

Skeleton Crew Presentation Notes

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Before we start, here are some essential things to establish, as a framework for what comes later:

- Third-person over-the-shoulder camera
- Action-fighting genre
- Melee and ranged weapons
- Cooperative multiplayer
- Up to Four-player co-op online
- Smart matchmaking system, using player personality profiles
- PvE gameplay
- Games as a Service release model, with retail support included (if needed)
- Modular character system: the technical underpinnings for the Chop 'n' Swap
- Original 3D art, developed by working closely with the lead 'Adventure Time' artist – wanted to offer something fresh and unique.

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Elevator Pitch

Join the Crew for An Action-Packed, Chopping and Body-Part Swapping, Team-Building, Skeletal Adventure!

Backstory

You and your friends play a gang of anti-hero skeletons, sick of being fodder for questing heroes. You've had enough of being smashed to bits over and over again.

So it's time to slay your way out of the depths of dungeon, adapting and changing as you explore the vast subterranean levels to break free and emerge onto the surface. A world of endless adventures awaits.

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Skeleton Skills

You control a Skeleton that can perform a range of amazing limb-swapping, body-building, skull-chucking moves, both individually and as a group.

Chop 'n' Swap Combat

Cut off the body-parts of your enemy and swap them for your own, giving you new skills and abilities.

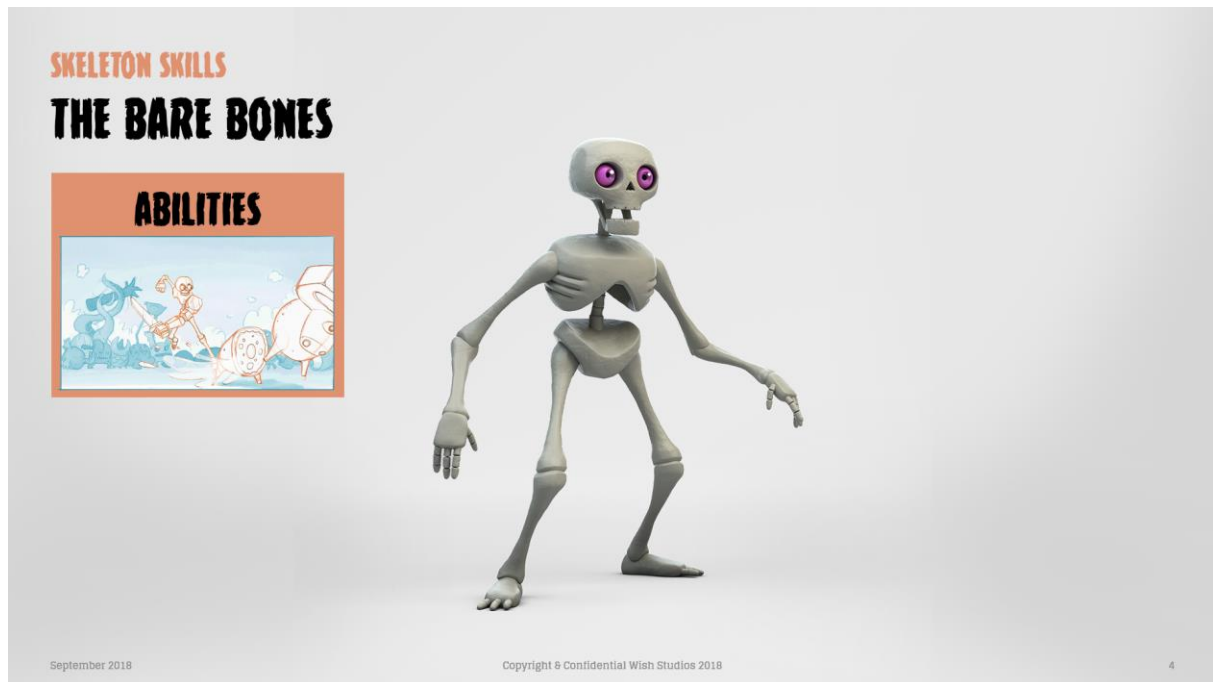
Play as a Crew

As a team of four you must think, fight and explore together to prove yourselves and become dungeon legends.

