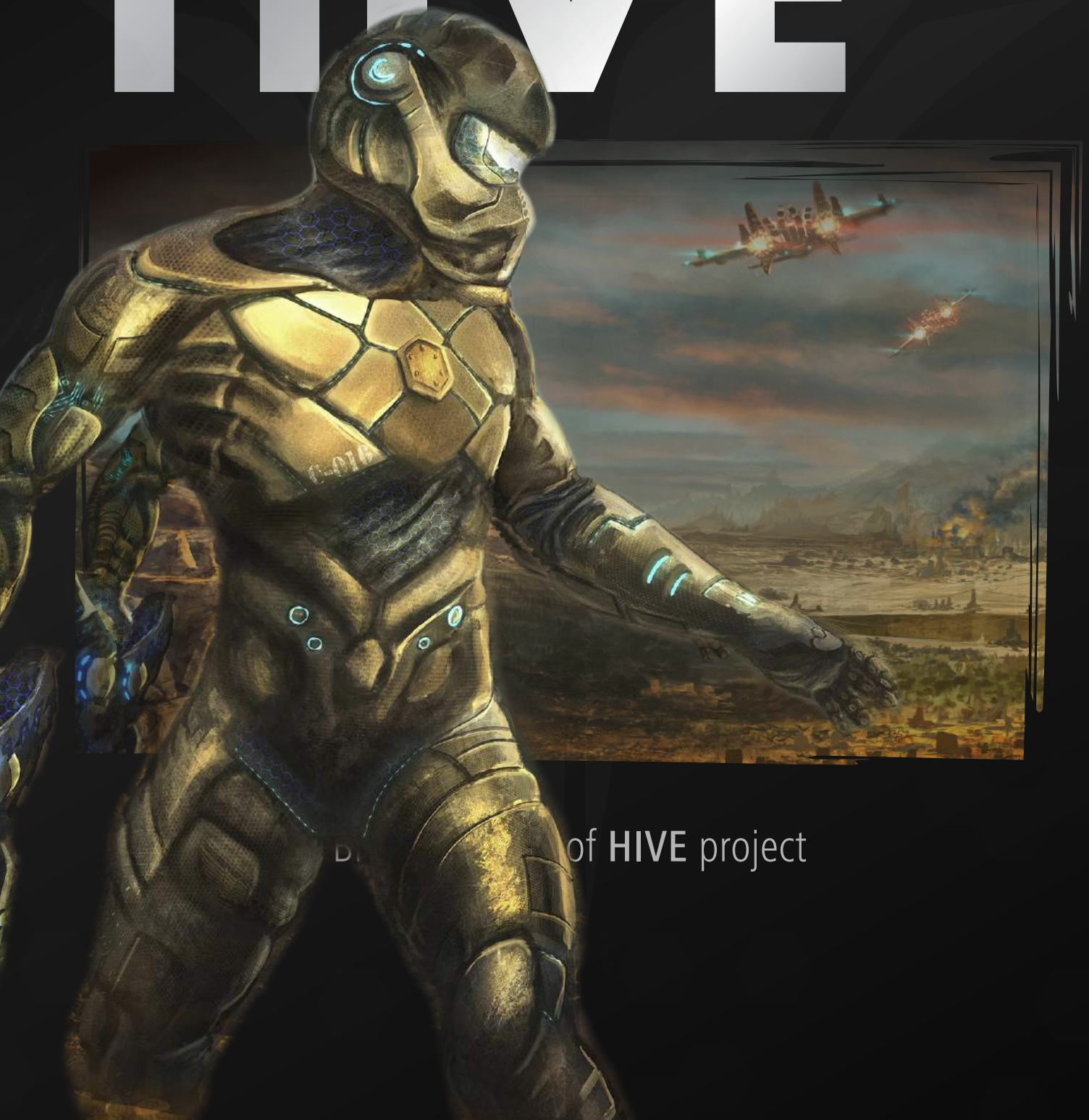
GAME OVERVIEW

HIVE



of **HIVE** project

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HISTORY



In a world characterized by the massive exploitation of resources, overpopulation and climate change, humanity decided to unite in the **United Federation of Governments (UFG)** in order to set forth on a journey to search for habitable or exploitable planets to guarantee their survival. To be able to travel through space the UFG **needed a mineral called Altenum**, which is very scarce on planet Earth, having only enough for a few decades. This is why the UFG started searching for planets rich in Altenum as their primary mission, in order to search for colonizable planets to settle later on.

