



# Earth Expeditionary

A CO-OPERATIVE TACTICAL SHOOTER BY DEREK PENMAN

# Opportunity



# Value

01

Free-to-play;  
accessible,  
updateable.

02

Post-  
apocalypse;  
curiosity,  
empowerment.

03

Customization;  
expression,  
maximization.

# Underlying Magic

- ▶ Five niche roles, each with unique capabilities and bonuses.
  - ▶ Computer Engineer; hacking and gadget specialty.
  - ▶ Biological Scientist; medic and research specialty.
  - ▶ Gunsmith; suppression and weapon specialty.
  - ▶ Survivalist; trapping and sensory specialty.
  - ▶ Martial Artist; strength and CQC specialty.
- ▶ Flexible playstyles; shared gear options but different unique/minigame skills available. Players encounter minigames as part of their missions, and each class has a bonus for a specific minigame.
- ▶ Dynamic systems; zones, missions, gear.

# Features



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Five-player co-op on a post-apocalyptic universe.

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Dynamic gear/leveling system in mission environments that respond to player actions.

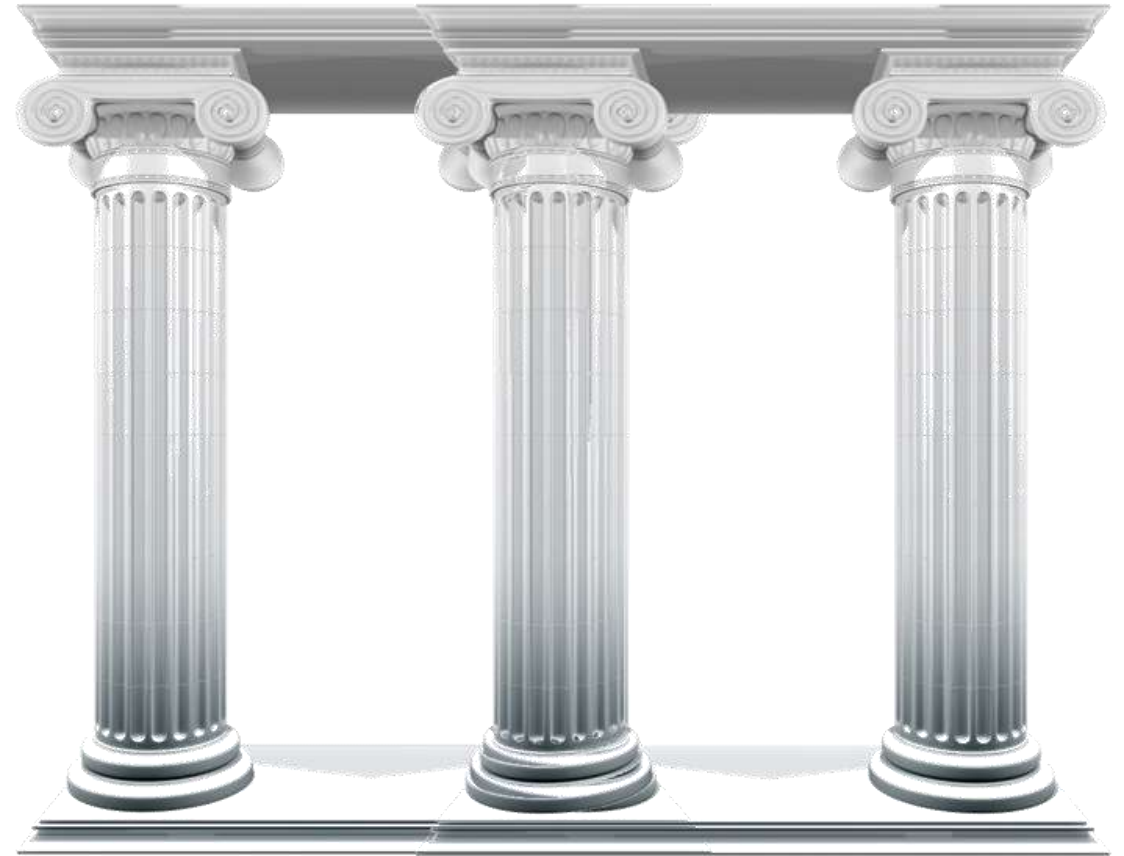
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Five playable classes able to interact with the environment in their own unique ways.



# Pillars

- ▶ Impactful customization.
- ▶ Coordination focused.
- ▶ Sense of progression.