Endless Adventures

Explore a world that is constantly reinventing itself, revealing fresh challenges, adapting to your play style, and delivering a sense of wonder and surprise.

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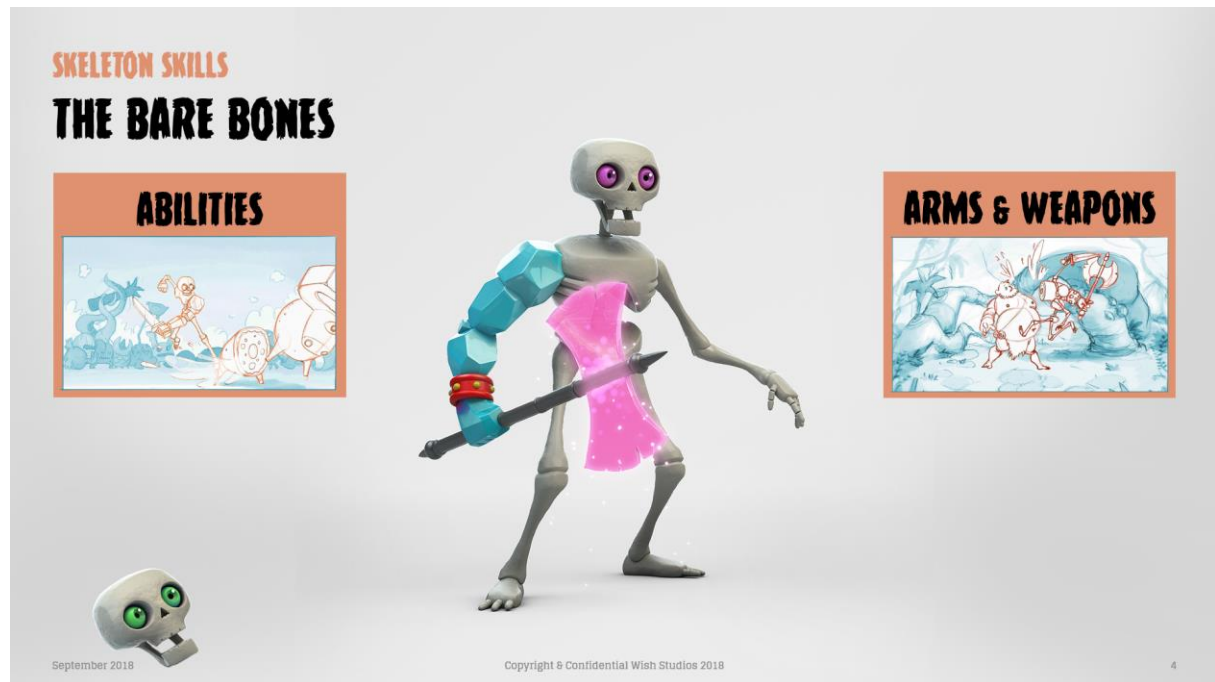
Everything you do in this game is driven by the fact that you are a skeleton! You are literally a bag of bones...

Collapse

Fall down into a pile of bones – a skeletal dodge but with extra powers. Reform, to attack enemies from behind. Collapse while running to slide under tight spots.

Use Your Head

Separate your head completely and roll it through puzzles, along ledges, under small gaps. Find a new body to use, or return to your old one.

