

*Written by Jens F. Isaksson and Linus Ekberg*

Project name: Fleshscape	Developer: Grupp 3
Platform: PC	Genre: RPG/Horror/Souls-like

**Elevator pitch:** Imagine a dark souls-like game where consuming flesh is what keeps you going, and where infecting yourself with parasites might not be such a bad idea when you're up against crazed scientists -- who would like nothing more than to turn you into a mindless drone. That's what Fleshscape is all about -- using all means necessary to make it out alive. But, will you still be you?

**Razor:** Dark Souls Vs. Outlast

## Gameplay

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 how to reach a lever. This acts as a more relaxing period inbetween fights, so the player has time to breath, before yet again engaging in an intense battle. The player will pick up items scattered around the levels that can be used to temporarily upgrade their stats or heal themselves, using the easy-to-use built-in inventory system. 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.

## Story

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 and clearly it 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 a battle raging in his mind. 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. It is even said that the suffering that oozes out of those dungeons seeps out and attracts all manner of dark entities, that storms seemingly come alive and travel out there in curiosity.

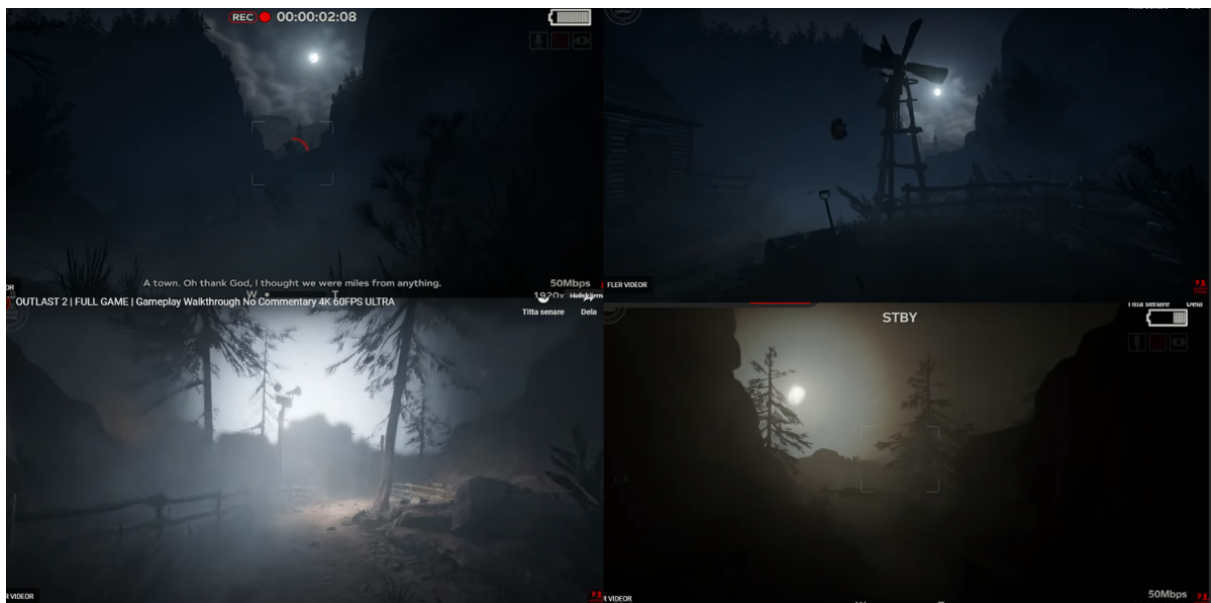
Simply put, the story is about the struggle to stay alive and a chance at redemption, to leave this place a better man than the man he once was – if the player chooses not give in to the urges of his new parasitic companion.

## Art style

A dark fantasy setting, Dark Souls inspired. The art style aims at conveying a feeling of dread and horror as the first level takes place in an underground lab facility.



*The first level is underground, the walls and floors are mainly out of stone, furniture and other assets lying about are made of wood and/or metallic materials.*



*The second level is smaller in comparison to the first and is no longer in a closed setting as it is outdoors. Here we have taken inspiration from the horror game Outlast, with its dim fogged surroundings.*

## Core values/USPs

Engaging combat that is easy to learn – hard to master.

Gruesome playstyle – eat your enemies if you so choose, and regain your health.

Learn of your demise – how the hell did you end up as a test subject in this horrid place?

## Game modes

Singleplayer with a linear story, focusing on intense battles.

## Why is your studio right for this Project?

Our studio is right for the project since we are all passionate about this game genre. Having played similar games and always had a vision to make one ourselves.

## Why Target Platform?

The target platform is PC since the game's controls suit it the most. Keyboard and mouse work best with precise combat and an immersive experience, where many key shortcuts are needed. With a beautiful aesthetic that looks the best on more powerful machines, such as a gaming PC.

## Target audience

The game is targeted towards experienced video game players. Fans of the souls-series and RPG's with a compelling story. People who like a more dark, gritty and dnd-like aesthetic.

The age group is 18 or older, because of this aesthetic, since it includes a fair amount of gory elements.