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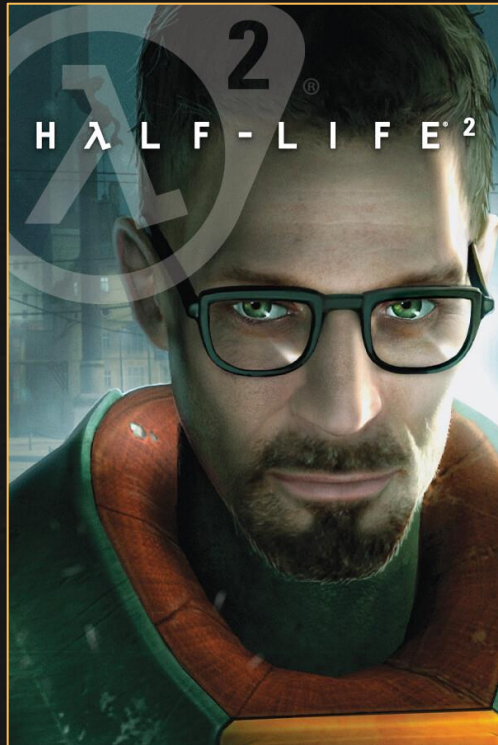
A L Y X

— RESONANCE —

**PUBLISHER PRESENTATION**

— Nicolas Fabre —

# One-Liner



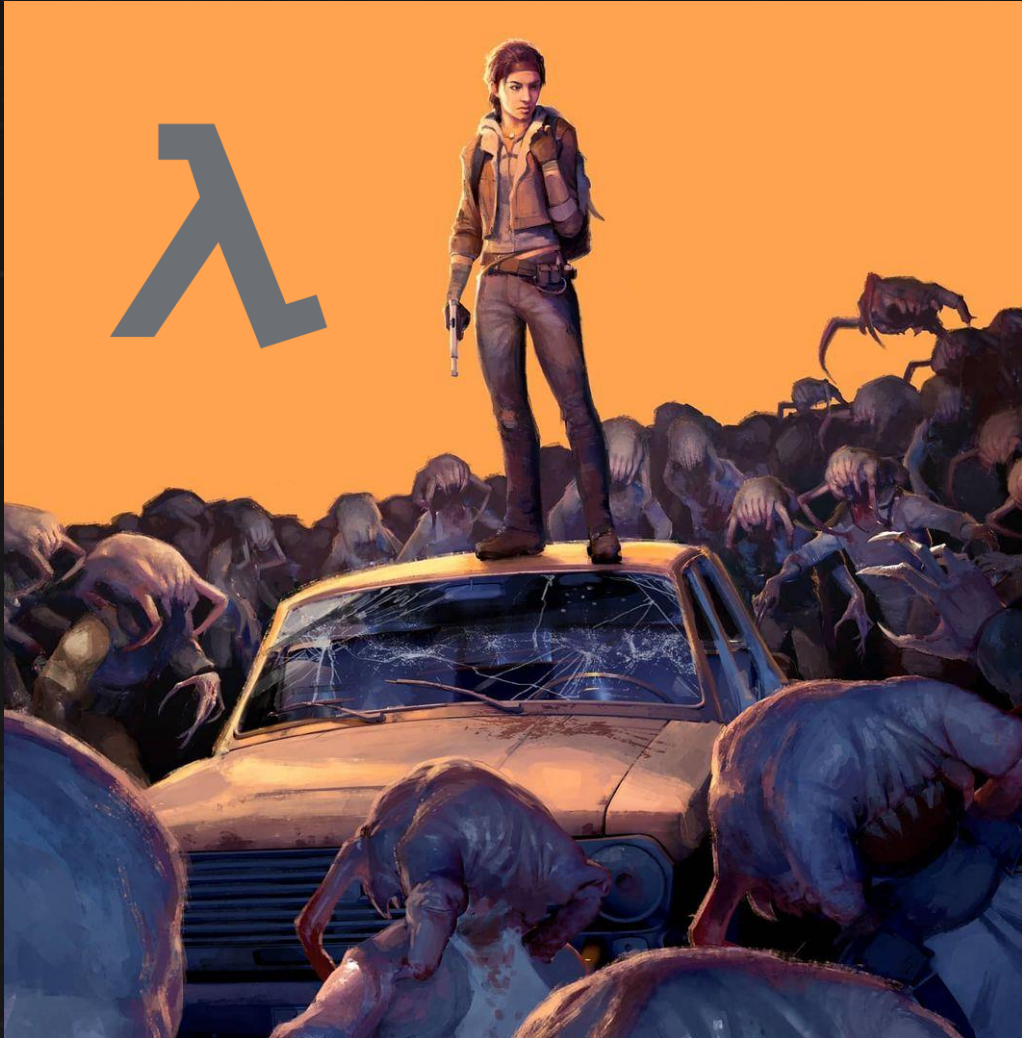
Valve – 2004



Stress Level Zero – 2019

**Half-Life: Alyx** is a **VR First-Person Shooter** in which a **resistance fighter** takes arms against an **alien dictatorship** to save her father in an **Eastern-European city**.

# Story Logline & Intentions



In a **contemporary** desolate **Eastern-European city** invaded by alien creatures, the **daughter** of the **resistance's leader** must **fight the alien oppressors** by helping the **local guerilla capture a scientist** traitor whose work can bring **total victory** to her weakened overlords.