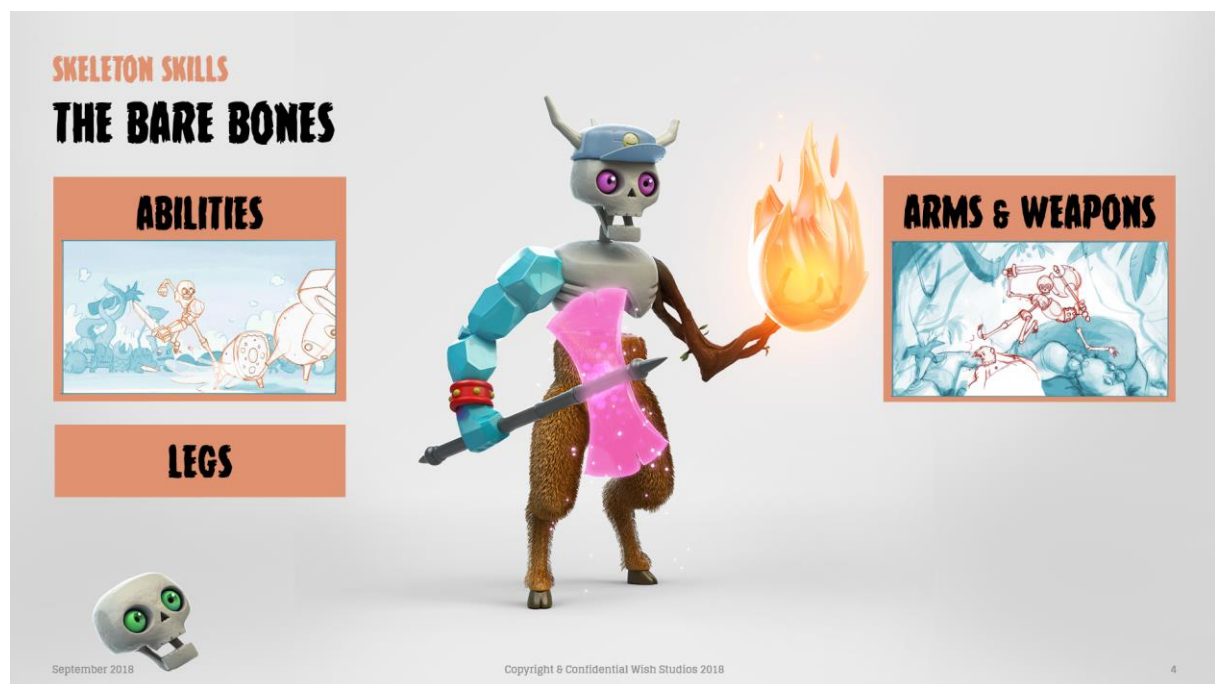


Arms

Transform your physical skills and power-up your weapons. Smash harder, reach further, and unlock new attacks. Arms fundamentally influence your attacks and how you approach combat encounters.

