

# Project Eden Q and A

## 1. What is the basic storyline behind Project Eden?

The game is set in the future in a city that has grown so huge that it's growing upwards all the time. Everyone wants to live as near to the top as possible, so as you go down, conditions get worse and worse until you reach the slums and City Limits. Below that, the city is officially uninhabited, though in fact cults and criminals live there. No-one much visits the lowest levels of the city except the Foundation Engineers, who go down to strengthen the bases of the buildings to allow more building to take place at the top.

The player is control of a squad of 4 members of the UPA (Urban Protection Agency), which is the elite security force that keeps order in the city. They are initially called in to deal with a Meat Factory that has gone haywire and to look into the disappearance of the technicians who were supposed to be repairing it. Their investigations eventually lead them down into the depths of the city...

## 2. The playable characters we have, the four-man team can you give us the skinny on them? What's their dynamic, leader, special skills, weaponry?

The 4 characters are:

**CARTER:** The squad leader. He is the only one that can access certain high security systems, and is the one who communicates with 'Control'.

**MINOKO:** The computer expert. She can download useful information, and gain access to remote devices such as cameras and security systems. If needs be, she can hack systems to gain access.

**ANDRE:** The engineer. He can repair devices that are broken, and can locate weak spots to destroy walls and machinery.

**AMBER:** The robot. She has the greatest fire-power and can withstand extreme conditions (such as high temperatures, lack of oxygen etc).

There is also **CONTROL**, who gives the team instructions and provides useful information on their location etc.

In addition to these four characters, the team can also remote control other devices such as a hover camera, rover (small tracked vehicle used to retrieve things from confined areas), and sentry guns.

**3. How do you go about keeping track/controlling your team. Can they work individually or only en masse?**

You are only in direct control of one character at any time, although you can ask other team members to follow you. You can switch between characters whenever you like, and leave characters doing a specific action such as holding a lever in position or whatever. Characters that you are not directly controlling will let you know if they are under attack and will defend themselves automatically. Unless they are ordered to follow you, they will not move from where you leave them, so you can set them up in strategic positions.

And that's it – we've purposely kept it simple (no waypoint ordering screens or anything like that) so the player feels in control of their team rather than finding characters have run off and got in trouble when they weren't looking.

**4. With different skills can there be a situation where missions become impossible to complete if your team get whacked? What's the solution to this?**

This was a headache! Basically, we wanted situations where you needed all the members of your team, but we didn't want the game ending every time *one* of your characters died. The solution has been ReGen points; basically what happens is that when a character dies, they are regenerated at the last ReGen point they tagged, so long as the team has sufficient energy available to do this. Only if the whole team dies does the game end.

This also applies to equipment – the team can generate their Rover (costing energy), and if they lose it, they can generate it again. This means the player doesn't end up hoarding all their equipment 'just in case', because if they generate the Sentry Gun and then realise it's in a dumb place, they can just ask for it back and generate it somewhere else – it just costs energy.

**5. What sort of influences are you acknowledging on the project? Looking at it we see Blade Runner, Robocop and those sort of sci-fi's is that fair to say?**

The idea for the city came from Judge Dredd's MegaCity-1 – I just thought if a city grew that big, the lower parts would become a kind of wasteland where no-one wanted to live, and that's the basis of our world. The look was trying to get away from the Blade Runner 'nighttime and neon' look, but if you go for a gritty look rather than a future of shiny silver walls and hover boots, that's what people instantly think of. I guess it has ended up fairly Robocop though.

The gameplay concept of controlling a team came from old games like Hired Guns and Shadowlands – when we started the project, no-one was doing that kind of thing anymore, though there's been a few recently.

**6. Tell us about the enemies – they're kind of generic genetic mutants right? Is this some sort of Green liberal message? Why did you choose to go this way with teams of similar enemies rather than all different ones?**

The creatures you encounter are actually all normal people and animals that morph into monsters (in realtime, in the game). Exactly why they are mutating is the whole point of the plot, however there's no underlying political message!

**7. How does the difficulty curve increase? Do we have separate missions or one overall experience?**

The game takes place over 11 levels with a continuous plot running through it. Each level has overall and sub-missions to complete it. As for the difficulty, I guess like all games it starts off fairly straightforward and gets harder as the player gets further into it.

**8. How linear is the game, naturally its pretty much story-driven but are there more than one ways to kill the cat so to speak? How's re-playability?**

The game is linear in that you go through the levels in a specific order. But within the levels, you can solve puzzles and explore areas in a more non-linear way. Like most story driven titles, the game hasn't particularly been designed to be replayable – but hopefully the gameplay will be fun enough that people can replay it if they want to.

**9. What sort of multi-play options are you including? Team-play online? Deathmatch?**

There's 4 main characters, so up to 4 people can play the game cooperatively. And there will be a death-match training arena too.

**10. In terms of gameplay are you going all out action or more think your way round the missions? What sort of competition is there for your market?**

The game has puzzles and action – it's not just a FPS where you just run around killing enemies till you reach the end of the level, you have to figure out a lot of things using the team's abilities and gadgets.

Competition wise, I guess we're up against all the action-adventure games that are coming up. I think we have enough original and different elements to make our game stand out.

**11. Any scope to turn Eden into a franchise? Any thoughts of sequels even at this early stage?**

I'm sure if the game is successful, there will be a sequel. Journalists may bemoan sequels, but the games-playing public buy them because they want to re-experience the fun they had with the original. Also, from a development point of view you often have to leave out things in the original due to time constraints that you can put in if you get a second chance.

**12. Anything you want to add? Coolest features, anything you'd love to be in there that didn't make the cut?**

As yet, we haven't got to the stage of leaving stuff out – we're just going to try and stuff it all in! A lot of the cool features of the game have already been mentioned, such as up to 4 player cooperative play, being able to control all kinds of gadgets in game, playing 1<sup>st</sup> or 3<sup>rd</sup> person, morphing enemies, and an great game world and storyline. Other than that, well, you'll just have to wait and see!