After many years of space exploration they **found the planet Hive IV, whose composition was 83% Altenum**. The planet was inhabited by an underdeveloped alien species that agreed on letting them extract the mineral if they didn't attack them. The UFG started to work immediately, sending transport ships filled with machinery and construction material in order to **commence the extraction of Altenum.**

But after a few years, some old acquaintances of UFG, **the EVO, also found the planet.** The EVO were aware machines created by humans themselves who rebelled and fled the Earth. They began their own journey through space and no more was heard of them. That was when they returned, thirsting for revenge Alteno and starting an endless war against mankind until one of the two sides extinguished.



The war lasted years and years, and other weaker races discovered the planet. These **minor races** in power and military technology, seeing that they could not take the UFG or the EVO decided to **join forces and create the Non Human Creatures (NHC).** They attacked both sides either with their best warriors to gain mastery of the planet and precious mineral. Although as they could not compete with the technology of their adversaries, they were devoted to plunder the corpses that both sides were leaving to get materials and to forge their own weapons. Far from solving the war, she was lengthened more to an untenable situation that put in serious danger the planet.

It was there **finally appeared Continuum**, a series of **omnipotent** beings **who decided to intervene in the interracial conflict**. These spatial deities only act when they see threatened the continuity of life in the universe. **To control the conflict,** they created a fair tournament where every other race would be measured without endangering the planet. **With the remnants of war and mines materials coliseum built around a hexagonal core of the planet and locked the participants there to avoid any danger, and thus get save the planet from destruction.**

