

A photograph of a deep, narrow ice cave. The walls and floor are made of translucent, blue-tinted ice. A bright opening is visible in the distance, suggesting a source of light or a passage. The overall atmosphere is cold and mysterious.

Terrible Deep Cave

First-person story-driven adventure exploration survival-horror

Presentation in English



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General description

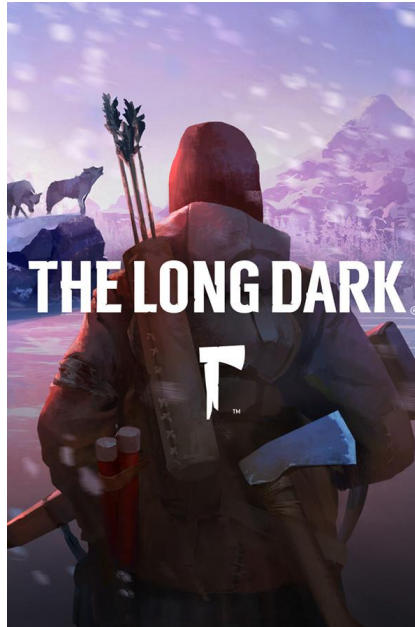
First-person story-driven adventure exploration survival-horror.

Modern setting, but game location far from civilization.

The player explores an abandoned place and discover terrible secrets of the past.

- Platforms: PC.
- Control: gamepad or keyboard and mouse.
- Business model: Premium, episodic.
- Target audience: Explorers (according to Bartle's psychotypes).

Gameplay references



Main activity: exploration and interaction with the environment.

- [THE LONG DARK](#)
- [Steam. The Long Dark](#)
- [EpicGS. The Long Dark](#)

- [Steam. Penumbra Overture](#)
- [GOG. Penumbra Collection](#)
- [Humble. Penumbra Collection](#)

Story & Location

The islands of the [Svalbard](#) archipelago are famous for their [Global Seed Vault](#), also named the "doomsday seed vault". And many people know that there is a large grid of coal mines on the islands.

But, few people know that in 1936 the construction of a research facility was started there, which had certain military goals and served as an experimental center.

The protagonist finds a hook from the past that leads to unexpected and frightening assumptions.

But the first find is just the tip of the iceberg...



Aesthetics & Art style

Realism. Temperature: cold.

- Natural caves
- Abandoned city
- Underground man-made mines
- Archival storage and scientific facilities





Game features

Game features:

- Interesting mysterious story
- Environment storytelling
- Realistic location
- Variety of ambient sounds
- Survival elements
- Extreme situations
- Deep philosophical thought
- Atmospheric exploration



CORE GAMEPLAY

- Moving and interacting with the environment.
- Exploring the areas and finding useful items.
- Simple physically-based puzzles.

The game is focused primarily on storytelling and narrative. Guided by [rule of 4 layers in games narrative](#), the task of creating the game will be to avoid repetitive situations.



Dev Team

I am Mykhailenko Andrii Ihorovych:

- A graduate of a Game Design course in Kyiv, Ukraine
- Participant of international Level Design contests
- Creator of [ukrainian education channel on YouTube](#), where making Unreal Engine tutorials
- Creator of mods for PC games and modding tutorials of SDK

I am completed several courses on game development, game design and development on Unreal Engine.

My portfolio: <https://www.artstation.com/AndrewRain>



Technology

Articy Draft 3



Unreal Engine 5

or Unreal Engine 4?





Development Roadmap

➤ Concept

- 1. Concept and pitch;
- 2. Detail concept;
- 3. Writing a story and gathering references: location, environment, items etc;

➤ Prototype

- 4. GDD for prototype;
- 5. Prototype development;

➤ Pre-production

- 6. Fully GDD, plot, game flow, levels planning;
- 7. Vertical Slice in game engine;

➤ Production

- 8. Active production, making levels;
- 9. Alpha. Work on the details;
- 10. Beta. Bug fixing;
- 11. Gold. Polishing;

- 12. Release of the first episode!

Additional references

<https://goo.gl/maps/LqRKRvGDYSPchtXm7>

<https://goo.gl/maps/yv5M3uBEVY1yY9vV6>

<https://goo.gl/maps/nwiTPiDRByYbVfDy9>

<https://goo.gl/maps/i8G7LEDstjgh8XLy8>





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