

PLAY ►

L(i)VE

SP

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Patrick Esmerado

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WARNiNG

This slide show may contain
disturbing material not
suitable.....actually no it DOES
contain some pretty fucked up
shit...continue at own risk.



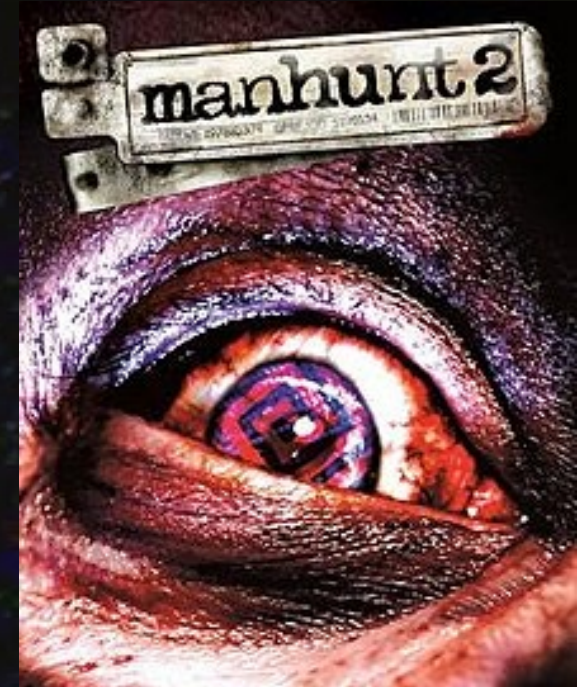
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Inspiration

Live is in development as a spiritual successor to Rockstar Games 2003 and 2007 games Manhunt. While mechanics may be similar, I want to bring Manhunt into the 21st century and give it a twist.



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Synopsis

Live is first person, stealth horror, psychological thriller game. You play as Carl Landon. An investigative journalist researching the underground mobile app called Live. Carl receives an anonymous envelope with a body cam, ear piece, and cellphone inside. On the cellphone is a message stating that he is invited to join Live as player. He reluctantly proceeds to agree to the terms and conditions as the phone rings. He puts in the ear piece and the main antagonist, known now as Mr. Edward Rotica. He instructs you that you are now part of the game and that if you want to survive the to see the next day you will do exactly as he says. Carl will have to sneak around and brutally murder various different gangs in order to bring in more viewers and donations. He is promised that if he survives the night, he will be rewarded with money, and the story that will make his career. Carl nervously agrees and begins to play.

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Mechanics

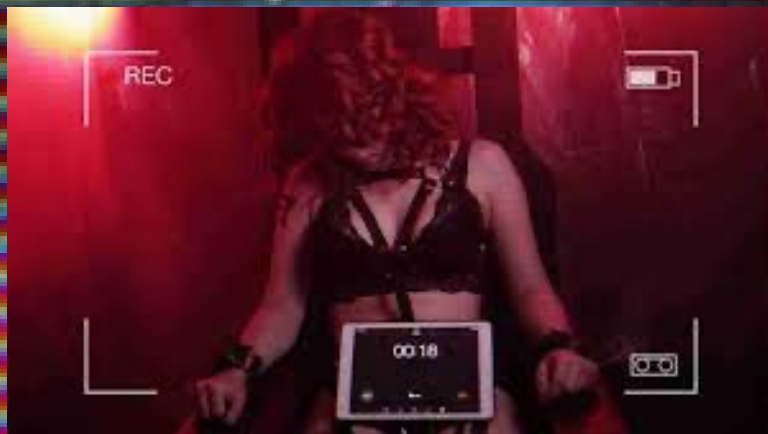
- First Person Stealth
- Melee Combat
- Made in Unreal Engine 5
- Brutal Stealth Executions
- Weapon Pick-ups
- Limited Health
- Up Close and Personal Feeling
- Live Meter

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Perverse



Psychological



Controversial



Sticky

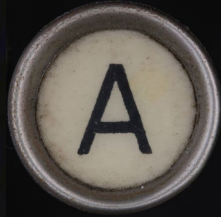
Sleezy

Grainy

Control List



AY ▶



Pick-up Item



Drop Item

Walk



Crouch



Stealth Kill



Look

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Environment

Live takes place on New Years Day in Industry City. Industry City is a fictional city based on the worst areas in Camden, Detroit, and Newark. There is barely any law enforcement, and the ones that do exist are just as corrupt as the politicians that govern the city. Criminals of all kinds have found refuge and safe haven here. Industry city has been split up into 8 divisions, with each division controlled by a different gang. It is just as terrifying here during the day, as it is at night. No one is safe, but the rent is low and the pizza is to die for!

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Dirty



Rusty



Filthy



Dreadful



Dilapidated



Unkept

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Level List

- Apartment
- Rooftops
- Parking Garage
- Church
- Tunnels
- Farm
- School
- Ending

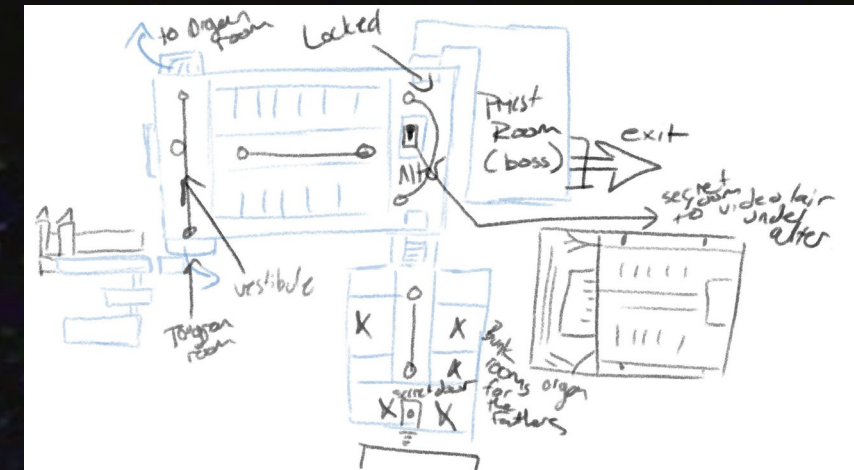
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The Church

- St. Anthony's
- Controlled by The Fathers
- Underground tunnel to the fun time rooms
- Small and tight but so void of humanity...