## Intentions

**Themes:** Free Will | Ethics | Oppression | Hope

**Visuals:** Subtly Stylized 3D | Autumnal Lighting | Metallic vs Concrete | Parasitic Infestation

**Audio:** Engrossing Soundscapes | Industrial & Machinery | Creature Noises | Fleshy & Goey

**Values:** Immersion | Horror | Resilience | Scarcity

# General Information

## GENRE



**Narrative FPS**

## CAMERA



**First Person**

## PLAYER(S)



**Singleplayer**

## PLATFORMS



**PC VR**

## BUSINESS MODEL



**Premium  
with DLC**

## TARGET



**SF & Horror Fans  
New VR Owners**

## PERIPHERALS



**Steam VR  
Compatible Headset**

# GUI – Vitals & Inventory



# GUI – Spectator Mode & Weapon Attachments

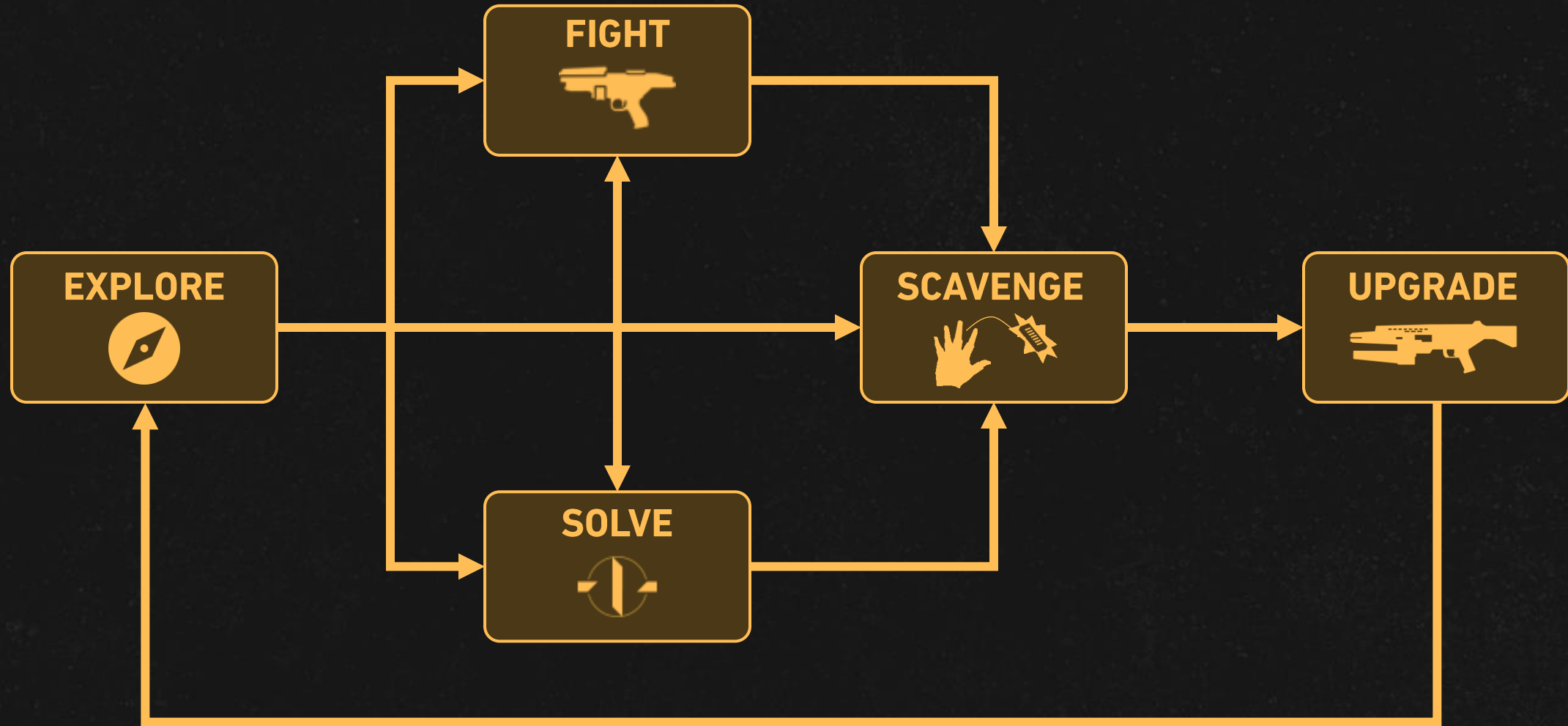
RESIN 19

HEALTH



AMMO  
15/60

# Core Gameloop



# Detailed Gameloop



## Explore ↙

"Look to the Northern Star!"

The slow pace encourages **careful observation**; **interactivity is rewarded** by finding resources. Building up **atmosphere** and **tension**, the rich environments are packed with detail and **visual storytelling** showcasing the game's world.



## Fight ↙

"Run. Think. Shoot. Live."

**Encounters** are often **brutal**; enemies can **overwhelm** and **coordinate** against Alyx. Using the **right weapon** for the job is key to survival, as well as **mastering** their use and mechanics such as **physical aiming** and **reloading**.



## Solve ↙

"So, it can hack anything."

**Environmental puzzles** focus on **physical interactions** with objects to align platforms or crates to move around to climb over obstacles. The **Multitool** allows **hacking** and **manipulation of machinery** and **electrical wiring**.

## Upgrade ↙

"Looking very deadly."