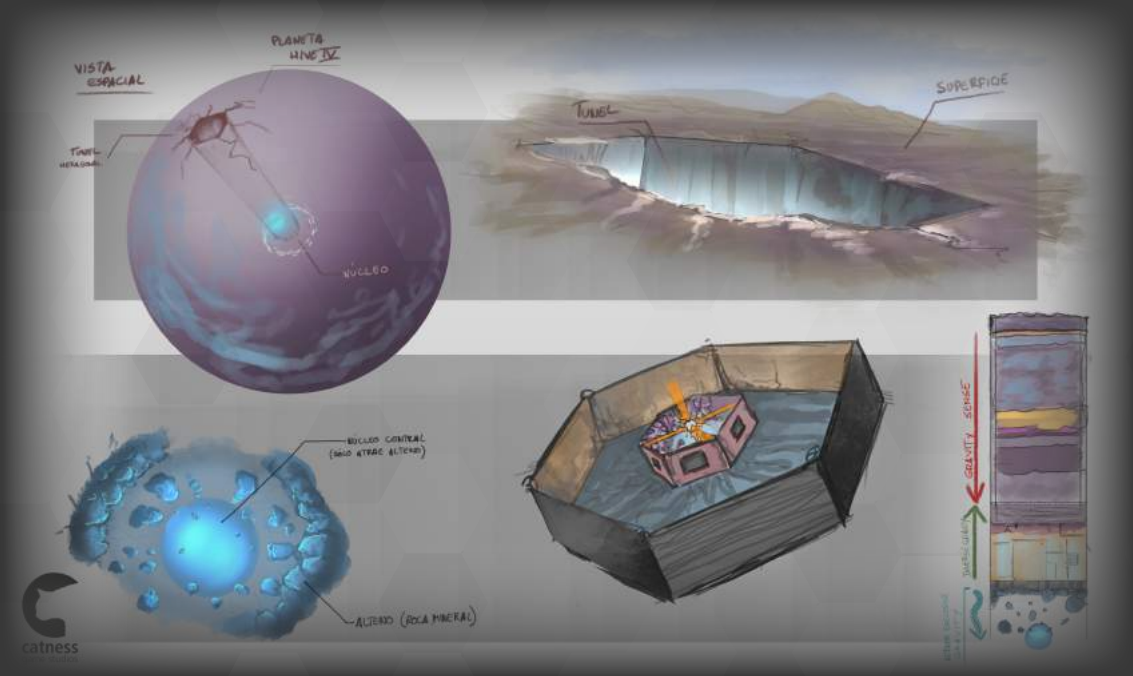




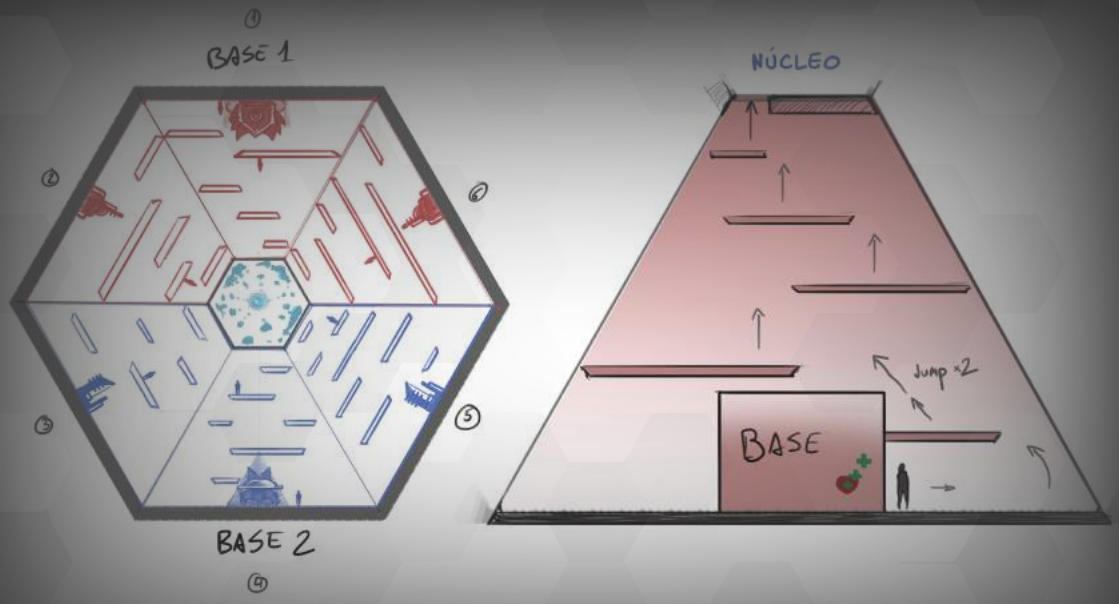
The problem for members of the Continuum was that **intervention in the war was not agreed by all members of this group**. When the other members heard, **organizers of the tournament members were expelled and punished to participate in what they themselves had orchestrated**. They were allowed to redeem himself, but this had to win his own tournament and achieving peace between species and breeds involved, if they succeeded, could again be part of the continuum.



LEVEL



The action takes place in a **closed Map**. This scenario is a **hexagon divided into sections**, each with their own platforms and their o**wn gravity**. That is, when moving a player inside the hexagon and switch side, the gravitational force changes being always perpendicular to the ground, keeping the player on the ground but this change section. As on Earth you **can jump to climb the platforms and move quickly using the "dash".**



This hexagon is **located around the core of the planet HIVE IV** which appears to be a **Altenum extraction mine** abandoned by the war. The reverse gravitational phenomena is due to the proximity to the core, and to the composition of Altenum which has a high negative density. Fortunately your character can't access the core of the planet as it is hermetically sealed to avoid any interference with the extraction.Other maps are built based on this concept, for example, platforms and their interactivity vary, or other smaller hexagons may appear around the main hexagon.

MECHANICS

The **hexagonal shape** of the map and it's independent gravity guarantee a **dynamic and frenetic** play style, thanks to the air dash, to the **variety of weapons and abilities.**



Movement

Movement is completely lateral, with no depth, this means that **players can only move inside a single plane**. Players can also jump and propel themselves, therefore expanding the reach that they can achieve that otherwise might have been very limited since players can only move and shoot in two dimensions. **Players of course can also crouch and sprint, depending on their stamina levels.**

This propulsion that we are talking about is a **dash, which will propulse you rapidly to where you are currently aiming.** With this mechanic you can cross the whole map in a matter of seconds and it's very useful to quickly engage and disengage combat. This dash uses stamina, so, player must keep an eye on their stamina levels in order to flee battle if necessary.

Abilities

All heroes have different abilities that may be used inside combat. Specifically, each hero hero has **two unique traits or abilities** that are meant to represent the different personalities of each hero. There are also **3 extra abilities that may be chosen** by the player in order to meet their own playstyle. These **3 abilities are, mostly, faction specific armament, that vary on the faction's technological development.** The ability system will be better explained further.



Store

During the match you may **improve equipped weapons and abilities**, as well as the heroes stats in the shop. So you may, for example, **improve his speed, jump, damage, ability duration and much more**. You have four slots to fill with the improvements that you choose to buy, these improvements change the attributes of your character for the rest of the match. You may also improve the attributes of the weapons that you have equipped for the match.