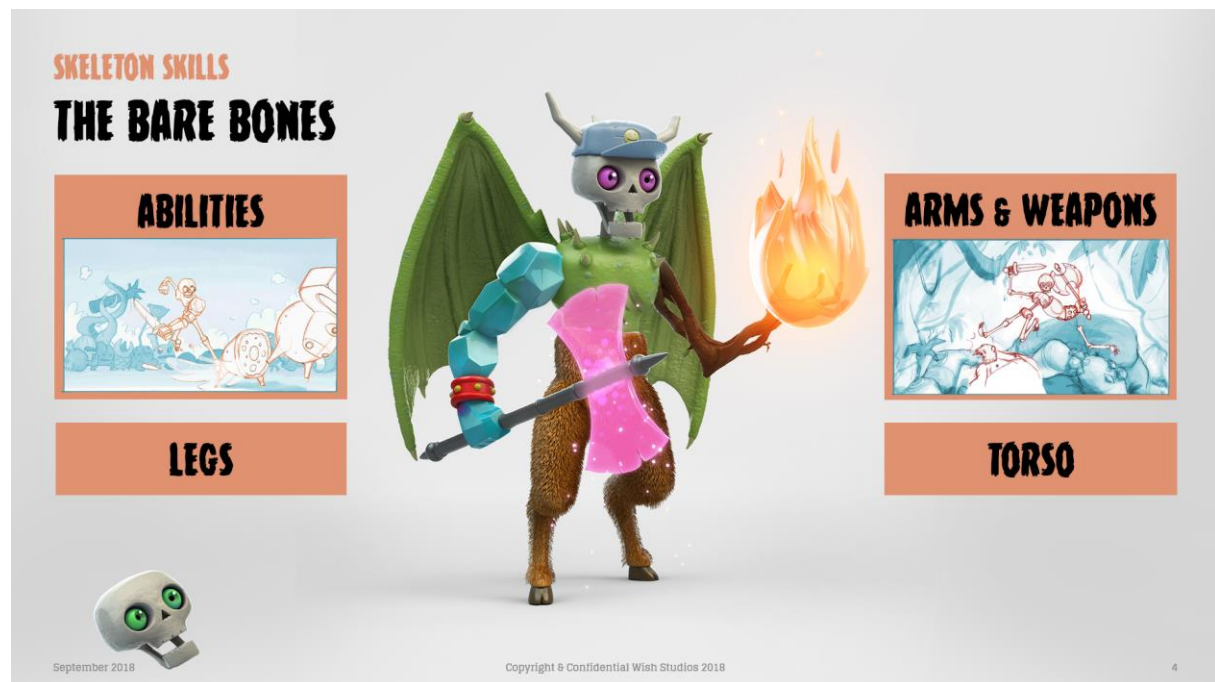
Weapons

Huge variety, from melee to ranged, light to heavy, combo-focused to single hits. Mix-up different combinations of Arms and Weapons to customise your play style



Legs

Enhance your Skeleton's movement with abilities like super speed, higher jumps, wall-walking, silent steps.



Torso

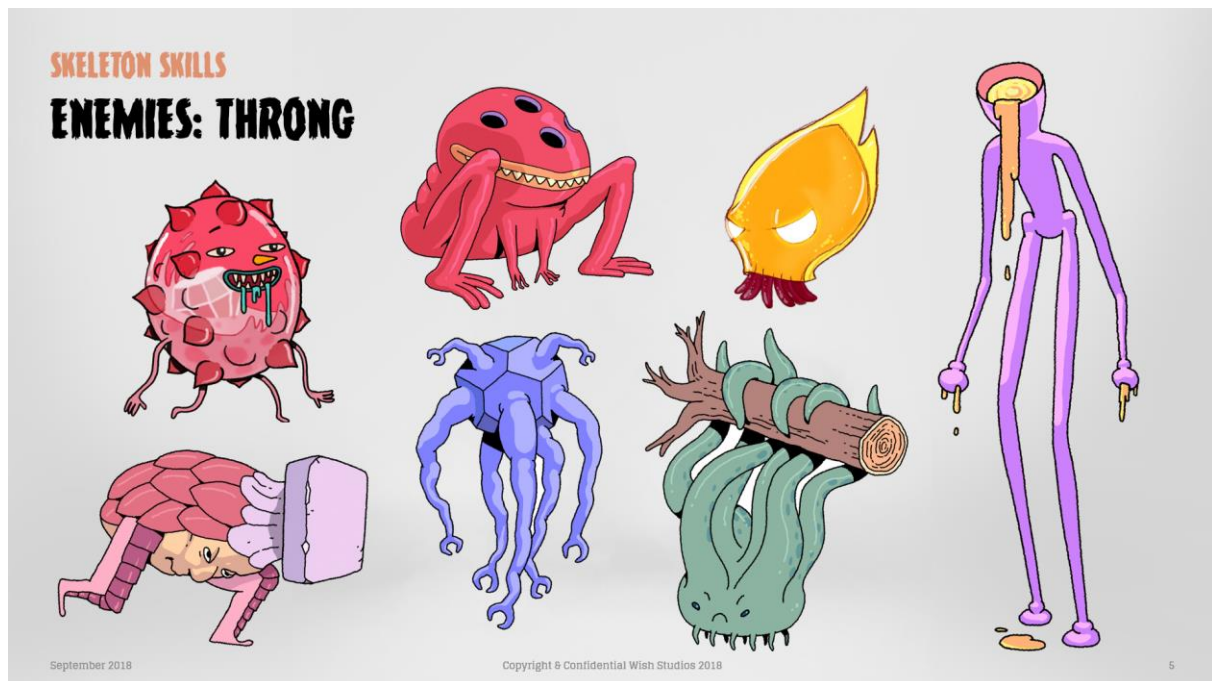
Grant special abilities such as wings to soar above the battlefield, or a flaming phoenix shield to stop the hordes from reaching you.