**Resources** are **scarce** to create a sense of constant tension. Finding **ammunition** by **scouring** areas is commonplace, as with finding **Resin**, a **crafting resource** allowing the installation of weapon upgrades when using **Fabricators**.



# Customer Value Propositions

- 🔄 **Deep environmental interactions** – **physical presence** is at the heart of the experience. **Rummage** through shelves to find a healing syringe and some shotgun shells. **Manipulate tools to hack** alien interfaces. **Tear a headcrab off** your face and **throw** it out the window.
- 🔄 **Upgradable arsenal** – Three distinct **weapon types**, each efficient in their own way. Learn how to **operate** them including full **reload** methods and alternate **fire modes**. Upgrade them to **tailor** them to your needs: add holographic or laser **sights**, extend **magazines** or attach a **grenade launcher** to your shotgun.
- 🔄 **Brutal combat** – Face a slew of **classic** Half-Life **enemies reinvented** for VR gameplay, from headcrabs to Combine soldiers as well as **new creatures** each with new **variants, weaknesses** and tactics that make combat **unpredictable** and as dangerous as ever.
- 🔄 **The Vault's aftermath** – following up on the events of the original game, **Alyx Vance** is sent by her **mysterious employer** in a dilapidated Combine city after the **Uprising** to aid the resistance in **capturing Dr. Hahn**, a traitorous **scientist** responsible for his capture inside the Vault.