Store Screenshot

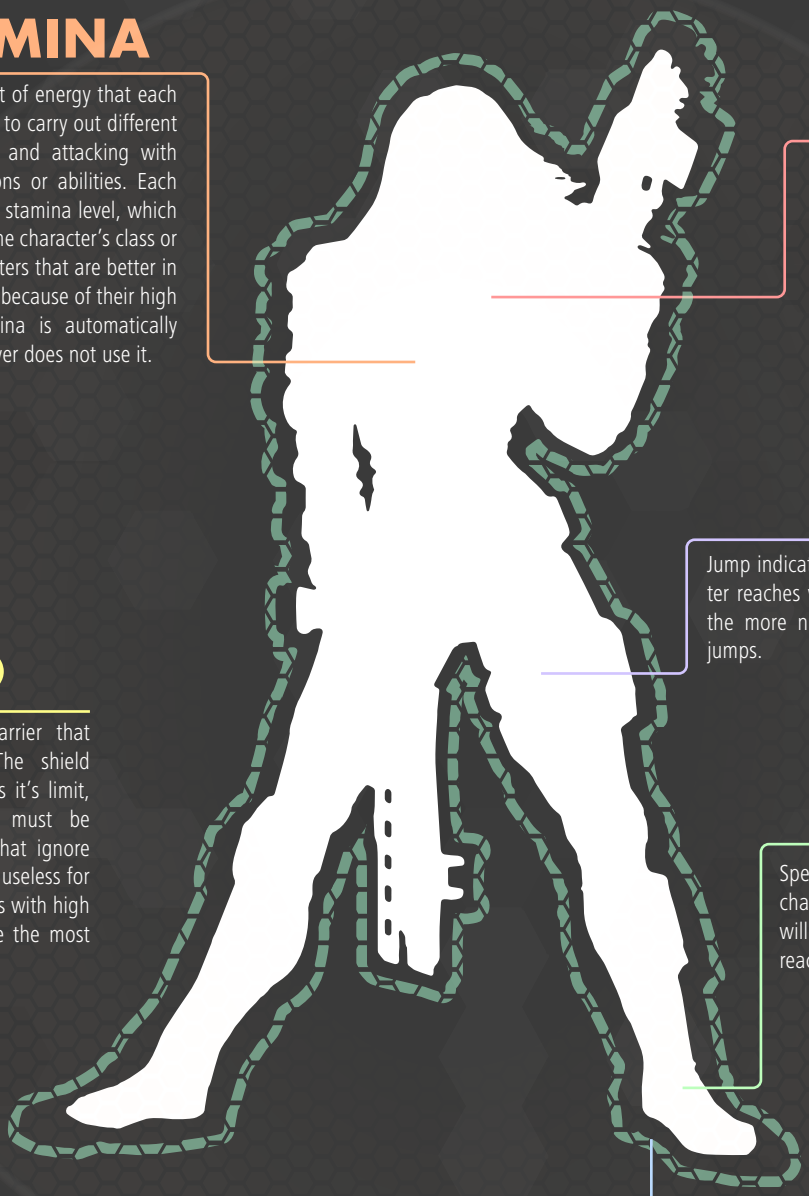
To buy upgrades at the store you need Alteno, coins and experience. These objects get killing other players during the game, fulfilling goals and protecting your allies.

The strategy therefore be critical to achieve the improvements since not all actions remunerated on the player with a number of equitable remedies, but give different amounts of each type of resources depending for example on whether a murdered character is EVO or the UFG

HEROES

STAMINA

Stamina is the amount of energy that each character has in order to carry out different actions, like dashing and attacking with hand to hand weapons or abilities. Each character has it's own stamina level, which varies depending on the character's class or race. There are characters that are better in hand to hand combat because of their high stamina levels. Stamina is automatically regenerated if the player does not use it.



HEALTH

Health is the amount of hit points that each character has, it regenerates slowly over time. Some characters have more health than others, depending on their race and characteristics, for example, aliens have more health because of their more robust composition.

JUMP

Jump indicates the maximum altitude the character reaches when he jumps, just like with speed, the more nimble a character is, the higher he jumps.

SHIELD

The shield is an energetic barrier that protects you from attacks. The shield absorbs damage until it reaches it's limit, then the shield breaks and must be restarted. There are weapons that ignore shields and others that render it useless for a short period of time. Characters with high technological development have the most amount of shield.

SPEED

Speed indicates the swiftness with which the character moves, if the character is light it will move more swiftly making him harder to reach.

ARMOUR

Armour reduces the amount of damage taken by an attack. This stats varies of each character, depending on what kind of protection it has. For example, aliens have the least amount of armour since they wear little clothing that hardly provides any protection.

