

PROJECT W

Sentenced to Survive

Platform:

PS5, XBOX X/S, PC

Audience:

T (15+), Casual Players

Genre:

Tactical Extraction Shooter, 3rd Person, Survival, Co-op, Multiplayer, Base Building

Engine:

Unreal 5

Monetization Model:

F2P



Game Outline

In the aftermath of nuclear fire, humanity clings to survival. The player steps into the role of a **lone survivor**, driven to **scavenge the wastelands** in search of vital resources. Every **expedition is a dangerous gamble**: the ruins may yield weapons, consumables, and allies, or they may deliver death.

The **survivor's base** is their only protection, equipped with advanced radiation filters that keep the radiation away. Yet these filters are resource-hungry, forcing constant risk-filled ventures into the outside world. **Survival is not limited to scavenging alone** — some choose to raid other shelters, stealing what they need by force.

As the survivor crafts and loots, they **gain access to better weapons, tools, and strategies**. But in a world where every outpost is a target, **defense becomes as important as gathering**. Traps, hazards, and clever design can transform a simple shelter into an impenetrable fortress. In this brutal new age, only those who adapt as hunters, builders, and survivors can hope to endure.

Unique Selling Points



Co-op Base Building



Multiplayer Base Raiding



Immersive '90s post-apocalyptic world



An ever-changing, dynamic world in enclosed areas



PvPvE Tactical Survival Gameplay



Roguelike multi-area journeys

Narrative

A **Cold War clash** triggered nuclear Armageddon. Billions perished instantly; a scattered few were left to pick through the ashes.

These **unlucky survivors roam** remote **wastelands**, trading and scavenging for a chance to rebuild.

Every drop of water and scrap of metal is hard fought. In this grim new world, hope means building shelters, forging communities, and **dreaming of a society rising** from the bones of the old.



Environment

Game world blends **Alaskan and Siberian** wildernesses with ruined cities and underground caves.

Players explore dense forests, high mountains, meadows, coastlines, and mines under **dynamic weather**.

From bright **sunshine to blizzards and volcanic eruptions**—making every **expedition unpredictable**.



Environment



Location

Player's base sits in a **decaying mountain cabin** by a lake and spring, with a fireplace, field, and sheep pen.

A **radiation filter** keeps the radiation out.

Over time the **players rebuild and customize** this cabin from the ground and to their liking.

Up to three players share and build one base together.



Art Direction, VFX & Music

Art Direction

The aesthetic is **grounded and realistic**: natural materials, believable wear, and period-accurate props.

Muted colors dominate, with occasional **saturated highlights** to emphasize important elements.

Nostalgic '90s CRT and VHS effects to anchor era and mood. Effects appear on in-world screens like security monitors as well as in-game menus and lobbies via subtle halation, chroma bleed, scanlines and soft bloom.

The world and HUD themselves stay **clean, minimalistic and readable**.

VFX

Realistic muzzle flashes, dust, fog, and sparks. Lighting favors cool moonlight contrasted with sodium vapor, with ray-traced ambient occlusion where possible.

Music

Soundtrack should blend late-'90s **analog synths** with **dark techno** micro-rhythms to create a **tense, atmospheric** soundscape. Minimal drones, processed field recordings, and evolving rhythms build immersion. Subtle, **melancholic melodies** hint at hope amid the desolation.