Ultimate Form

You can summon the best body-parts you have ever found to create your Ultimate Form for short periods of time.

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The dungeons are filled with a huge range of enemies for our anti-heroes to battle with. The Throng are strange swarming creatures that inhabit the dungeons. They attack in large numbers and work like an army.

They're not designed to collect limbs from (although you might find one or two undigested ones in their bellies)

Exciting and unique gameplay functionality...

Tall Boys

Look out for these gangly bipeds that wobble toward you, dribbling pools of acid as they go!

Hovergons

These spooky creatures drift ominously above the battlefield, waiting to drag you skyward

Dematoads

Sneaky, creepy beasts that jump around, their giant jaws ready to attack

Smasheads

Like marauding battering rams, the Smasheads roam the Worlds in herds. When they spot you, they'll get their heads down and charge

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Exploring the vast underground levels of the dungeon are the Questors. These characters explore the underground realms in search of fame and fortune and treasure!

These Questing Heroes are brimming with exciting weapons to pilfer and body-parts to loot off.

There are Five Classes which will be recognizable from the world of fantasy but with a twist.

Barbarian

Their core attribute is Strength: Add their arms to enhance any weapon you hold with a juicy amount of hit points.

Ranger

Their focus is long range projectile weapons. Steal their arms for accuracy and their legs for speed.

Warlocks

Masters of the esoteric arts, these wizards harness all manner of magical abilities. Try using a Fire Warlock's arm to infuse a common sword with flames, adding to your area of attack.

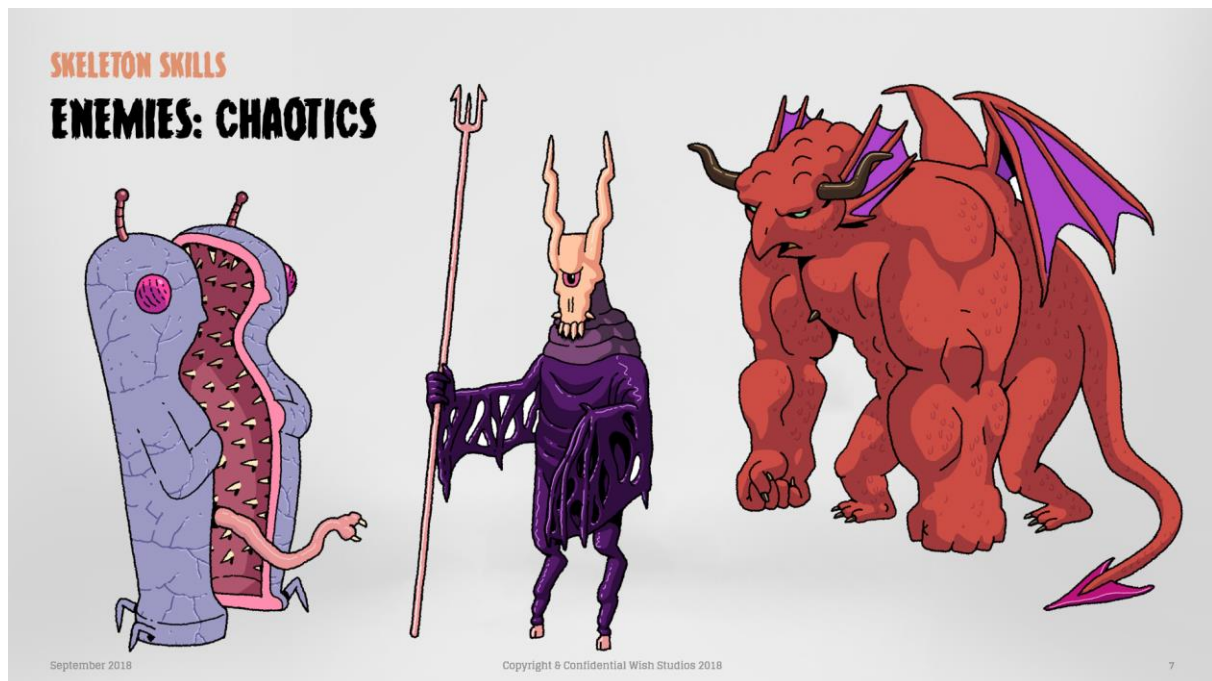
Paladin

Paladin Knights focus on melee combat with a heavy emphasis on defence.