# Audience/Funding

- ▶ 'Scientists' looking for the 'why'.
- ▶ Strategists that love the 'how'.
- ▶ Thrill-seekers that search for action.
- ▶ Crowdfunding, after which sales via cosmetics and convenience can support.

# Learning from Competition

- ▶ Make AI enemies challenging in more interesting ways than increasing their health.
- ▶ Give players roles, but also options in each to allow for fulfilling gameplay to occur.
- ▶ A decent amount of variation allows for a wide array of potential experiences.
- ▶ Have a 'why' behind each aspect of the game.



# Team Requirements

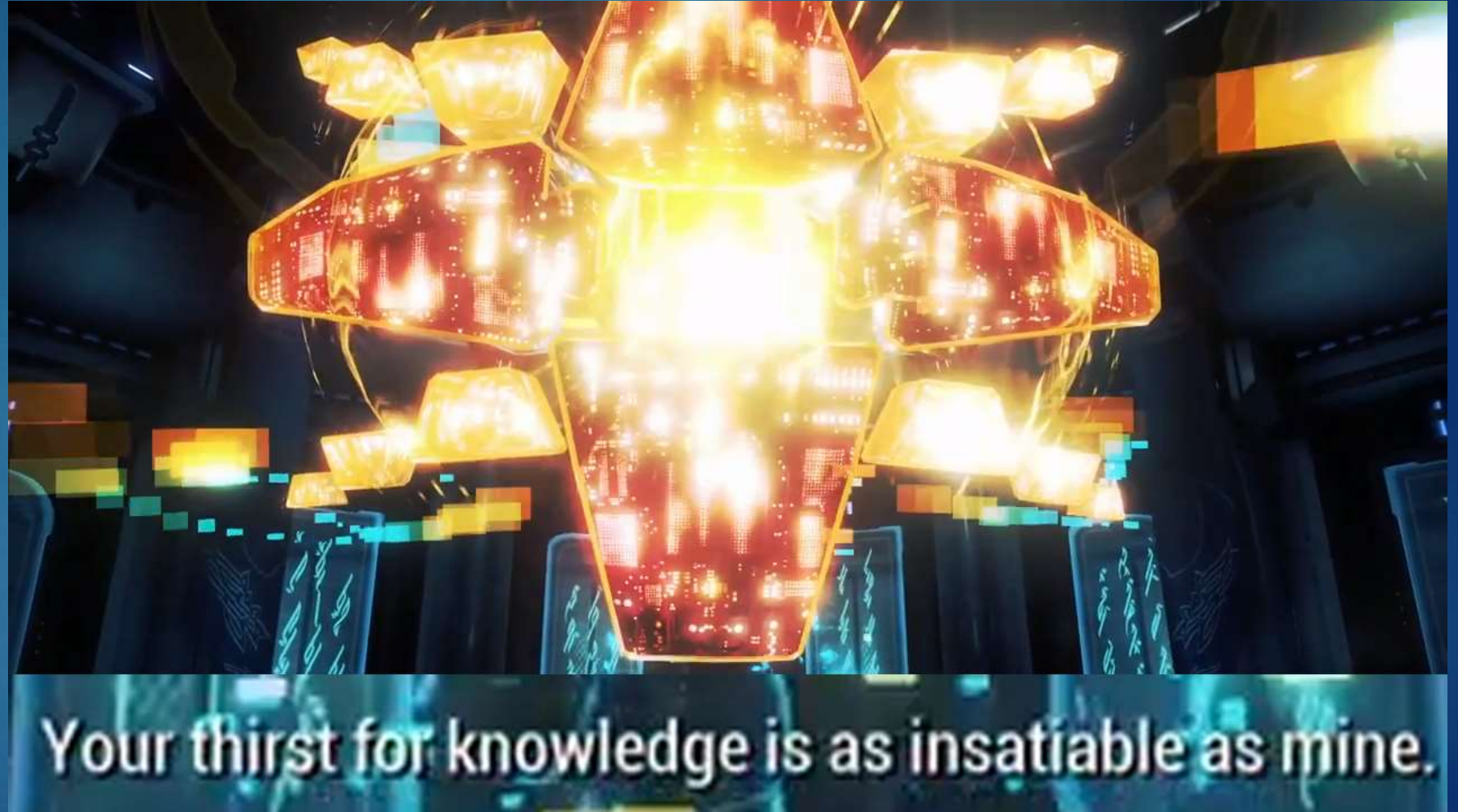
- ▶ Audio/visual artist(s); potentially best done via freelance hire/commission.
- ▶ Programmer/scripters; would require permanent team members.
- ▶ Financial/legal; would be a professional contacted when needed.
- ▶ Marketer; someone that can spread the word and focus development. Ideally, a reviewer with a critical eye.

