# Underline

Teo Rojas
Game Design 1
1/7/2022

Underline Rojas

Game Demographics

The target audience of this game will be fans of the horror, survival and single player exploration game genres. Naturally, this group will lean towards the older demographic of gamers.

Game Concept

This game will have you exploring a mysterious abandoned subway system… Abandoned except for the roving hordes of monster-turned subway goers and murderous turnstile robots turned sentient roving the subway system. The goal of the game is traveling from station to station, exploring the larger system and gathering supplies, searching for a way out. Along the way, you have to fight your way through the automated security system at the stations and the roving mobs in the tunnels, while facing the time constraints imposed by the mysterious train running down the tracks and killing everyone in the way. Mysteries get solved, and mysterious figures get encountered.

Underline Rojas
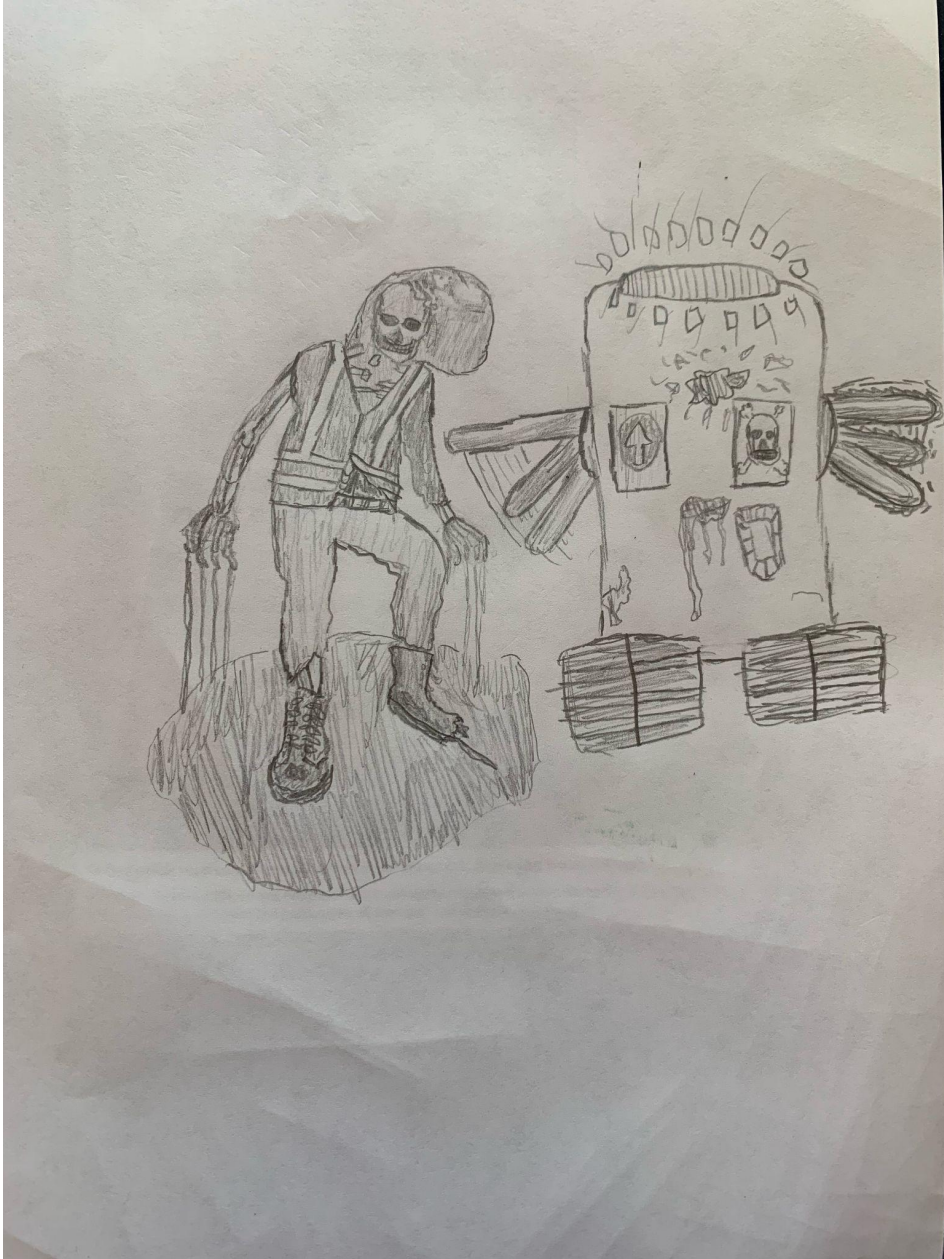
User Interface

The User Interface of the game will keep the player aware of the many ways that the game is currently killing you

Underline Rojas

Of course there are the standards to be expected in most survival games like an inventory, minimap and health bar. Additionally, I added a hunger bar and objectives tab. The objectives tab is mainly used as a way to give the players more direction in this more open-ended style game by assigning them more straightforward quests that help them progress through the game. In the top left corner is the ever ticking clock that measures when the train arrives down the tracks. This forces the player to keep exploring and to find a safe place before the time expires.

Underline Rojas

(above) Half explored map concept art using the NYC Metro as a basis.

