



לרבות מלכות

CHUA SHEN ZHE



Introduction

Tagkour

Close Third Person
3D Platform Game

Combination of TAG
and Parkour Game

require players, creativity and observation in the game with mysterious story to be discovered

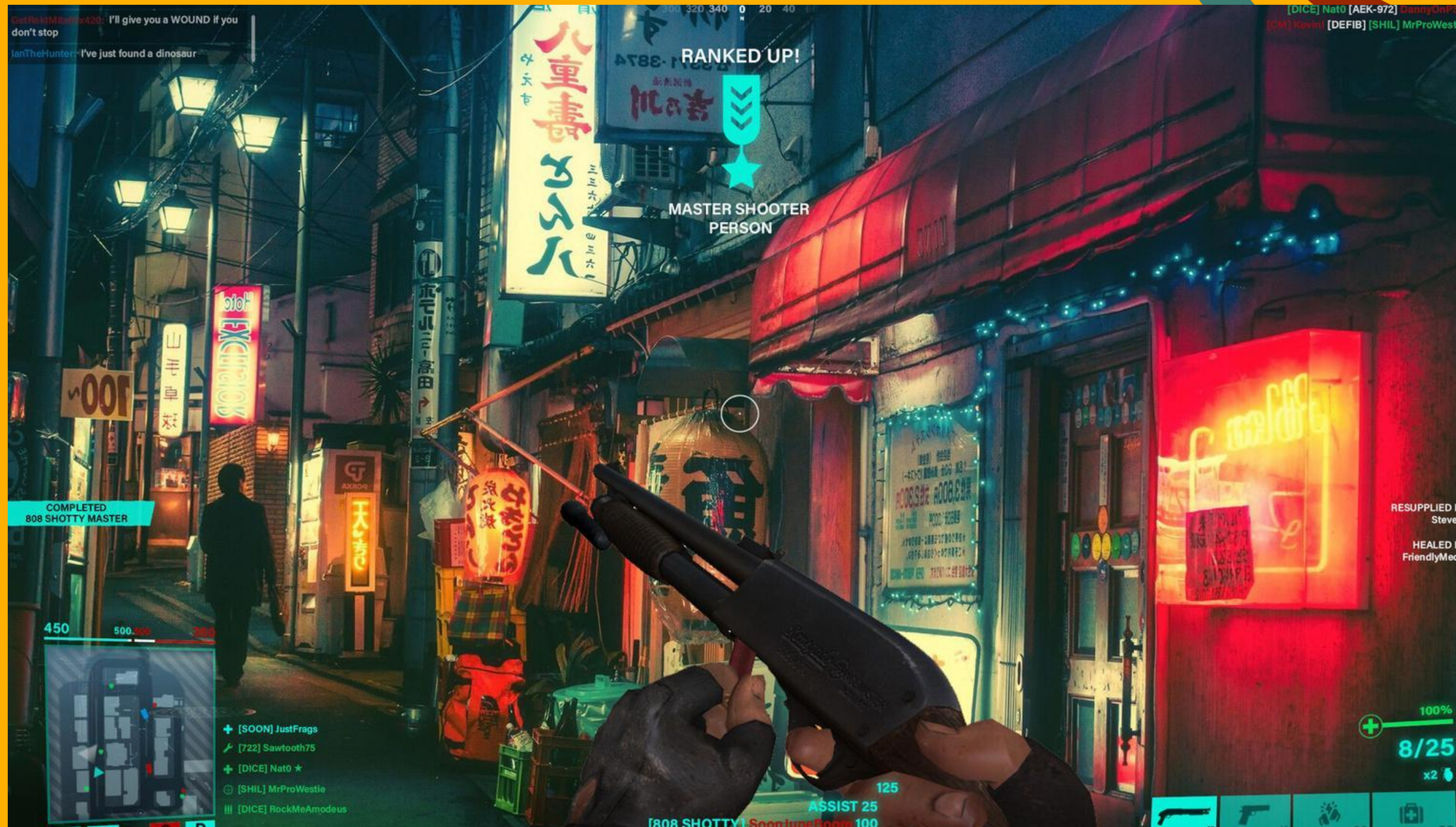
In-game UI concept

Dead by Daylight Survivor POV and UI



In-game UI concept

Cyberpunk UI and graphics



Design Goal

01

Experience

- Creating an Engaging and Immersive Parkour Experience

02

Fast-paced and fun

- Create a Fluid and Dynamic Parkour System
- Allow players to perform variety of parkour maneuvers with ease

03

Smooth gameplay

- Blends movement, abilities and creativity
- Controls should be intuitive





STORY & SETTING



■ Story & Setting

- Main Character, wakes up in a prison cell
- Wakes up in a prison cell with no memory of their past
- Clock is ticking- the MC's life is threatened by a bomb collar strapped to their neck.
- As the cell door opens, the MC steps into an ominous arena, surrounded by other contestant, all facing the same grim fate.



