



ETHOS GAMES PRESENTS

DARK CITY: THE RIFT

INTRODUCTION

LOCATION

- Montreal, CA

ESTABLISHED

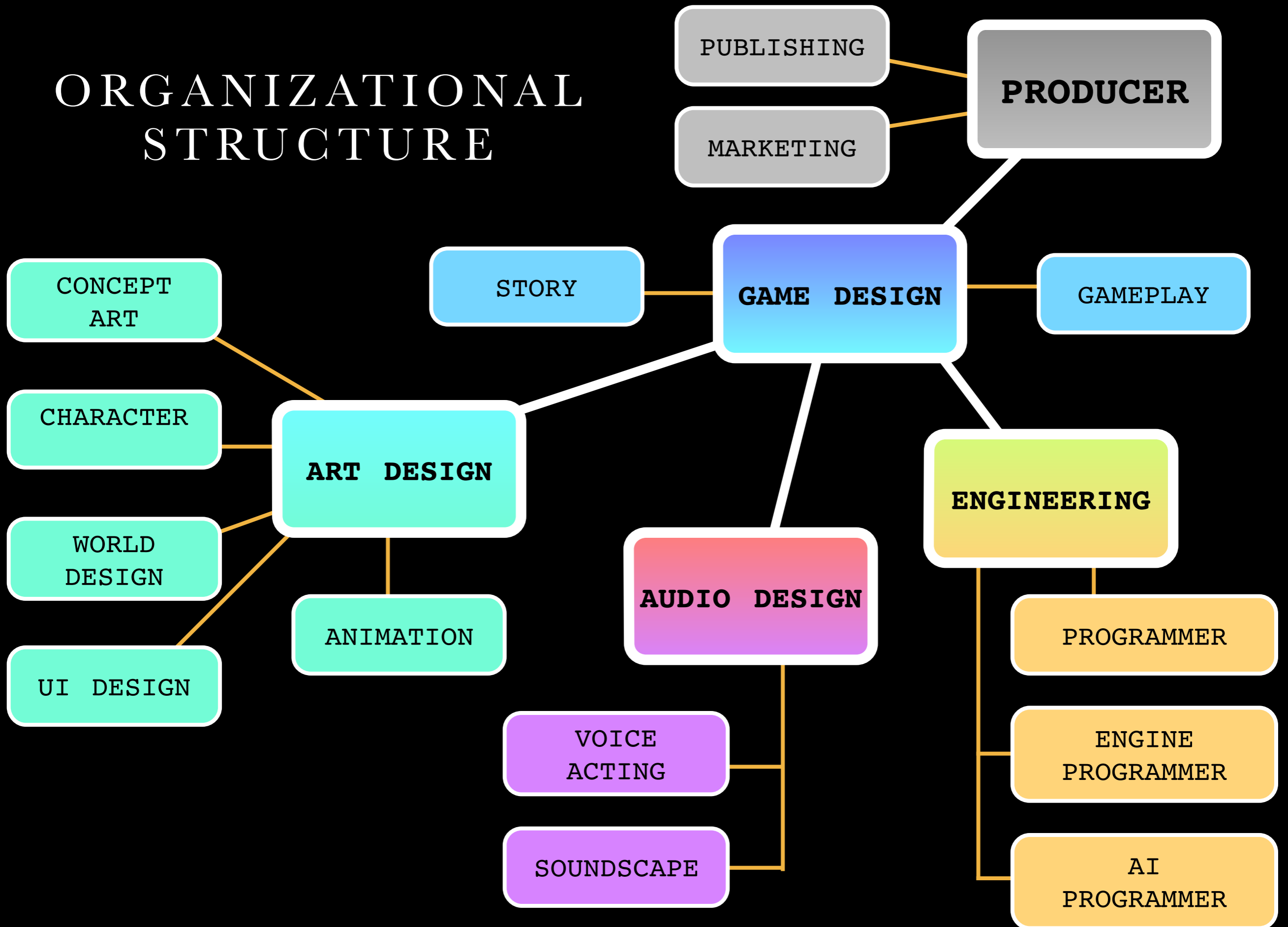
- 2006

COMPANY HISTORY

- We are a mid-size AA game studio with AAA ambitions.



ORGANIZATIONAL STRUCTURE





PAST GAME

МУТИЩЦЗТ

GENRE

- Indie RPG

PLATFORMS

- PC

RELEASE DATE

- 2008

PAST GAME

INK VANDAL

GENRE

- Crime-Noir Mystery

PLATFORMS

- PC, Xbox 360

RELEASE DATE

2011





The first precept was never to accept a thing as true until I knew it as such without a single doubt.

– RENÉ DESCARTES

NEW GAME

DARK CITY: THE RIFT

RELEASE DATE

- May 2015

PLATFORMS

- PC, XboxOne, PS4

GENRE

- First-Person Action Adventure

SYNOPSIS

- *Shape the world as you know it...*





DESIGN DETAILS

GAME MECHANICS

- Choice of diverse pre-set PCs at start
- Puzzles and mysteries to solve with choices effecting storyline
- Physics-based *Reality Bending*
- Easy to jump into, but difficult to master.

