is on the quality the sound provides to the players overall experience rather than the quantity of sound.

Technical description

The game will be developed on the Unreal Engine. Unreal Engine has a powerful graphics engine which will allow us to make stunning visual effects, realistic lighting and overall, immersive environments. Unreal also has a robust toolset that will help us streamline the game development process. When necessary we can also use Quixel which is a library of free 3D assets that can help us when time is short.

Fleshscape will only be released on PC and will therefore only be optimised for PC, but it will support the use of controllers, with its main focus being on Xbox mapping.

Bonus Materials

Unlockables

If time allows, then the game will feature secret collectibles on all levels. As of now there are no plans to have any extra collectibles. Chests are hidden throughout the levels which are meant to give some value to exploration and challenging yourself.

Replayability

Like stated previously, Fleshscape will feature two endings. One of the endings will be good and one will be bad. The bad one is meant to be the most common one that people get on their first playthrough. The reason being that the good one is harder to get and will greatly challenge the players skills. When getting the bad ending it will become apparent for the player that they can replay the game for a better one.

How do you achieve a good ending?

To achieve a good ending the player has to avoid eating the bodies of the killed enemies. Not eating many enemies will keep the poster character's sanity.

Market analytics, Marketing & Funding

Market Analytics

To stand out in the market, the game will be completely free, which has not been seen before in the souls-like video game market. Fleshscape is also quick to pick-up and play. A short playtime makes it easy for anyone to give it a try and less daunting, since the time

commitment isn't as long. Comparatively, competitor FromSoftware's games take a substantially longer time to complete, such as Elden Ring which can take around 100 hours to complete depending on the player's goals.

Fleshscape aims to stand out by embracing the indie studio aspects. Unlike most AAA games, Fleshscape will feel authentic and showcase the passion and creativity of the small development studio. This creates a distinct appeal for all players that are seeking a unique gaming experience while feeling like it was created with a personal touch.

Another way Fleshscape stands out is its pricing strategy. Fleshscape will be completely free for everyone to download which attracts players that are hesitant to spend their own money on a game. This can also accelerate the positive word-of-mouth and increase the game's exposure significantly.

Financial

- **Development budget:** The game will be made with no money invested. Programming, art, asset creation, sound design, voice acting, game design and other necessary elements in game creation will be made by a passionate group of individuals with no money invested or with the help of 3rd party programs such as Mixamo, which is a program that heavily speeds up the time and effort on the animation side of the project.
- There won't be any marketing budget. The sole purpose of this game is to make a fun experience and to have work that the development team can be proud of. Therefore, there won't be a need for marketing.
- The game will be distributed by word of mouth, any one that asks for a download, will get one! It will be completely free and therefore there will be no revenue plan.

Demographics

- **Geographics**
 - Fleshscape aims to target a wide range of players across various regions. Previous similar games have shown to have a universal appeal all over the world. Although, since the game is in English the game is more suited for English-speaking markets, including Europe and North America.
- **Demographics**
 - Age: 16-55
 - Gender: Any
 - Religion: Any
 - Educational level: Any
 - Income level: Any
- **Psychographics**
 - Player Interests: Interest in challenging games and 3D close combat games.
 - Player behavior: Will to invest time and effort to gradually improve their own skills
 - Attitudes: Wants to prove their own ability to beat a great challenge.
 - Values: Achievements, Immersion, Exploration and Skill mastery

Localization

The primary focus will be on supporting English. While the development team communicates in Swedish, having English as the game's language will help it make it accessible for a broader audience. If the game proves to be successful, then it can be translated into more languages such as Spanish, German and French, but for now, the focus is solely on supporting English.

Platforms & Monetization

Fleshscape will be released exclusively on PC. Although, it will still support controller players as long as they have a controller connected to their PC. As the game will be some-what demanding the recommended computer specifications will be on the higher side.

Fleshscape will be released completely free for everyone, as the goal is for as many people as possible to try out this game.