UNITED FEDERATION OF GOVERMENTS

UFG emerged during the XXIV and XXV centuries. Globalization, coupled with excessive extraction of resources and the **global overpopulation forced the human race to get together into United Federation of Governments** in order to take into space in search of new natural resources. Huge spaceships were designed to easily exceed the speed of light thanks to the recently discovered Altenum, a crystal and rare element found only in areas near the core of the earth. Altenum's lifetime was estimated to last for only 50 years more. Thus, the **first space mission was meant to search for more Altenum so they could explore the universe and find planets with better essential resources for life.**

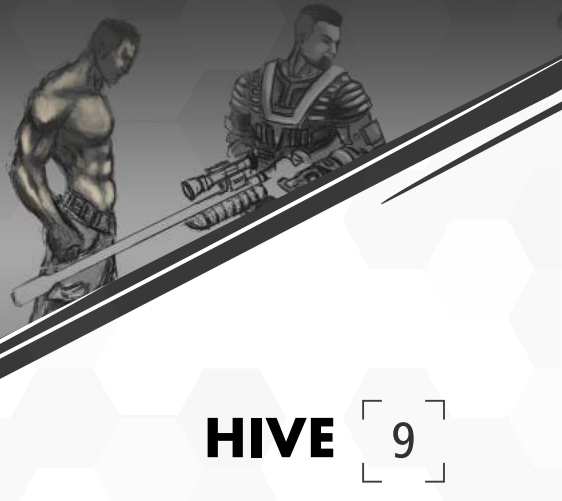




After years and years of exploring the universe for planets made of Altenum, source of essential energy for spacetrips, **the UFG finds planet Hive IV, a planet which composition is 83% Altenum**. After dealing peacefully with HIVE' s natives, they get installed on it and create a highly effective Altenum extraction system. But after a few years of peace and tranquility, the EVO end up in the same planet and dont' think twice about attacking them. Finally, the NHC, other independent human alien origin group also tries to take over the planet.

The soldiers of this faction are: **Jacob Miller, Olivia Simmons, Khloe Evans, Henry Lewis and Jason Moore.**





EVO

During the XXI, XXII centuries and XXIII humans were creating more machines and more evolved and intelligent based, often, in themselves, to faithfully serve humans in every possible way. Such was the importance that had the robots in everyday life of people, who was beginning to be normal to see complex robots maintaining personal relationships with humans. In the XXII century, a company devoted to creating personal relationships focused on human robots, created the first conscious robot. At the end of XXII century it was normal to see these robots everywhere and although humans knew they had conscience, continued to treat them like their predecessors, because they could not conceive to think well or better than them. **At the beginning of the twenty-third century a robotic rebel group called the EVO emerged**. The EVO had a strong hatred of the human race and maintained their superiority over her. So at the end of XXIII century EVO **declared war on human governments.** Although **there was no war** as such, since the EVO were a minority within the robots themselves were behaving like a terrorist unit for several decades.



Finally **after discovering Altenum**, early in the XXIII century, **they decided to create their own ship, leave the Earth and find a planet to colonize**. They were lucky and at **5 years after, they found Zulcan**, a harsh planet colonized pretty fast. Like the UFG, the EVO need Altenum for their proliferation throughout the universe. **Their wish for revenge and hate towards humans make hard to get to a deal between both clans in order to enjoy the Altenum together.**

The robots belonging to this organization are: **Scarlet, Simon, V2, Scythe and Sidi.**



NHC (Non Human Creatures)

Lifeforms from all corners of the universe looking for Altenum. Gradually, with EVO and human activity on the planet, many other races were attracted to Hive IV. Since these were less powerful in terms of military technology, they decided to team up to fight against the UFG and EVO to get the precious Altenum. They gathered their best fighters and got new materials to manufacture weapons of the bodies found on the planet.

It's been several years since the first alien races united, and other more distant races have come to help and get their piece of Altenum. Eventually they were **born powerful warriors** who have joined the cause and are treated like royalty by their respective races.