# Core Pillars

## VISCERAL COMBAT



- ◆ **Physically operate firearms** & reload them, learning how for each type is the key to survival
- ◆ **Upgrade your weapons** according to your needs, from sights to grenade launchers
- ◆ **Face zombies, alien insects and ruthless soldiers** tactically working together to eliminate you
- ◆ **Environment** is an **opportunity** to gain the upper hand to **exploit weaknesses** or take cover



## INTERACTIVITY



- ◆ **Solve environmental puzzles** inside a physically simulated world
- ◆ **Manipulate objects** naturally with your own hands to pick up, rotate, throw and analyze
- ◆ **Use the multitool to hack** alien systems or manipulate **electrical currents** connecting them
- ◆ **Witness radio conversations** & in-person **narrative scenes** that never take control away



## SCAVENGING



- ◆ **Gravity Gloves** allow you to **fling objects** toward you from a distance – steal items from enemies or throw back grenades
- ◆ **Resources** such as ammunition or healing **items are scarce**, use them **sparingly**
- ◆ **Resin** as a **crafting material** reward meticulous **exploration**
- ◆ **Store items** in **wrist pockets** for quick access and ammunition in your **backpack**



# Reference

## VIDEO GAMES

**Firewatch** – Campo Santo – 2016 | Radio dialogue, interactions  
**S.T.A.L.K.E.R.** – GSC Game World – 2007 | Atmosphere, creatures  
**BioShock** – Irrational Games – 2007 | Gun upgrades, solitude  
**Dead Space** – EA Redwood Shores – 2008 | Enemy weak points  
**Amnesia** – Frictional Games – 2010 | Blind stalker enemy  
**Wolfenstein: The New Order** – Machinegames – 2014 | Resistance  
**Signalis** – rose-engine – 2022 | Anguish, character relationships  
**Prey** – Arkane Studios – 2017 | Atmosphere, experiment gone wrong  
**Doom 3** – id Software – 2004 | Interactive screens, horror tone  
**Metro Exodus** – 4A Games – 2018 | Scarce resources, gun upgrades

## VISUAL ARTS

**Kanal** – Andrzej Wajda – 1957 | Resistance fighters, anxiety  
**District 9** – Neil Blomkamp – 2009 | Human & alien relationships  
**Children of Men** – Alphonso Cuarón – 2006 | Totalitarian police state  
**War of the Worlds** – Steven Spielberg – 2005 | Alien walker designs  
**Alien** – Ridley Scott – 1979 | Horrors from beyond, corporatism  
**The X-Files** – Chris Carter – 1993/2018 | Cigarette Man, conspiracies  
**Simon Stålenhag's works** – since 2005 | Machinery, robots, cables

## BOARD GAMES

**Tough Calls: Dystopia** – Diego Burgos & Margarita Pino – 2020 | Post-apo deserted planet, alien invasion  
**The Resistance** – Don Eskridge – 2009 | Sabotage against government  
**Middara: Unintentional Malum** – Brooklynn Lundberg – 2019 | Weapon upgrades & equipment

## LITERATURE

**The Mist** – Stephen King – 1980 | Foggy atmosphere, alien invasion  
**1984** – George Orwell – 1949 | Totalitarian state, propaganda, dystopia  
**Darkness at Noon** – Arthur Koestler – 1940 | Regime treason

## MUSIC

**Mezzanine** – Massive Attack – 1998 | Eerie atmosphere, dark tone  
**Never, Never Land** – Unkle – 2003 | Cinematic & industrial sound  
**Endtroducing** – DJ Shadow – 1998 | Samples,  
**Ghosts I-IV** – Nine Inch Nails – 2008 | Electronic ambient, despair

**THANK YOU  
FOR YOUR  
ATTENTION.**