Art Direction, VFX & Music



Controls

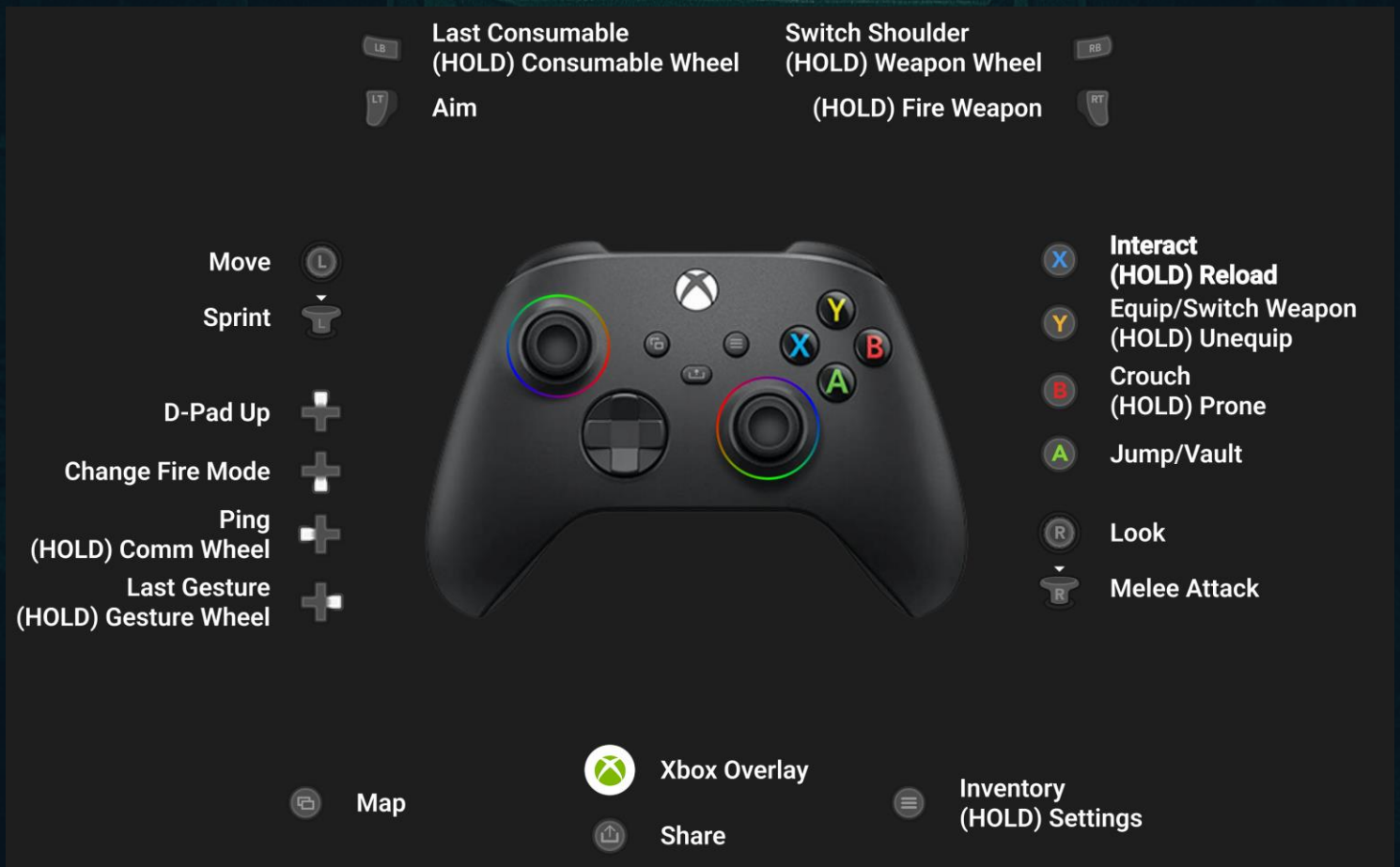
The game provides **full support** for mouse and **keyboard** as well as **controllers**.

Changing directions is fluent but slow, to avoid sudden change of movement (like RDR2).

Animations of **changing stances are relatively slow** to prevent jumpshotting. The player can't double jump.

The player **can lean back to a cover**. This happens automatically when the player presses the crouch and is near a cover.

The player character **can swim and submerge** under the water.



Combat

Combat is **slow-paced, calculated, and tactical**. **Real-time** encounters reward patience, positioning, and precision. Skilled players can avoid fights entirely through stealth—using sound discipline, line-of-sight breaks, and cover—to slip past both AI and other players.

When engagements do occur, **TTK is low** (~0.2-0.4 s): a good ambush can end a fight quickly, but targets still have a brief window to react, creating **high-risk, high-tension** moments.

The game is **PvPvE**. Combat **frequency is moderate**, driven by player choice and map design rather than constant skirmishes. Choke points, points of interest, contracts, and AI patrols naturally funnel opponents into contact without forcing it.

Players earn **XP for kills**, and while stealthy extractions are viable, combat remains a **significant part of the experience** for progression and mastery.

Hazards & Foes

Hazards and **foes** come in many forms. The **most dangerous** foes in the game are **other players**.

NPC foes are **mutated wild animals** like bears, wolves, tigers, muskoxen, mooses and others. Even though they are mutated, they are **realistic**. They are more aggressive, stronger, bigger, multiple limbs but **do not shoot laser beams like Godzilla**.

Hazards are effects caused by **dynamic weather** like cold, heat, falling eroding rocks and soil, flooding, falling branches or trees. But the player should also be aware of **traps** placed by other players or left behind before the war.

Occurrence of hazards and foes is **scarce but highly punishing** if ignored (audio and screen cues).