# Upcoming Development

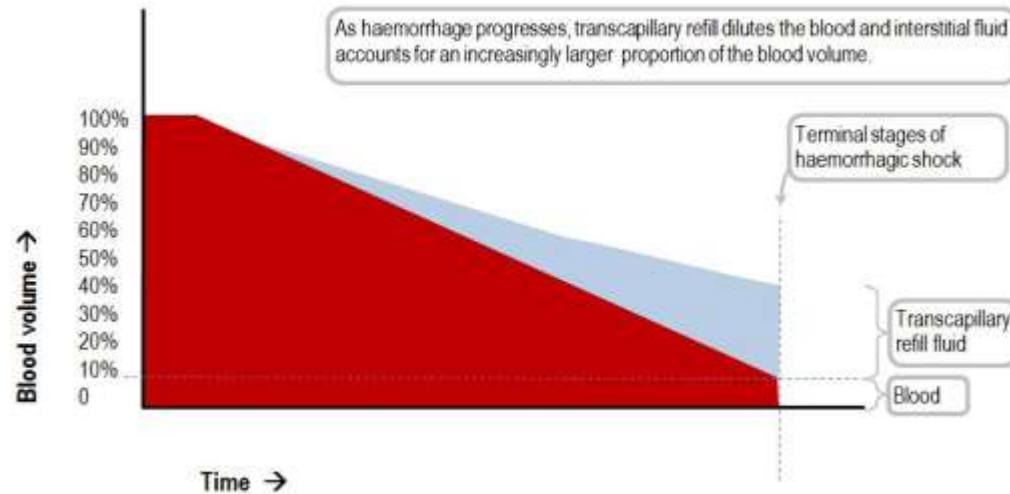
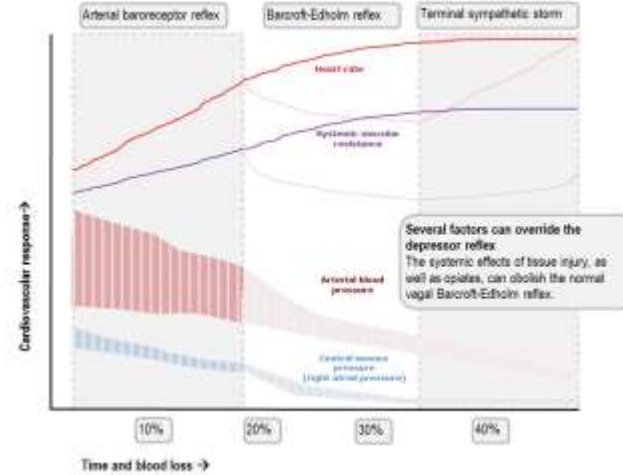
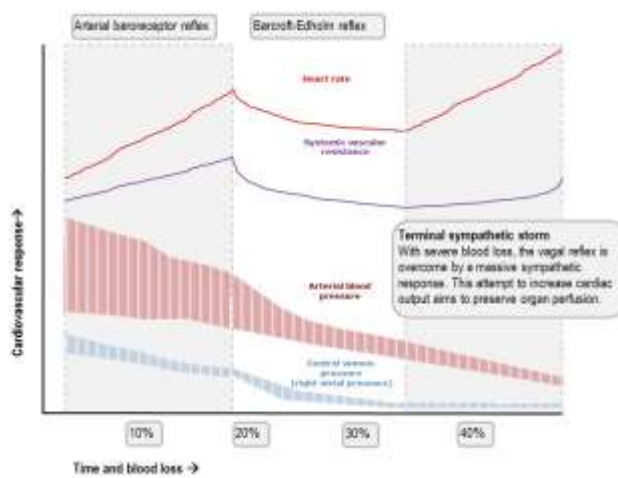
- ▶ 1. Form a team, ~3 months.
- ▶ 2. Solidify features/modern capabilities, ~3 months.
- ▶ 3. Draw consumers, onwards from steps 1 and 2.
- ▶ 4. Build prototype, 6-12 months.

# The 'Ask'

## ► Feedback







# Update: Bleedout Mechanics

Blood loss;

<https://derangedphysiology.com/main/core-topics-intensive-care/manipulation-fluids-and-electrolytes/Chapter%201.1.8/response-haemorrhage-loss-1l-blood>