Game Mechanics

This game will be a first person 3d keyboard and mouse based game where the player traverses their environment gathering materials and fighting monsters. When exploring the environment, the player will be able to pick up and equip certain items found on the ground. Their uses can range from feeding yourself and replenishing your hunger bar to unlocking new areas of the map to items that can be used in combat.
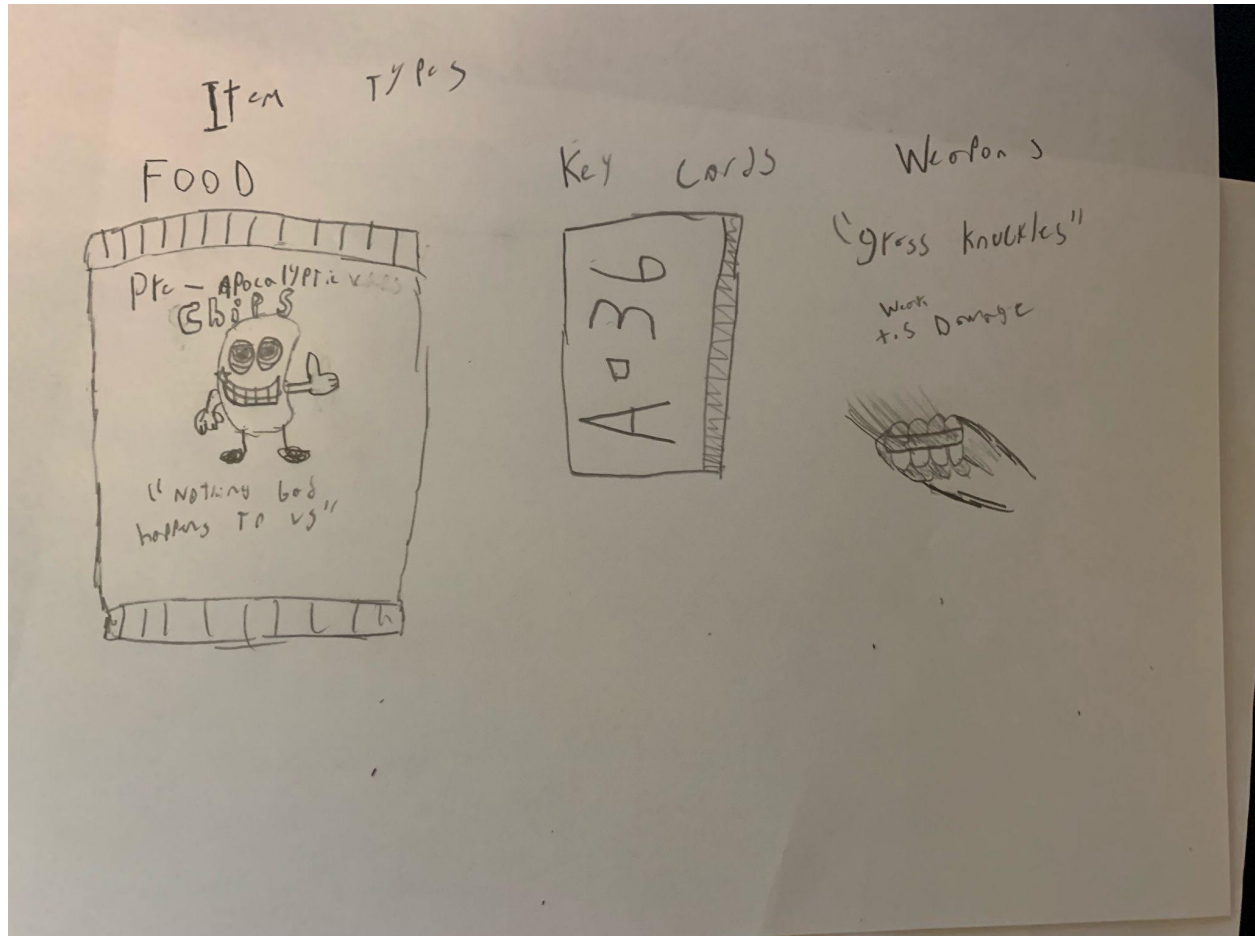
The main combat type will place a heavy focus on melee or close range fights, with an emphasis on a variety of different wacky weapons to be collected. This mechanic causes the game to be more fast-paced by forcing you to run at the enemy head on. The hunger bar depletes over time in this game, while the health bar only depletes after direct damage or the hunger bar getting too low.

Unique Selling Points

One game similar to "Underline" could be "Hollow Knight" due to their shared melee focused combat style and their semi open world exploratory "Metroidvania" style game design. Underline is able to differentiate itself through its entirely different aesthetic and the use of the train timer as a time constraint not seen in Hollow Knight. One game that shares the overall time based exploration and survival scavenging type gameplay loop is "Death Road to Canada" Where these 2 games differ is the fighting mechanics in Death Road to Canada differ greatly due to a more MMORPG style combat system that is based off of team building and group combat. Another game that involves subway exploration with fast-paced gameplay is "Subway Surfers"

Underline Rojas

these 2 games differ in the fact that subway is very linear and straight forward "Underline" will require the player to make choices creatively throughout the game.