Hazards & Foes

Name:

Double-headed Bear

Role:

Tank

Health:

1 000 HP

Behavior:

Aggressive, usually comes alone, can be scared by flashing light or high pitch sounds

Presence:

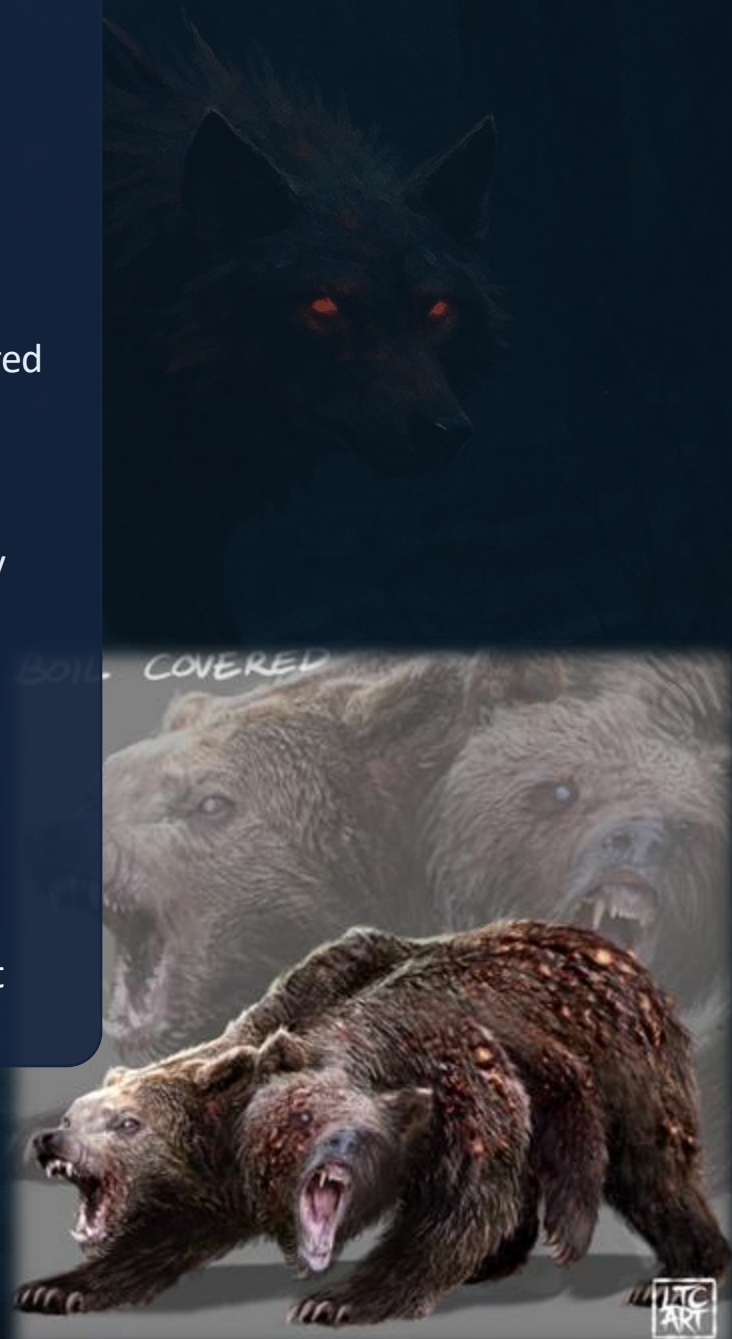
Lives in the forest, hides in the caves, usually most active during the dusk and dawn

Attack 1 – Double Bite:

Delivers a bite with each head in quick succession, deals significant damage

Attack 2 – Bloody handshake:

Swipes his claw, delivering small damage but causes bleed effect



Hazards & Foes



Expedition (Core Loop)

Expeditions are **irradiated PvPvE arenas** for **15 players** (5 squads). Loot, hazards, and foes spawn randomly. Players can play solo or in squads of 3.

Games last about **20–30 minutes**. Players wear **anti-radiation suits that decay** over time; if a suit fails, you must evacuate.

Dead solo players or whole dead squads can be replaced during the first 10 minutes with newly connected ones. Each expedition unfolds in three phases: Plan, Scavenge, and Extract.



Expedition (Core Loop)

1. Plan

Use the lobby map to **plan routes**, mark points of interest. Prepare by studying weather and modifiers, picking the loadout.

2. Scavenge

In the arena, **explore for resources** and valuables. Decide when to fight or cooperate. Carefully manage your backpack and consumables.

3. Extract

When ready to leave, **locate a functioning exit**. Some exits require keys, completed objectives, or timed windows. On extraction, unload your loot into your base's stash.

