

# - SUPERHOOK -



ImagineCup X

SUPINFOGAME

RUBIKA

unity 5

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# CONCEPT

**SUPERHOOK** is an explosive combination of genres: **acrobatic racing** meets **vehicular combat**. Aboard the Chimera, a high-speed vehicle, drive through planet Kepler's landscape and use your grappling hook to survive the levels and beat the bosses in time.

Our intentions are to make an **action-packed** driving game with incredible **stunts** supported by a **great narrative**.



Solo



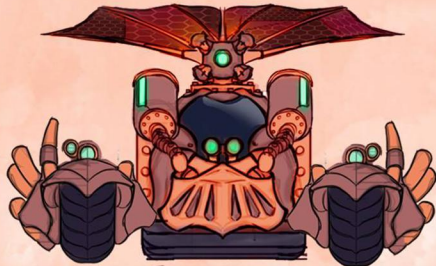
Sci-Fi  
Action  
Fans



PC  
Xbox



Xbox  
controller



FRONT



SIDE

KEPLER  
CHIMERA

# THE TEAM



**Tim - 3D & Technical Art**

Shader wizard, can model assets in a matter of seconds. Travels the world to make games and take beautiful pictures.



**Valentin - Game & Level Design**

Resourceful game designer, crafter of breathtaking experiences. Can't stop drawing game levels on the walls.



**Julien - 2D & 3D Art**

Insanely proactive concept artist and a humanoid wikipedia. Expressed his talent on board games and at Tiny Bulls Studio.



**Antoine - Code & Management**

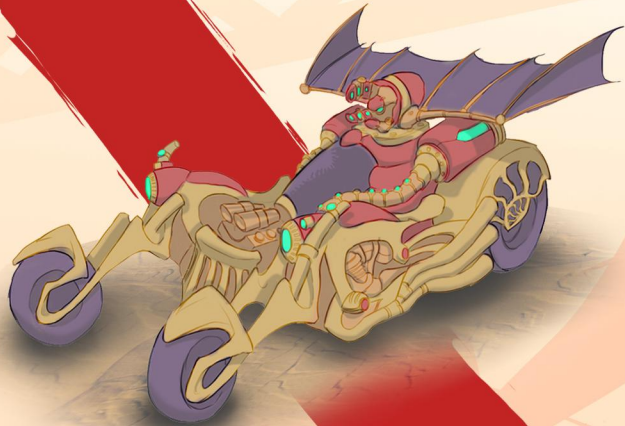
Organization maniac and bearded serenity provider. Improved his abilities of producer at Quantic Dream.

# GAMEPLAY

➤ SUPERHOOK challenges the player on their ability to make **quick decisions**. Reacting swiftly to the surroundings and the enemies is key.

➤ Thanks to the grappling hook, the player is able to perform **formidable stunts**, get out of dangerous situations and access hidden places...

➤ The faster the player finishes a level, the more points they score. At the end of each level, a breathtaking **boss battle** takes place in an arena.



# GAMEPLAY

*“Lexell, best pilot of her kin, drives through enemy territory to prevent an artificial sun from collapsing. Helped by her brother Atom over the radio, she’ll face the terrible Noogs bandits.”*

## Gameplay Situation

In this example, the player is being chased by **two dangerous Noog vehicles**. The player must think quickly in order to escape their assailants and continue their journey.

The wall to the player’s left looks brittle: **they can interact with it.**



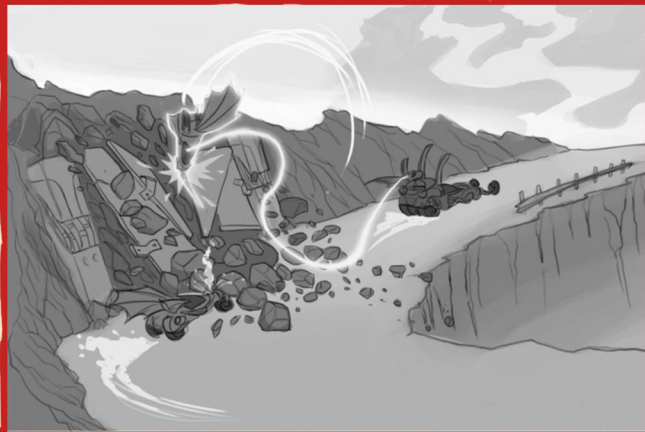
# GAMEPLAY

## Gameplay Situation

The player **fires the grapple** on the enemy car on their rear right flank.

They throw it against the **damaged wall** that'll collapse and bury the remaining enemy under a landslide.

But a ravine splits the road in two just ahead.



# GAMEPLAY

## Gameplay Situation

The player will have to jump over the pit. As if that weren't enough, there are **more enemies** waiting for them on the other side.

The player uses the grappling hook in **mid-air** and performs an impressive stunt to escape to a **safer secondary road**.





Yellowstone



Ed Mell



José Martins Tohad

Homeworld



# ENVIRONMENT

## Rocks & Desert:

Kepler is a **wild planet** mostly composed of **sharp rocks**. Only good knowledge of these **mysterious landscapes** will help you avoid danger.

## Wrecks & Ruins:

The ruins of **industrial complexes** from another time are **worrying shapes**. Beware, the **metal mazes** might be a **shelter** or a **trap** full of Noog bandits.

## Villages:

Some settlers managed to tame the **harsh world** of Kepler. They had to **adapt** to the environment and build houses with the **few materials** they could find.



Hoodwatch

Gardenofdecay



SWTOR



Gaudi



Quan Pham Tung



# ART DIRECTION

▀ The recurring motif of **solar sails** accompanies the **organic** shapes of the cars and buildings that are inspired by **Art Nouveau** artists, especially **Gaudi**. Our color palette is influenced by **Yellowstone geysers** and paintings by **Ed Mell**.



▀ Our game is in 3D with **hand painted textures** and visible **brush strokes**. It gives a global sense of movement. We use **2D VFX with a cartoony style** to strengthen the arcade feeling of our game. The whole will look like a **moving painting**.

# COMING SOON

## A lot more content

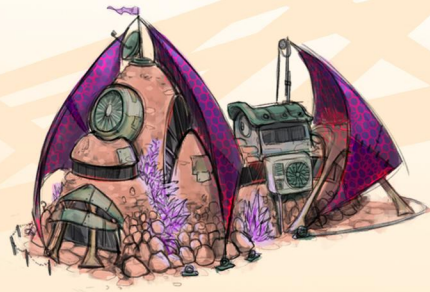


Additional levels and bosses, vehicle customization, twists in the storyline...

## Dubbed Dialogues



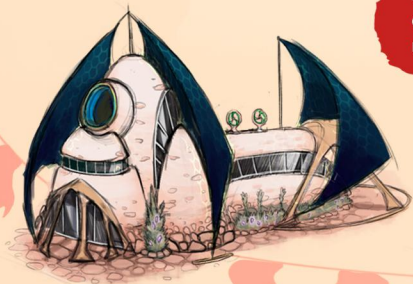
To support the narrative, we have voice actors to dub the dialogues and the characters' reactions.



## Growing our Fanbase



We got encouraging feedback during playtests. We'll use social networks to acquire a larger audience.



# WHY US

- **The Project:** SUPERHOOK has **instant fun mechanics** and drives the player straight into the action. With the returning IPs of **Mad Max** and **Star Wars**, we think the lore and the gameplay will appeal to a large amount of fans.
- **The Team:** Game jams or competitions, we never miss a chance to make games. Cosmic Kitchen's members are **used to game development** and our skillsets are **well balanced** within the team.



THANK YOU

# -SUPERHOOK-



Interested in our game ?  
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