

## **PROJECT IRIS - The Broken World**

Experience life 200 years into the future in this dystopian action/adventure RPG. Explore your past and uncover the mystery of your future in a dying world.

### **PLOT SUMMARY**

Play as the as-yet-unsung hero of a decaying planet. Embark on a journey of self-discovery and overcome personal and emotional challenges against a backdrop of corporate corruption. Uncover a secret from your past that can begin to heal some of the divides of your broken world.

### **SINGLE PLAYER PVE STORY MODE**

Project Iris operates in an open-world environment, predominantly in the futuristic levels of New Tripoli and the Wastelands. New Tripoli is a sprawling expanse of overground and underground zones, plus the headquarters of the Earth-ruling MegaCorps. Exploration is a core gameplay pillar and can influence the player's development and progression. The narrative will have set waypoints to reach its conclusion but is otherwise open-ended, allowing for expeditions and side quests away from the main storyline.



### **THEMES**

Dystopian futuristic world setting, global resource management/abuse, corporate monopolisation of resources, genetic modification/biochemical experimentation, societal restructure, planetary preservation etc.

### **GAMEPLAY**

Open-world exploration, scavenging, combat, trading, looting, modification of gear/weapons using resources looted/sourced from the wider world, skill lines/ progression, factions and reputation building.

### **OVERVIEW**

- Genre: action/adventure RPG - single-player PvE story mode
- World theme: dystopian futuristic biopunk/fantasy
- Audience: Explorers/Achievers (PvE)
- Platform: Consoles
- USP: What would you do if you learned a world-altering secret about yourself?