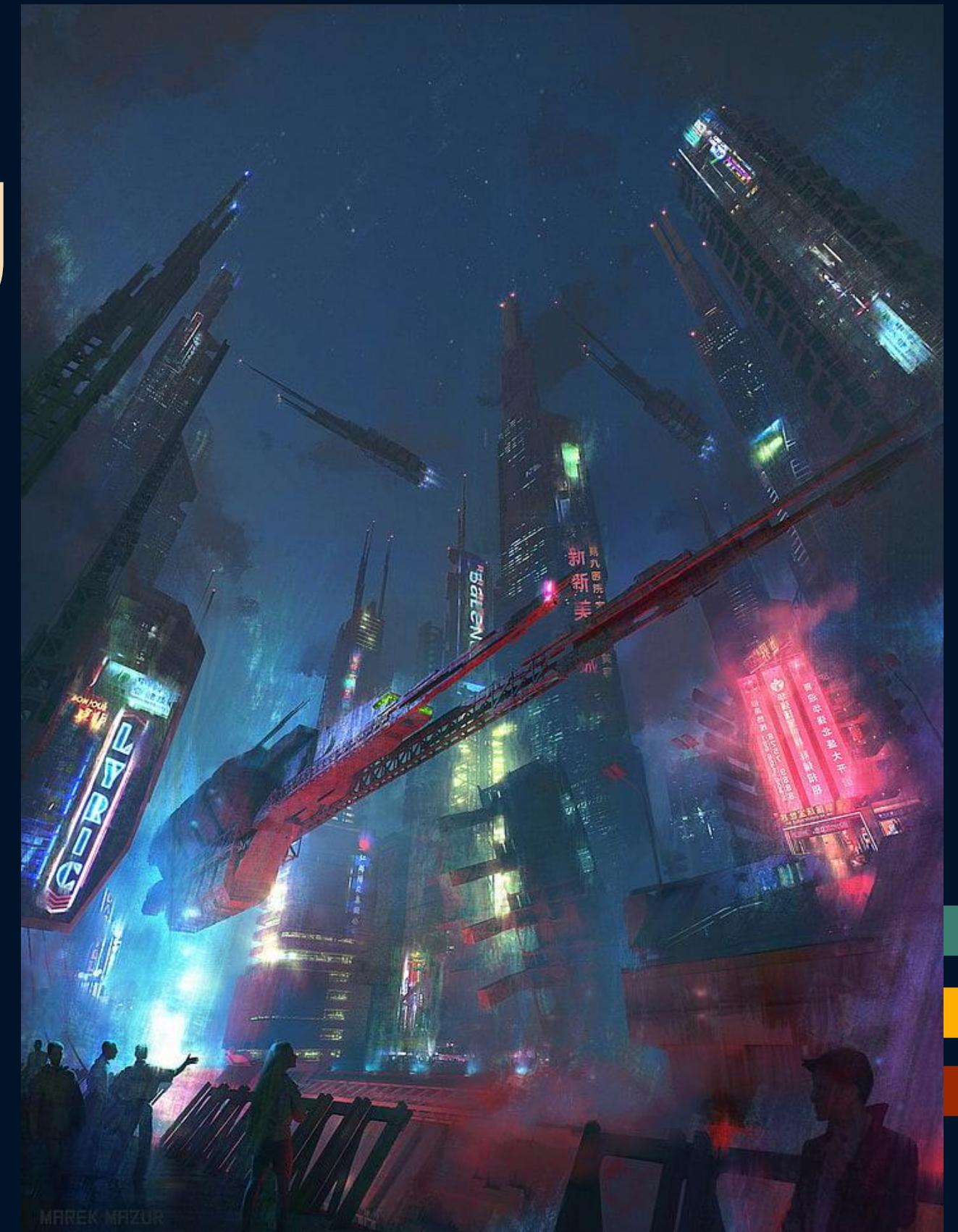
■ Story & Setting

- The game's objective: stay alive
- A ruthless hunter pursues them, and the consequences of failure are deadly.
- Survive through rounds of tagkour game, it later revealed as year of 2078, Earth is on the brink of catastrophe
- Earth running out of resources, MC serves as brutal test
- Candidates who will either leave Earth for new frontier or die trying



■ Story & Setting

- MC, however is driven by a different mission, to save humanity, not just a select few
- Player guide MC through perilous challenges
- Uncovering the truth about their past and making crucial moral choices.
- Player choices matter, pivotal decision: save everyone, save as many as possible or secure your place on the space station.



