

Mass Extinction



Par Louis Besombes

**In a distant and forgotten land,
creatures more ancient than
human civilization live in a
magical ecosystem.
You are part of that world.**

**During an ordinary night, you had
a vision. The end of this world is
coming in six days. So you start a
journey to prevent it from
happening.**



**A game made for explorers :
-Survival RPG**

-PC, PlayStation and Xbox

**-Solo or online (Play with friend or
“predatory invasion”**

-Pegi 12



**You have 6 days to
save your world !
But time itself is at
your side.
You can go back in
time, return to the
beginning your
adventure**



**You are an
incorporeal spirit
that can turn into
various animals,
changing your
abilities and needs**



**The camera follow
the player in a 3d
environment. The
player can zoom
and rotate to
control what they
see on the screen.**



L2 : Signature Defense

L1 + other input : Magic

R2 : Signature Attack

R1 : Attack

Map

Emotes

**Triangle :
Special senses**

**Circle :
Dodge/sprint**

Cross : Jump

**L3 :
Move
and
stealth
mode**

**R3 :
Camera
orientation
and lock on**

Square : Interact



**Start as a quick but
defenseless small
“Propalaeotherium”.
Analyze your
environment with your
senses to unlock new
forms able to
fight back or explore
new places.**



**Explore, survive,
fight, progress and
restart that cycle
as much as you
need, until you are
ready for the final
dungeon**



**When you restart
the cycle, you reset
the entire map and
events, but keep
every ability, forms
and resting places
you had unlocked.**

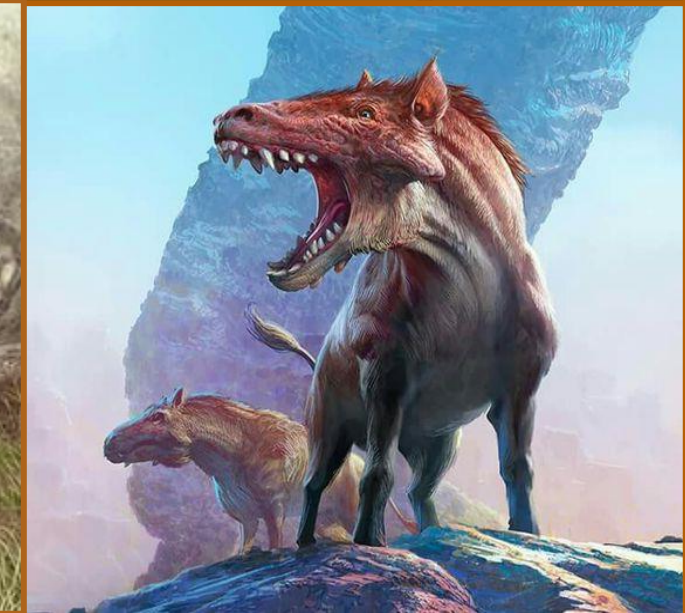


USP:

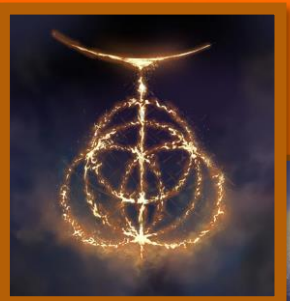
The player is part of an ecosystem

A mystical and ancient world to explore freely

A flexible experience (The form you take drastically change the game)



Influences and references:



Elden ring



- Freedom**
- Exploration and combat**
- Multiplayer**



Majora's mask



- Time travel**
- Prevent a cataclysm**

Path of titans



- Survival and Extinct animals**



Thanks for your
Attention