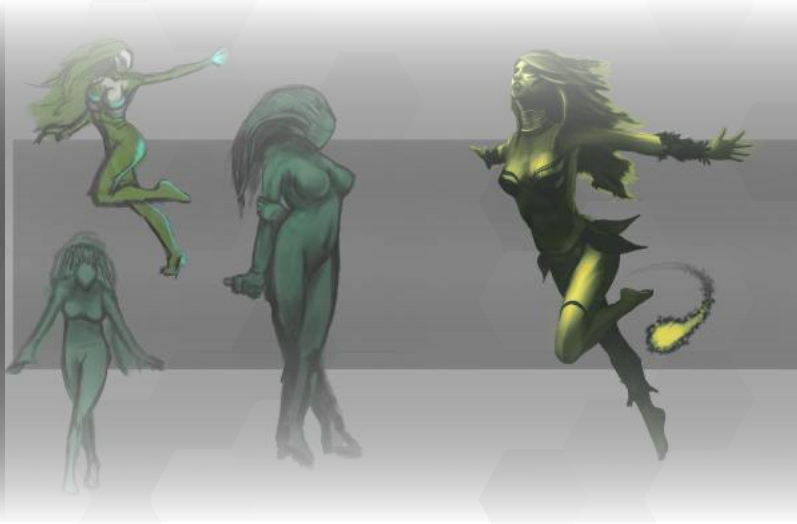
The alien warriors are **Grymbu, Alexur, Archer, Thana and Cerberus.**



Continuum

Continuum has always existed, and will do forever. They are entities that govern the universe intervening only at critical points to the continuity of this. **They are everywhere at anytime**. **Some call them gods, others the supreme race**. But until now its existence dated back to mere speculations and myths. **The continuing war in Hive IV,** endangers one of the richest planets in Altenum and therefore the most important thing in the universe. **Therefore some prominent members of the Continuum decide to intervene despite not having reached an agreement**



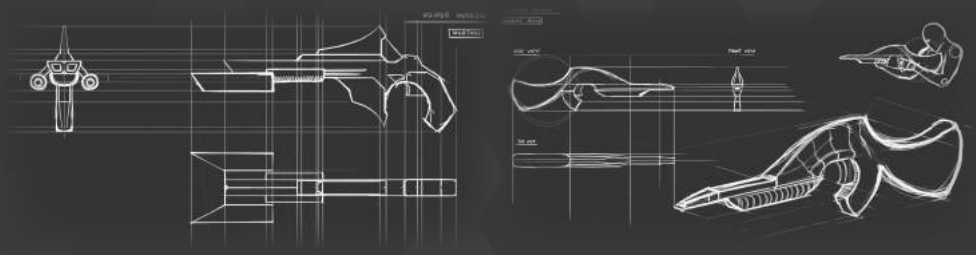


Thus, these rebellious elements of the Continuum warn the lower races about the risks. T**hey force them to organize a fair fight, without devastating weapons that could endanger the planet.** The battle is just a tournament in which mixed teams fighting for the race win I get to have the best fighter past 100 battles. The best player will be available to more team victories to his credit.

Since the uprising, the other members of Continuous expel and force these insubordinate members also participate in the tournament if they return to belong to Continuous. To participate in the tournament, each must take a physical form in which to participate. To do this take forms based on the gods of different cultures involved.