Thief

Thieves are sneaky stealthy characters. Try on their legs for silent steps, or their chest to gain an invisibility cloak.

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The Chaotics are essentially the Dungeon Police tasked with bringing you back down to the depths. Their body-parts and weapons can be utilized too and have strange but powerful abilities.

Bone Crusher

Slams into you, if you're grouped together, and breaks you down to your bones. When you reform, will you resist stealing a team-mate's limbs? Will you stick together as a Crew, or fall apart?

Iron Maiden

Tries to incapacitate key players at the most inopportune moments, capturing and stealing one of you in its terrible maw. Will the other Crew members find a way to smash the Maiden open, or will they leave you to your fate?

Skulduggery

Preys on lone skeletons who've wandered away from the group. He steals their skulls then runs away into the gloom, forcing the rest of the Crew to give chase and track them down before it's too late.

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PLAY AS A CREW

YOUR ROLE ON THE TEAM



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Your Skeleton's super-flexible modular system grants you countless combinations to experiment with, changing your abilities and the way you look.

Each body part you splice onto your skeleton tells a story of your conquests and helps create your unique role in your Crew.

Will you go puritan and choose to collect the entire set of the Paladin Knight? Or go for a hybrid collection? The choice is yours!

Not only can you experiment with your individual load-out, but with your role within the Crew.

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PLAY AS A CREW

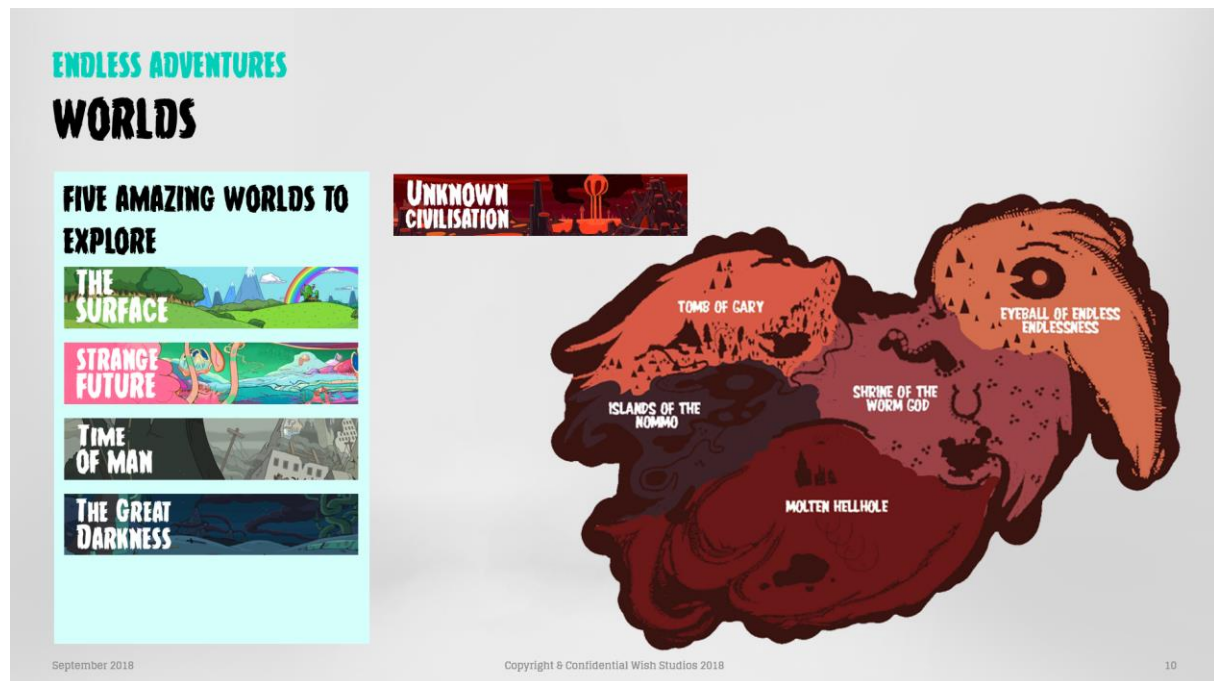
COMBINING



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Areas within the Worlds

This colossal underground realm is broken up into five worlds to explore. Like strata they start deep underground at the 'Unknown Civilisation' and move up to the 'The Surface'.

