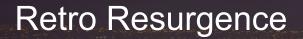
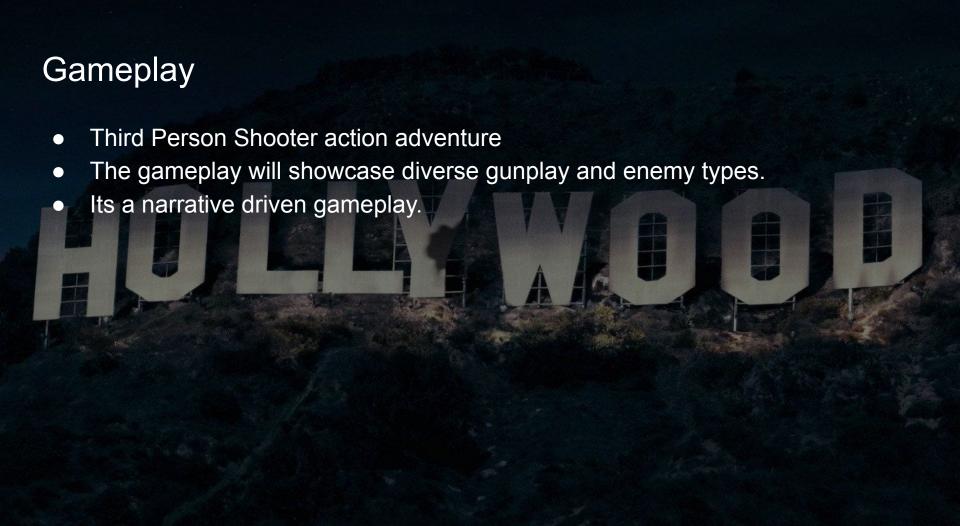


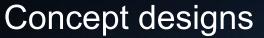
Meet The Team

- Yatharth "Bunny" Padharia (Designer/Writer/Director/ Programmer)
- Gabriel "Gabester" Whitson(Producer)
- Lucas "Luke" Crain (Sound Designer/Composer)
- Natalie "Natio" (Songwriter/Composer)
- Khush Patel (Camera Artist/ Lighting Artist)
- Angelo Petrilli (Foley Artist)
- Ethan Strohm (Writer)
- Sanketh (Animator)
- Nathaniel Lares(Motion Capture Performer)



- A story about a person trying to leave his past behind but finds it waiting for him around the corner.
- Target Demographic:
 - 0 18+
 - People who love narrative driven games, with combat heavy mechanics and Loves 80s action movies.
 - Loves the atmosphere of 80s LA.





Our team has been able to create some concepts to showcase some ideas of how the game.

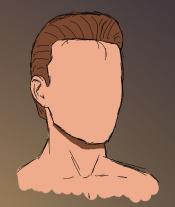




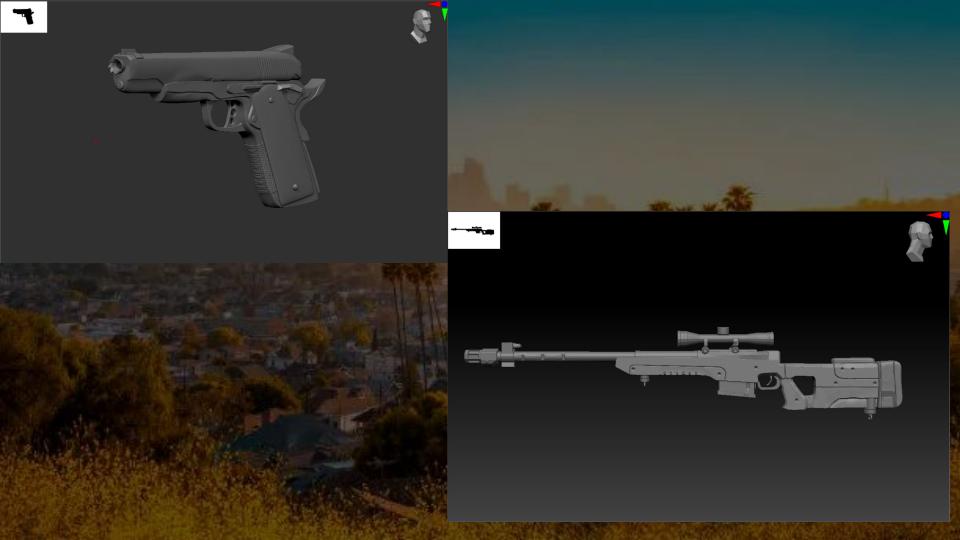












Technology and Platform details

- The game will be developed in Unreal Engine 4
- The Game will be using FMOD as its Audio Engine.
- The Game will be using HOUDINI Engine and Custom created Niagara Modules for its Particles System.
- The Game will be released on PC, with a seamless support of Controllers.



