

Product Summary

- **Platform** : Xbox Live Arcade (PSN/Steam)
- **Genres** : Physical-based 2D puzzle-adventure game
- **Visualization** : 2D multidirectional scrolling
in a 2D environment with 3D playable and interactive elements
- **Technology** : Unity 3D & Wwise
- **Target** : Core & casual players; Young active 20-35 years old;
10 to 30 min per session



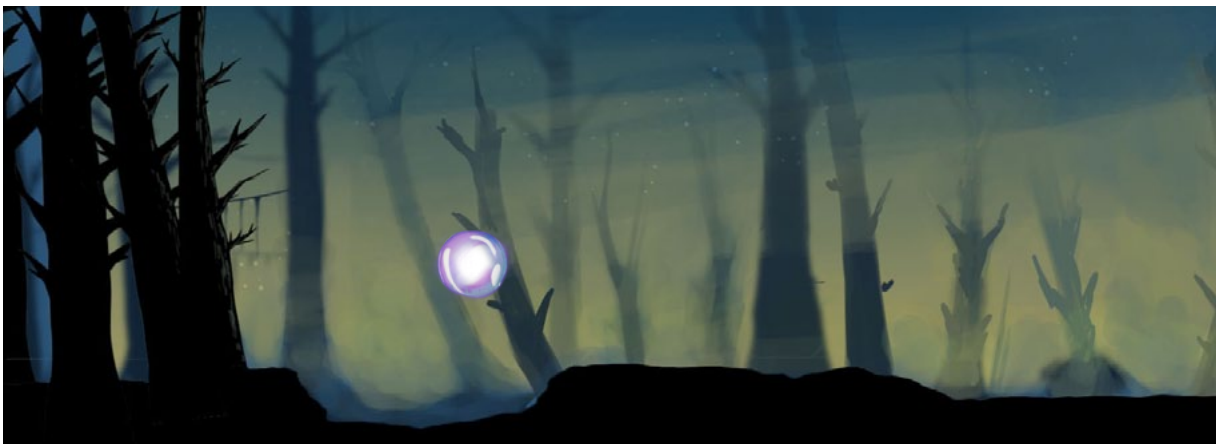
PLAYSTATION Network



*Beyond life lies an undiscovered truth.
Control a bubble guiding a stray soul on its journey.*

USP

- Only **one defeat condition**
- Play a physical-based bubble; **Immediate gameplay, instant fun !**
- Live **an emotional experience** with the character inside the bubble



Game Screen Shot

Influences

- Limbo
- Faery
- Ilomilo

Website

& Downloads/Updates

www.beyond-project.com

Contact

Olivier Penot - **Producer**

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BEYOND

Only one defeat condition

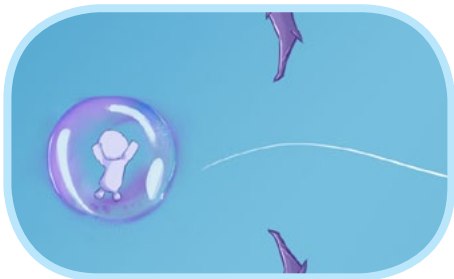
The game features a **single defeat condition** : make the bubble explodes.
The player has to protect the character toward the end of its journey.
Only sharp objects will make the bubble explodes.



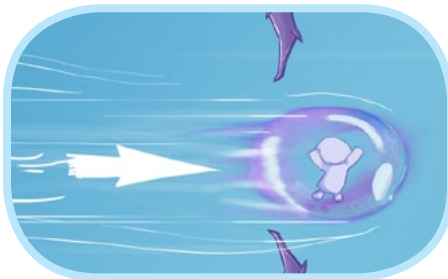
Defeat Condition

Immediate gameplay; instant fun!

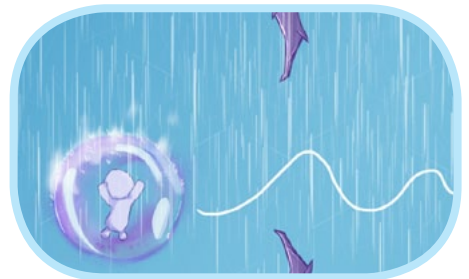
The player controls the bubble using the triggers (to inflate and deflate it) and the left joystick gives the direction while deflating the bubble. This put the player under **constant challenge** in order to master the movement of the bubble. Difficulties and challenges can be very diversified! Wind, rain, moving objects... Can all become challenge factors for a broad audience of player!



Spikes



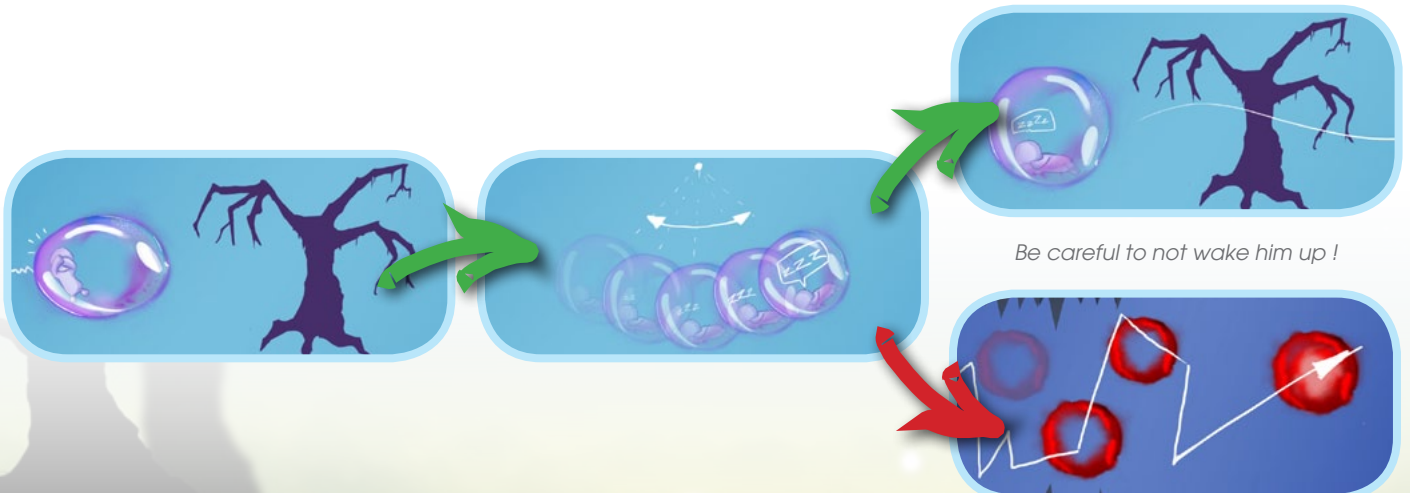
Spikes + Wind



Spikes + Rain

An emotional experience

The game will feature calm moments, dedicated to build the relationship between the unknown character inside the bubble (a soul on its way to heaven) and the player, who has to take care of it. The character features **different emotional states** which the player will need to master to get to the end of the journey. These emotions will have an impact on the gameplay; the player has to adapt his playing style depending on the reactions of the character to the situation or environment.



The (student) team - hire us!

Producer

Olivier Penot : <http://fr.linkedin.com/in/openot>

Game Designers

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Sound Designers

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