The idea of replay-ability is really important in this game. Each world has hours and hours of gameplay, missions, side quests and secrets to be discovered.

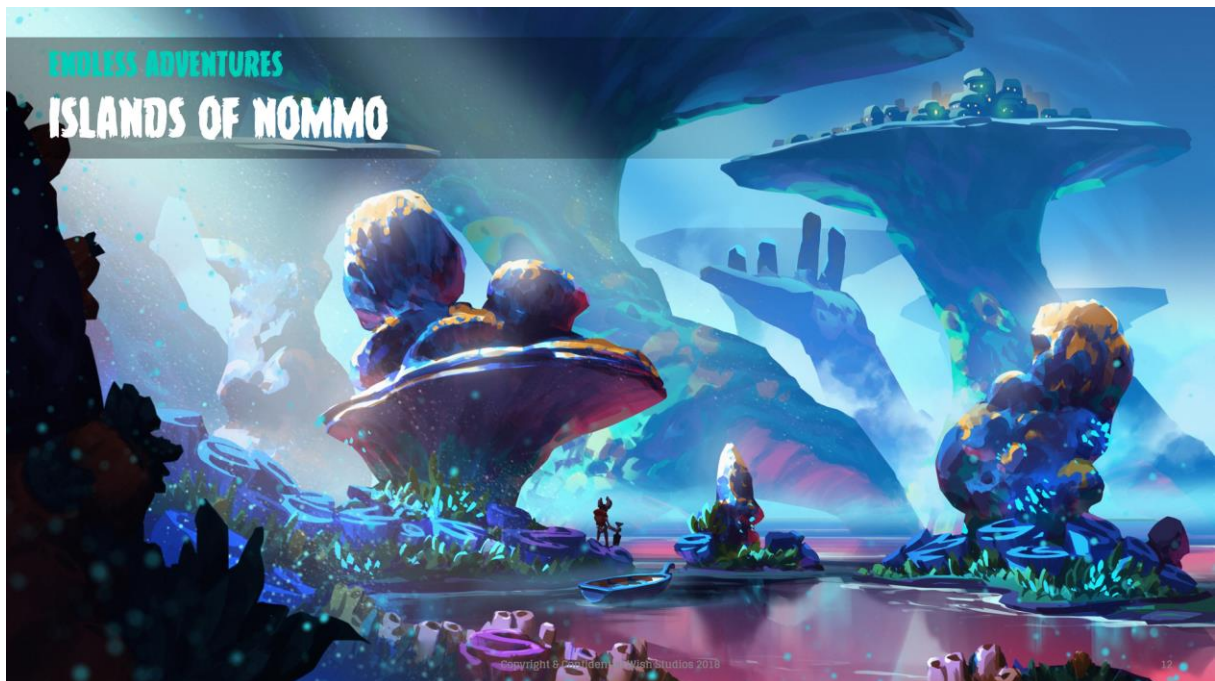
The game will launch with the Unknown Civilisation, with a new world added with each major event on the calendar.

Here is a map of the Unknown Civilisation, broken down into five main Areas. Each of these Areas has a sense of permanence with some procedural areas within it (secrets & side-quests). These areas can be perceived as a large stage set which are constantly be added to and evolved to make way for new gameplay set pieces and challenges.