DESIGN DETAILS

GAME DESIGN

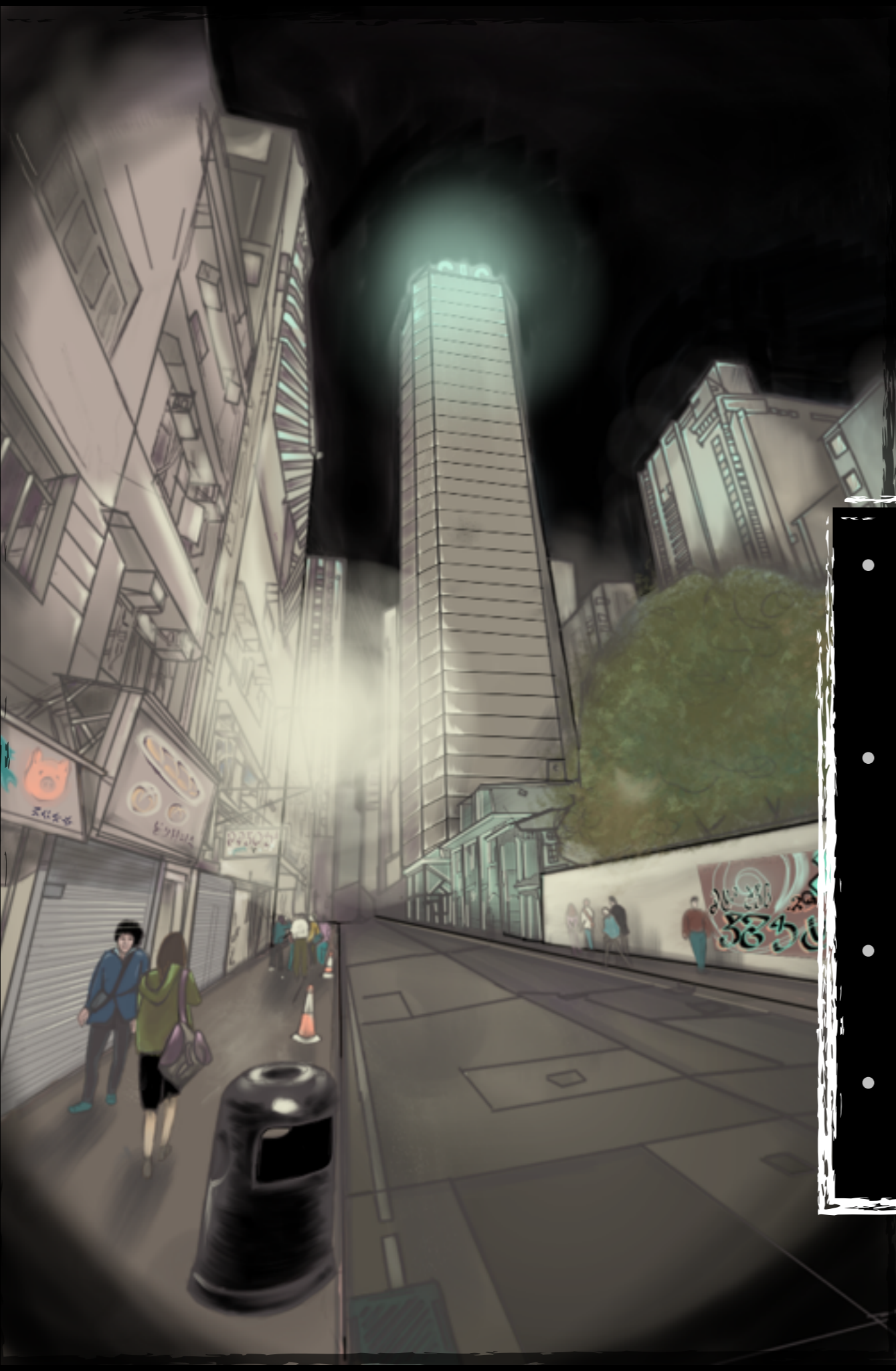
- Designed with a wide range of players in mind
- Unraveling world as the story progresses
- Immersive storyline branches
- Fewer tools all with multiple uses and complex possibilities





DESIGN DETAILS

ART DESIGN



- A universe similar to our own, but darker
- Storytelling effecting visuals, and vice-versa
- *Montreal meets Hong Kong*
- Strong palette with dynamic implications

DESIGN DETAILS

ENGINEERING

- Proprietary Game Engine optimized for:
- Handling dynamic game environments
- Environmental Degradation
- Implementation of the Emotional Variance Index



TECHNICAL FACTORS

SCHEDULE

Working On:

- ▶ Alpha Testing: September 2014
- ▶ Beta Testing: December 2014
- ▶ Final Date: March 2015
- ▶ Release Date: May 2015

Completed:

- ✓ Story
- ✓ Artwork

BUDGET

Cost - \$4.5 million

- ▶ Employees - \$3.5 Million
- ▶ Advertising \$ 750,000
- ▶ Software - \$ 250,000

Profit - \$30 million

~THANK YOU~

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ETHOS GAMES