4. Upgrade

Use scavenged loot to **craft better weapons**, armor, and tools, boosting your survival chances in future expeditions. Upgrades are anchored in your **base progression**.

Journey

In Journey mode, **chain together three Expeditions** without returning home. Secure a portion of your loot after each run for greater rewards. Die with unbanked loot and it's lost forever.

Base

The base is **a safe haven** where up to three players prepare for Expeditions, **craft gear, train, and socialize**. It grows with the player, offering more facilities and defenses.

Gathered resources from Expeditions are then always extracted to their current home base.

Unlock and upgrade modules across defense, armament, maintenance, and production. **Build with snap-to** foundations, walls, doors, windows, and decorations. **Decay** is gentle and easily repaired. **Cosmetic skins**, lighting, posters, and trophies **personalize** your space **without affecting gameplay**.

If solo players decide to join forces, they can either start a shared base from scratch or join a base of one of the players and **mark it as their home base**. If they split up, they can return to their original base to the state they left it in.

Escape from Tarkov



Base

Delta Force



Once Human



Base Raiding

Siege

Teams **siege each other's base in real time**, then swap roles. Points are awarded for stolen loot; the team with the higher score wins.

Duration: 10 min

On-demand Base raids target an **instanced snapshot** of the player's base taken at matchmaking time.

Attackers interact with authentic layouts, traps, and lockers, but any **structural damage rolls back** after the match.

Players can put their **highly valuable items** into a **hideout that will protect** them from being stolen/raided. Creating risk without permanently wrecking someone's hard-earned home.

Defensive depth comes from build choices (choke points, sightlines), utility modules (generator for powered doors, alarm tripwires), and consumable defenses (barricade kits, decoy caches).

Base Survival

Teams build a base and **survive waves of AI foes** in a 30–45-minute PvPvE match in a **shared arena**. Loot, build, defend, and steal resources from rivals. Each wave grows larger and stronger. Team with the **last base standing wins**.

Meta Game

Crafting

Items range from **Broken to Pristine**, with condition affecting reliability. Weapons and gear **degrade through use** and deaths; repair or recraft them.

Crafting uses parts and Intel via **timed queues**. Upgrading facilities shortens wait times.

Attachments are built separately and installed on compatible weapons.

Leaderboards

Weekly, seasonal, and event leaderboards track kills, extracted value, successful extractions, raids, and defenses.

Platforms have separate boards plus a global ranking. Top players **earn cosmetics and XP boosters**.

Challenges

Daily, weekly, seasonal, and event challenges **give players goals** whenever they log in.

Contracts

Contracts in **Expeditions** offer time-limited tasks like deliveries or clearing passages. Completing them rewards perks like special exits, extra gear, or extended runs.

Live-ops

The game is built with live-ops in mind from the very beginning. Seasonal treats and loot spots.

Season

The game runs in seasons. The **season lasts for three months** which corresponds with the length of the battle pass.

Each season has its theme and **brings new content** in form of cosmetics, mechanics, maps, items. It also shuffles the existing mechanics or introduces balance changes if needed.



Live-ops

Events

To ensure **lasting engagement**, during each season multiple events take place. Events can be fictional or based on real life events (Christmas, Halloween, etc.).

A continuous carefully crafted cadence and variety of events is needed.

Events **differ in duration** (short - weekend, middle - week/2weeks, long - month) **and in theme/goal** that focuses on different parts of games and suits all kinds of players.

Events should be one of the main drivers of engagement and additional monetization as well as should support the core gameplay. At least one event always must be active in the game.

Gears 5

PUMPKIN BALL

OCTOBER 22 - NOVEMBER 5



REWARD
FRANKENSTEIN'S
IMAGO



Progression

Weapon unlock progression

Upgrade and build Armament Base Components to **unlock new weapons** in the crafting catalogue. Unlocks come from research + resources gathered on Expeditions.

Weapon Mastery

Using a weapon earns Weapon XP. Leveling a weapon **unlocks attachment** slots, tuning options, and occasional cosmetics (skins).

Optional **XP boosters** speed that weapon's mastery but does not affect match power beyond what attachments already allow.

Player Progression

Player level rises through play and acts as a **seniority badge**. Rewards focus on identity—banners, icons, titles, emotes, call-sign voice overs.

Story Progression

Narrative unfolds through **collectibles** (pamphlets, recordings, letters) and contract rewards. Pieces connect into multi-part arcs that tease future threats and serve as long-term **discovery goals**.

Base Progression

The base has no levels. Instead, components unlock in a linked tech web (research → build → upgrade).

Advancing components grants access to **better utilities**, and **quality-of-life features**, gradually expanding what the player can bring to and recover from Expeditions.