Members of this faction are: **Nature, God, She, Mulok and Ultimate**

ABILITIES



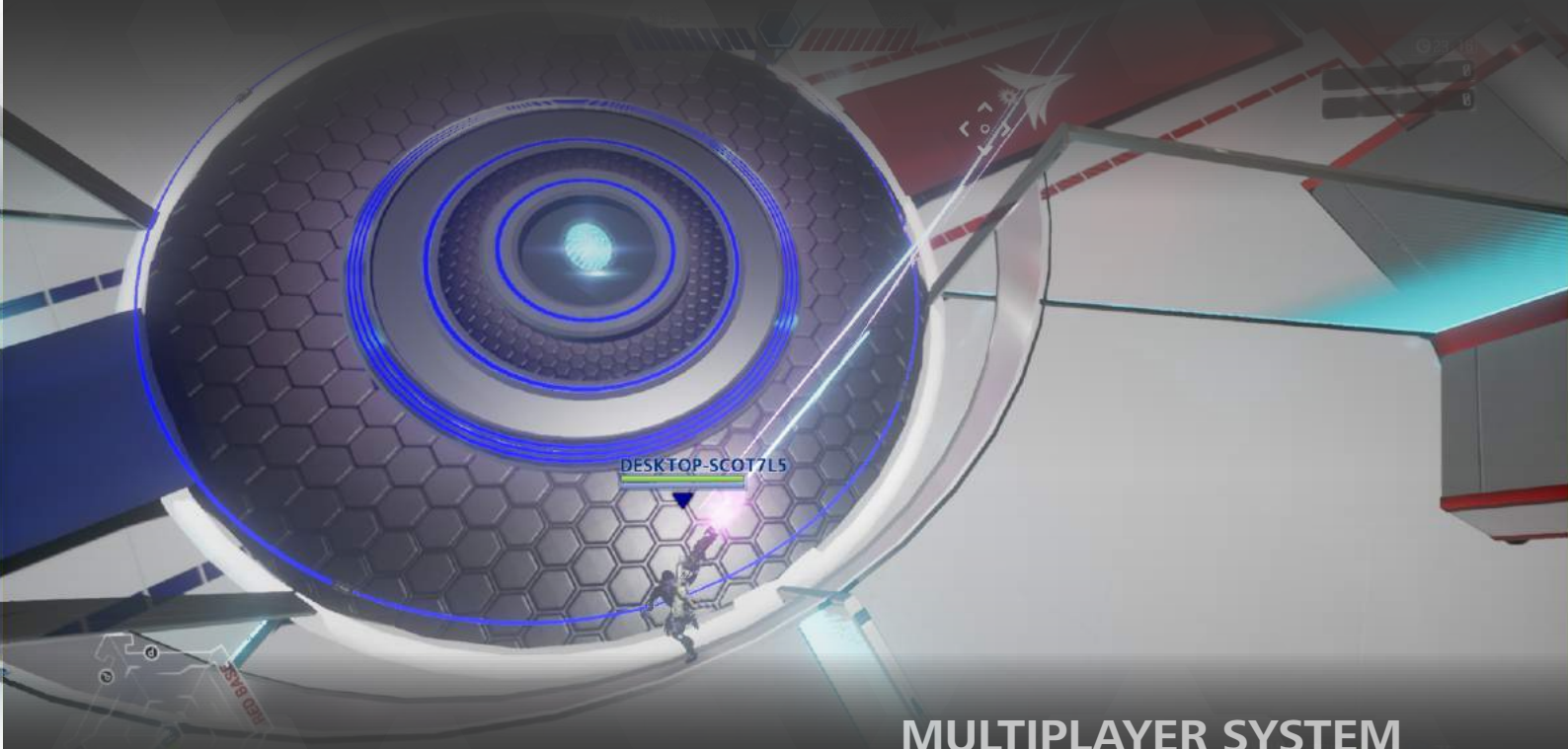
- **RIFLE:** It has automatic shooting and a discharge of bullets as secondary attack.
- **PHASER:** shot semiautomatic energy and energy ráfagade.
- **MAGNUM:** Droyectil powerful and piercing projectile that crosses enemies.
- **SHOTGUN:** Download long-range missiles and short range.
- **MISSILE LAUNCHER:** Shoot an explosive warhead and a warhead that pursues the objective.
- **MACHINE GUN:** Automatic Shooting of missiles and grenade launchers.
- **HEAVY MACHINE GUN:** Automatic Shooting of missiles and powerful shot with less cadence.
- **LASER:** Energy beam that causes continuous damage and lightning avoid obstacles.
- **PISTOL:** semi automatic and guided by the mouse shot.
- **SHOTGUN:** concentrated and dispersed download.
- **Invisibility:** Makes you invisible to you and invisibilizas others.
- **Antigravity:** Move objects and creates gravity 0 stopping projectiles.
- **BOUNCING GUN:** Shoot bouncing projectiles
- **MORTAL BLOW:** Swipe and slow blow destroyer.
- **UFG GRENADE:** Explosive throwing.
- **EVO GRENADE:** Explosive throwing.
- **NHC GRENADE:** Explosive throwing.
- **MINE:** Explosive throwing that explodes with the proximity of an enemy.
- **GRENADE FIRE:** Explosive throwing incendiary cluster.
- **C4:** Explosive throwable remote detonation.
- **DOME:** radome that deflects projectiles and damaging dome causing damage to the enemy.
- **SWORD:** Attacks with blocks and cuts the enemy projectiles.
- **KNIFE:** Attack the enemy cuts and throws the knife.
- **GRAVITY HAMMER:** Gravitational distortion and causes a wave of revulsion.
- **BOW:** Launches an arrow and launches three.
- **CROSSBOW:** Throw virotes explosives and poisonous.

Each weapon has two types of attack, it's main attack and a secondary attack which adds versatility to the weapon, so that it can be used in different situations. There are many types of weapons: projectile, energy, throwable, hand to hand and gadgets.