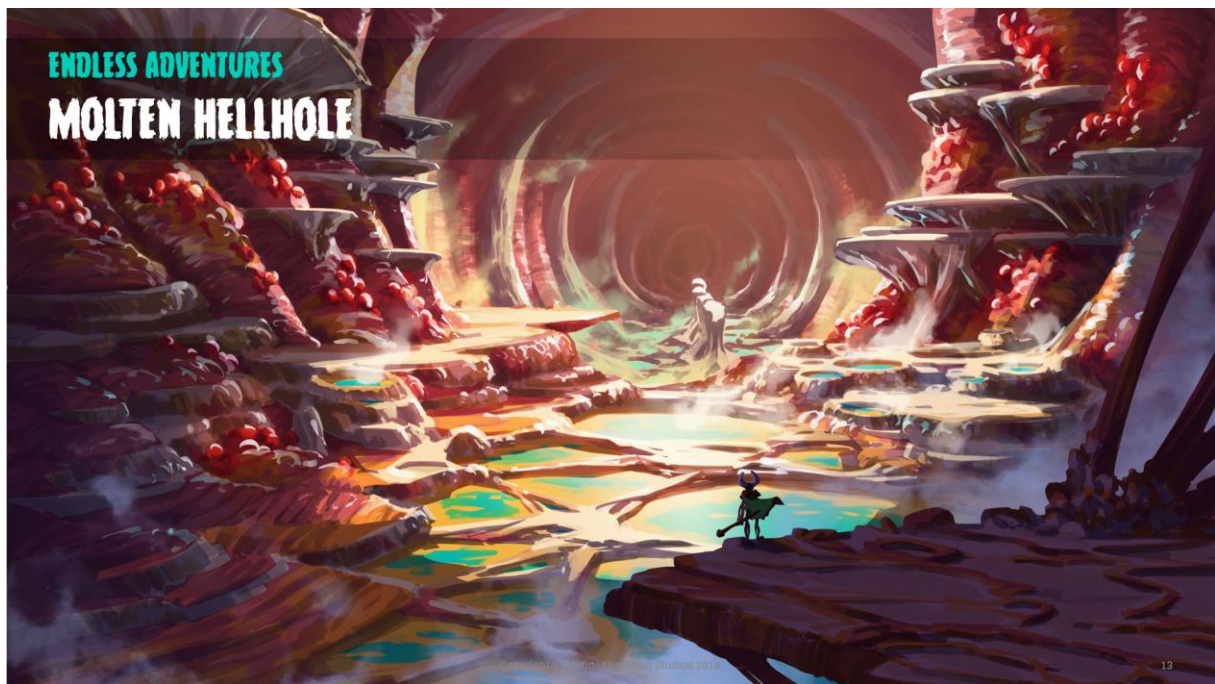
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Multiple Routes

Routes through the world changes each time, which in turn triggers different gameplay each time you play. We like the idea of reconfiguring on a weekly or bi-weekly basis, in sync across the whole community, so they can experience it freshly, together.

Here are three examples of how your objectives and route change each time you play the Eyeball of Endless Endlessness.

- Cross the Eyeball of Endless Endlessness, fighting enemies as you traverse the Eyeball itself.

- Move through the abandoned village around the edge of the Eyeball, seeking out the parts of a specific puzzle that must be collected.
- Enter the Pupil of the Eye of Endless Endlessness, fighting a terrible Chaotic enemy and collecting its torso in order to progress.

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SUMMARY

UNIQUE SELLING POINTS

1. EXTRAORDINARY SKELETON ABILITIES
2. NON-STOP CHOP 'N' SWAP
3. THE ADVENTURES NEVER END
4. A NEW WAY TO PLAY WITH FRIENDS

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Extraordinary Skeleton Abilities

Form a Crew online, on your own or with friends in an accessible and open team adventure.

Non-Stop Chop 'n' swap

Satisfying combat that rewards players with countless combinations of body-parts. Each one has powers & abilities to explore, as you continually evolve your character.

The Adventures never end

No two journeys are the same, with expansive Worlds that change in real-time in response to your individual personality.

Build your body-part collection on the move, discover new adventures as events change this ever-expanding online ecosystem.

A new Way to Play with Friends

This is a brand-new way to play with friends as you stick together or fall apart. Literally join together to find your own ways to surmount challenges and defeat enemies designed to break your team apart.