Monetization

Project W is **free to play**. Revenue comes from cosmetics, the battle pass, insurance, and progression boosters. The game features one four currencies:

Gold

Gold is used to buy the **Battle Pass, Boosters, and Insurance**. It can only be obtained through **in-app purchases**. Gold can be converted one-way into Smokes or Spray Paint Caps at a 1:1 ratio.

Smokes

Smokes are solely used for buying **premium apparel** (headgear skins, etc.). They can rarely be obtained in through gameplay.

Spray paint caps

These are like Smokes but are solely used for buying **customization items for the base** (furniture, paint, etc.). They can also rarely be obtained in through gameplay.

Intel

Intel is a generic currency used for **upgrades, consumables and gear**. Easily obtainable through gameplay.

Proof-of-Concept Requirements

Timeline:

6 months to MVP delivery

Team:

- Game Designer – 1.0 FTE (owner of the vision)
- Programmer – 1.0 FTE (gameplay)
- Backend Programmer – 1.0 FTE (persistence)
- Scripter – 1.0 FTE (Expedition logic)
- UI/UX Designer – 0.5 FTE (wireframes, HUD)
- Level Designer – 0.5 FTE (block outs)



MVP Scope Checklist

Character & Camera

- Character movement (Walk, sprint, jump, crouch)
- Camera rotation (rotates around the character, reacts to obstacles by adjusting distances)

Expedition

- 1 arena
- 2 enemy types (spawn, patrol, attack, die)
- 3 weapons (Pistol, Shotgun, AR)
- Basic loot spawning (Intel & Weapon parts)
- Simple inventory management
- Players can enter the Expedition and return to the base

Base

- Simple base building (Simple structures can be placed and combined: Wall, Door, Window, Roof)
- Weapon Crafting (it is possible to create a convert weapon parts to a weapon)
- Up to 3 players Co-op building

Miscellaneous

- Intel currency (can be earn and spend)
- Shared persistence (The progress in the base is saved)
- Dedicated servers (In-game server capable of running an Expedition & base building)
- Basic telemetry (tracking of kills and deaths, time spend in Expedition, loot extracted)

MVP Roadmap

Month 1 - Foundation

- Lock design cut for MVP scope (1 arena biome, 2 enemy types, 3 weapons, Build building mechanic).
- Dedicated server auth, session join/leave, replication budget, save/persistence schema (inventory, base state).
- Greybox Expedition map (blockout + navmesh) and Shared Base lot (snap grid, socket rules)
- Player & Camera
- **Exit criteria**
 - Clients connect → host → extract → persist inventory.
 - Base scene loads & saves

Month 2 – Core loop (Solo)

- Combat (shooting, 1 weapon)
- AI (spawn, patrol, attack, die)
- Loot table, inventory, end of run screen, extraction flow
- Base modules placement with placement and rotation
- **Exit criteria**
 - 15 min solo run: loot -> extract -> craft -> next run

Month 3 – Core loop (Shared)

- 3 player co-op Expedition (spawn in team, revive, shared extraction)
- Shared base ownership (sync, collision validation)
- **Exit criteria**
 - Two players place/upgrade modules concurrently without desync; both extract and see shared progression.

MVP Roadmap

Month 4 — Content & Systems Hardening

- Arena art pass (readability, LODs), landmark POIs and safe extract zones.
- Enemy roster to 2 archetypes
- Weapons to 3 (class spread)
- **Exit criteria**
 - Stable 20–30 min co-op sessions; crash-free rate $\geq 98\%$ in internal playtests.

Month 5 — Alpha Integrations & Telemetry

- Persistence edge cases (disconnect, host migration fallback or session abort path).
- Base power & adjacency rules; module upgrade tree v1; repair costs & timers.
- Basic analytics: session_start/end, deaths, extract_success, extract_value, loot_pickup.
- First external playtest: usability + stability.
- **Exit criteria**
 - KPI readout: median session length, extract rate, crash-free %, top bugs list prioritized.

Month 6 — MVP Candidate & Polish

- UX cleanups: inventory, crafting, extraction UI;
- Performance passes to hit target FPS on min PC spec/devkits.
- Netcode polish: hit-reg tolerances, lag compensation; anti-cheat stub (server validation).
- **Exit criteria**
 - crash-free $\geq 99\%$; players complete FTUE

SUMMARY

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Genre:

Tactical Extraction Shooter, 3rd Person, Survival, Co-op, Multiplayer, Base Building

Monetization Model:

F2P

Timeline:

6 months to MVP delivery

Team:

5 people (3x 1.0 FTE + 2x 0.5 FTE)