GAME MODES

DOMINATION

A **point-based mode in which players must control certain locations across the map to substract Altenum from the enemy team**. These locations, which function as Altenum extractors, provide the players with the valuable mineral. Players are distributed in two teams of up to 5 players which will have to fight to capture these locations. **The team that loses all the Altenum resources lose the match.**



MULTIPLAYER SYSTEM

HIVE is a multiplayer game where you can play with your friends or with people around the world. **One player must create a lobby and act as a host for the other players, who will join the match via the matchmaking system.**

There is an achievement system to encourage players to keep playing. These achievements cover a wide array of challenges: from killing a certain amount of enemies in a match without dying, to achieving multiple kills with a certain weapon. Steam keeps track of these achievements and provides us with a player-statistics database which will help us balance weapons and to comprehend better what players prefer.



TEAM DEATHMATCH

Standard game mode. Fight alongside your team against another to achieve **more kills than the enemy.** In this mode there are two teams of up to 5 players which spawn in opposite locations of the battleground. There is a **time limit of 5, 10 or 15 minutes**. There is a submode called "Deathmatch".





SURVIVAL

The player will have to **hold a position and defend an entrance or portal from waves of weaker, but numerous enemies controlled by the AI**. Some enemies will have unbreakable armor and can only be damaged with perforating or energy weapons, forcing the player to switch between weapons to defeat its enemies. This game mode can be played alone and without internet connection.



Screenshot Survival mode in HIVE

PLATFORMS

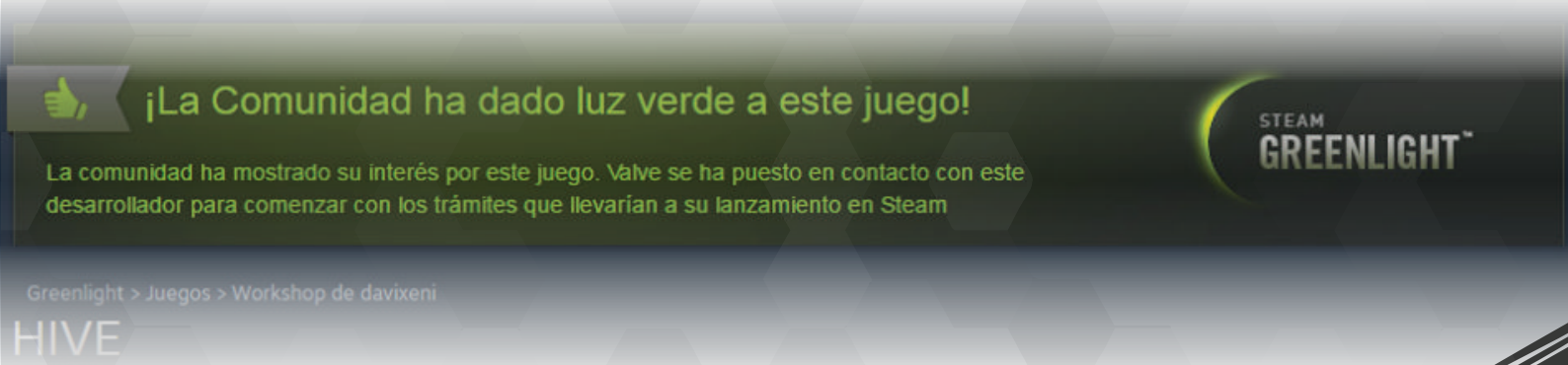
PLAYSTATION 4

Recently, **HIVE** has been selected to develop the game for **PlayStation 4** in an aspiring growth program made by **Playstation Talents Spain** that allow the team to develop the game inside a **bussines accelerator** place with the best equipment and advice. Futhermore Playstation Talents will support the team suppliying all the needs, and starting a **marketing campaign** valued in more than 100000 euros. The **Playstation release will be around november of 2017** for the christmas campaign

STEAM

In May of 2016 HIVE has **achieved** the **Greenlight** to Steam in just 12 days, since then the game has been tested in a private way with **Steam Keys** throught this platform. Right now we are organizing matches with the HIVE community releasing keys periodically, this process will be massivelly increased to test the strength of the multiplayer system before the final release.

Currently the team is putting lot of effort to make HIVE **CROSSPLAY between **PS4 and Steam** for the casual game modes*



OTHERS PLATFORMS

HIVE has an **exclusivity contract with Playstation** that dont allow us to release the game in other console platforms, anyway we are **open minded to explore digital platforms or channels** like Steam, to release the game there, **in specific countries or worldwide,** also will be able to implement crossplay if were needed and interesting.