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

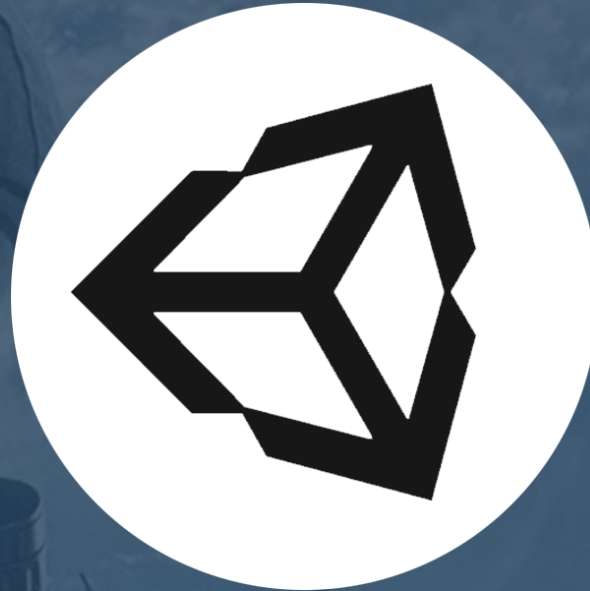Cooperation
with fractures:
adapt and
survive

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

Q&A