

A blue-tinted image of a space station in orbit above Earth. The station's complex structure, including solar panels and modules, is visible on the left. The Earth's horizon and atmosphere are seen at the bottom. Two astronauts are visible floating in the distance, connected by a thin line.

PROJECT STRANDED

BY WHITEBOARD GAMES



Your space station explodes.

You and your crew are sent adrift.

You have to work together to survive.

...but you have to look after yourself too.



Oxygen is essential for survival.

It's your life.

It's limited.

...but it's used to move!



Players work towards
rescuing themselves by
repairing the ship



Tethered together,
movement becomes
based on teamwork –
allowing you to move
faster and optimise
shared oxygen and more



Some may get greedy,
some may get desperate
and some may get
untethered



Friendly and minimalist art style



Readable environments and characters that appeal to the audience



Ideal style for mobile games





Trust-driven
multiplayer
survival game
on mobile



Cooperation
with fractures:
adapt and
survive



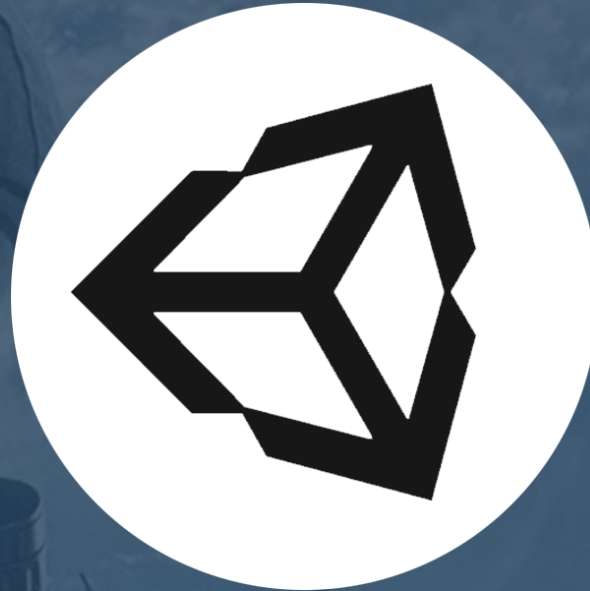
Mobile generally dominated by all age and gender – including our target!

Accessible, approachable, often with a great focus on simplification

Engaging gameplay for players with data produced on player actions and applicable game factors



Developed for
mobile devices



Developed with
Unity



Developed for
multiplayer



Players may miss the intended feelings

That's okay!

Playtesting and iterative design expected



 David: Lead Programmer, Optimisation Management

 Lyall: UI Design & Implementation, Project Management

 Martin: UX, Playtesting, Balancing

 Danny: Level Design, Gameplay Progression, Balancing

 Scot: Modelling, UI

 Nadine: Modelling, Rigging, Animation

 Gordon: Environmental Art

An astronaut in a full space suit is floating in space, positioned above the text. The astronaut's body is angled, and their arms are slightly out. A thin tether or cable is visible extending from the astronaut's suit.

Q&A