■ Game Objective

- Engaging & enjoyable gaming experience
- Designed to captivated their attention
- Fast-paced gameplay
- Immersive gameplay





GAMEPLAY



CONCEPT

Hunter

1 player

- Destroy all survivors HP within time frame
- Unique ability (active & passive)

Survivor

3 players

- At Least one survivor live through the time frame
- Unique ability (active & passive)

CONCEPT

Pick a side: follow the whole
section of the game

Indoor gameplay, surround with decay urban
high buildings full with neon lights

Captivate their attention and provide
fast-paced immersive gameplay

Interactable obstacles with distracting
mechanism

How the game end?

Each set are 3 mins

Best of 5 (win 3 set out of 5)

Dead survivors need to wait for next set of the
game to be respawn



Concept Art Survivors

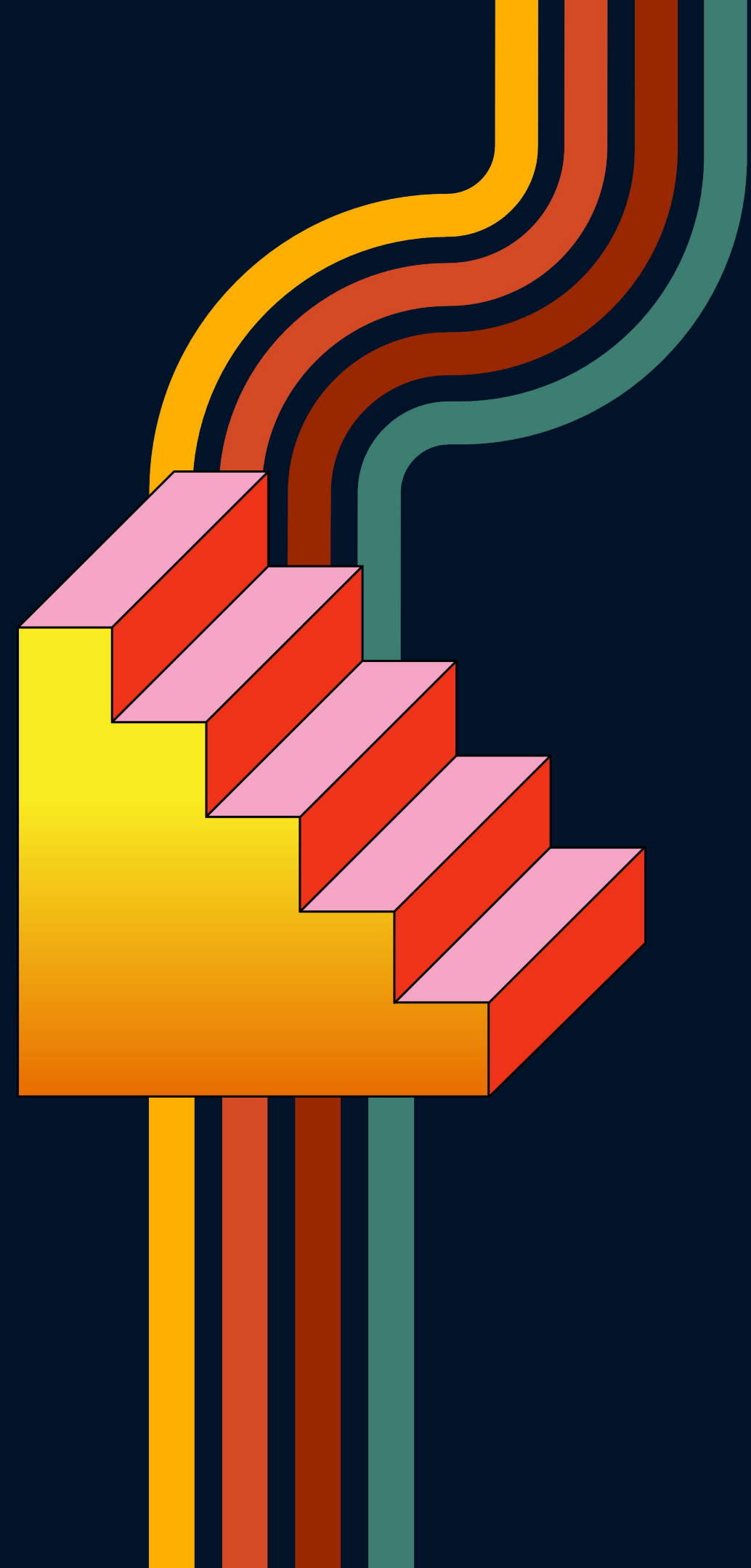


Concept Art HunterS



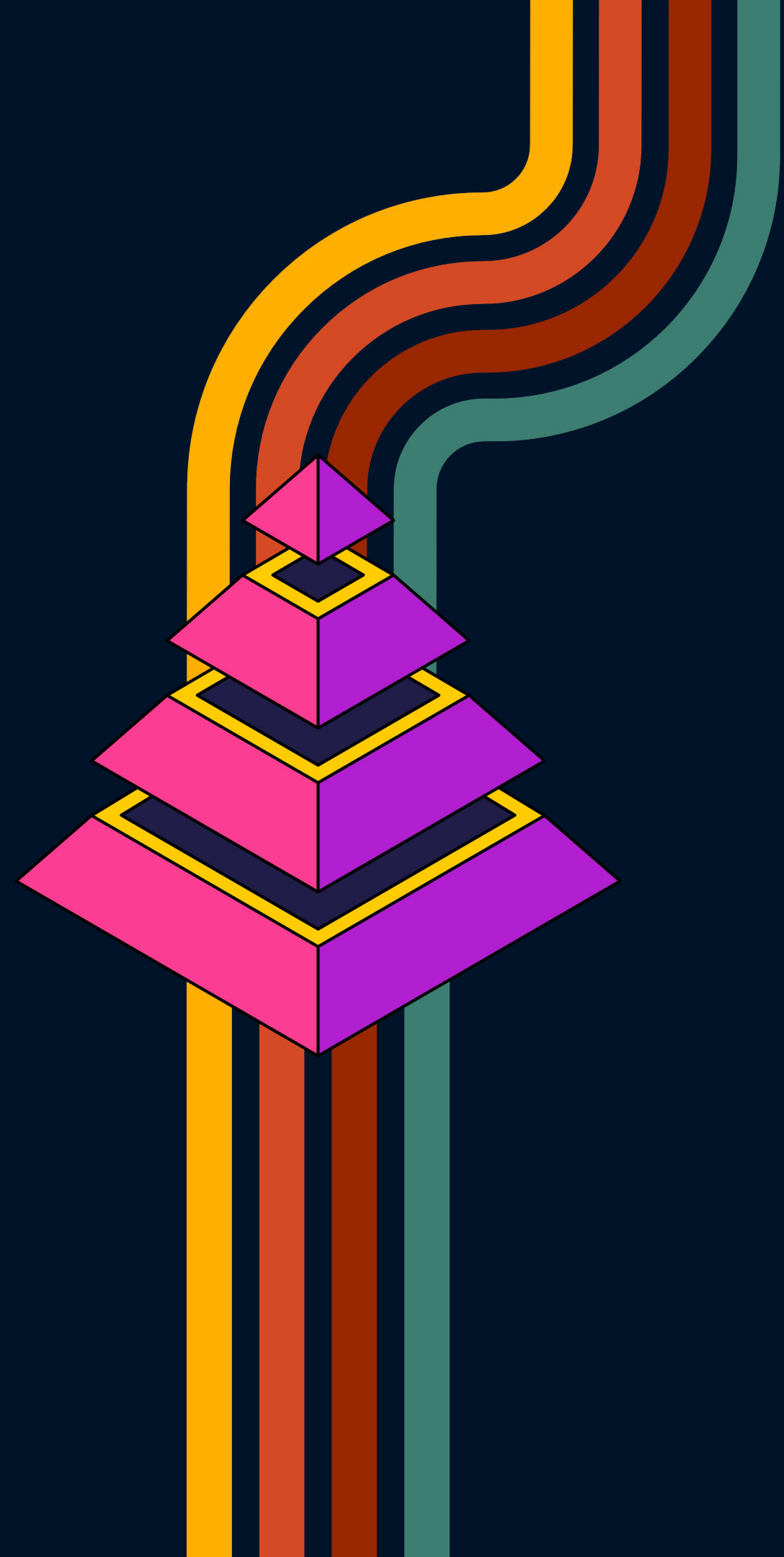
FEATURES

- Fancy Movement
- Unique Ability
- Interactive Map
- Customization Character and Arena
- Awesome Cosmetic Effects



FEATURES

- Reliable Monetization Plan
- Dual Game Mode
- Multiple Game Difficulty
- Great Community Interaction
- Camera Angle



UNIQUE SELLING POINT

- Unique blend of parkour and tag gameplay
- Engaging narrative-driven story mode
- Character customization and abilities
- Immersive cyberpunk world
- Ethical dilemmas and player choices





GENRE

ACTION GAME

Embark on an adrenaline-pumping journey in this third-person action game, where you'll navigate a stunningly immersive world, mastering parkour moves, evading or hunt, and uncovering a mysterious narrative as you race against time.



TARGET AUDIENCE
MATURE



TARGET HARDWARE

PC



COMPETITION

01 NARAKA: BLADEPOINT

Movement Mechanism and
Ability

03 GHOST RUNNER

Concept of wall climbing and
parkour

02 DEAD BY DAYLIGHT

Concept of Catcher and
Survivor

04 CYBERPUNK 2077

Concept of game worlds and
settings



THANK YOU

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