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Character List

- Protagonist (Player)
- Antagonist
- Sickos

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Protagonist

Carl Landon

- Early 30's
- Divorced with daughter, mother has soul custody
- Failing Investigative Journalist
- Driven to get his family back together
- Currently lives alone
- Has never hurt a fly

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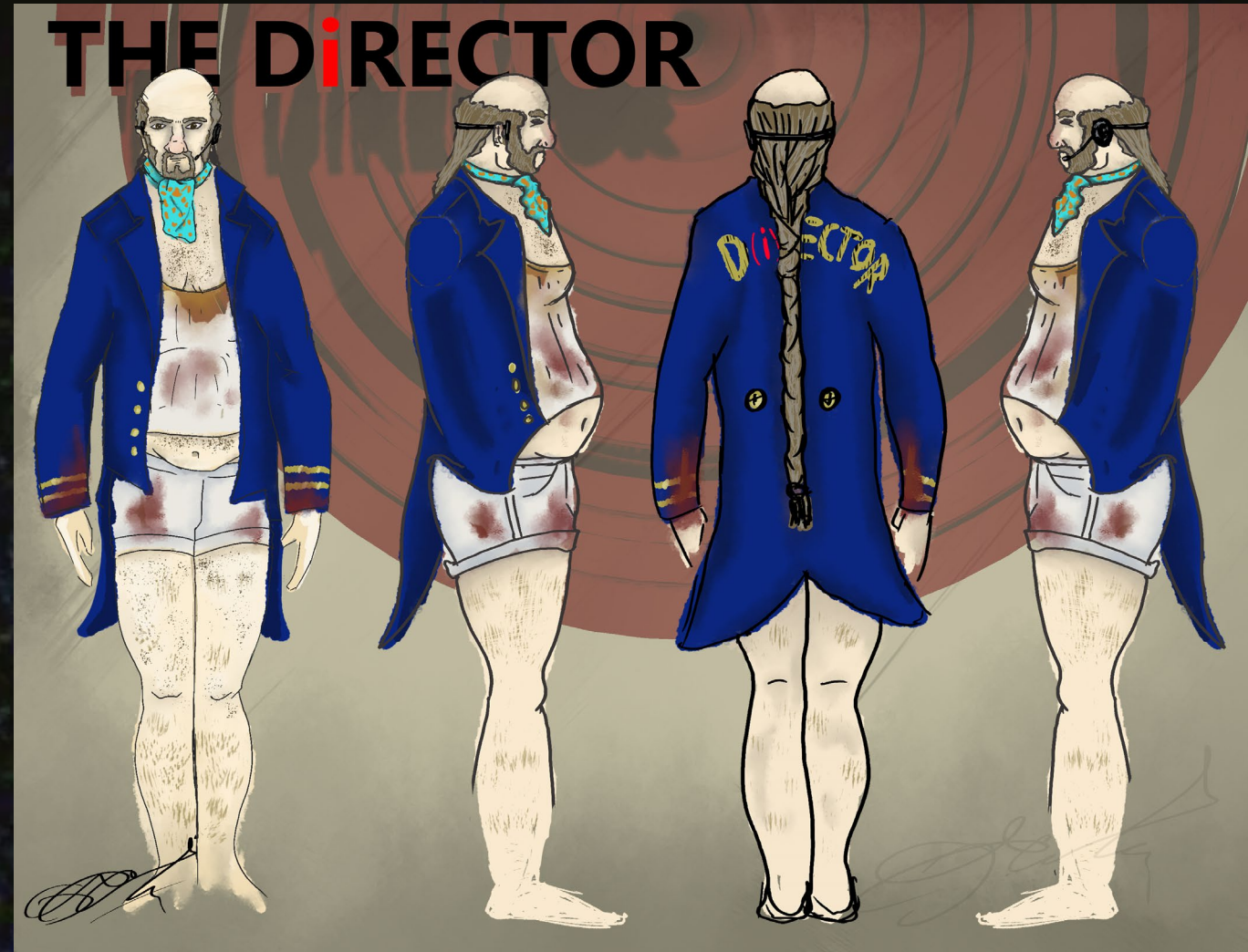


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Antagonist

Mr. Edward Rotica

- Known as “The Director”
- Failed Hollywood Director
- Found Success in Porn industry
- Hired to run and direct the players of Live
- Gets off on exposing the true nature of human kind
- Rumored to have had 4 famous Hollywood moguls murdered for not helping him in his career



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Sickos

Created Live

- Not much is known about the original creators of the App.
- Rumored to have started in the human trafficking industry, and created an app similar to Door Dash, except instead of food it was humans that were delivered...anyway they were ordered.

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Gang List

- The Fathers
- Lot Lizzies
- Honorable Sons
- ICPD
- The Orphans
- Doctor Gang
- Normal Gang
- A.W.A.K.E

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The Fathers control the 9th Ward division of Industry City. Their main headquarters is Saint Anthony's Church off of Front Street.

Crimes:

- Assault/Murder of Minors
- Abductions/Kidnappings
- Distribution of Child Pornography
- Other Sex Crimes

How they Play:

- Slow but strong
- Melee combat with church objects used as weapons

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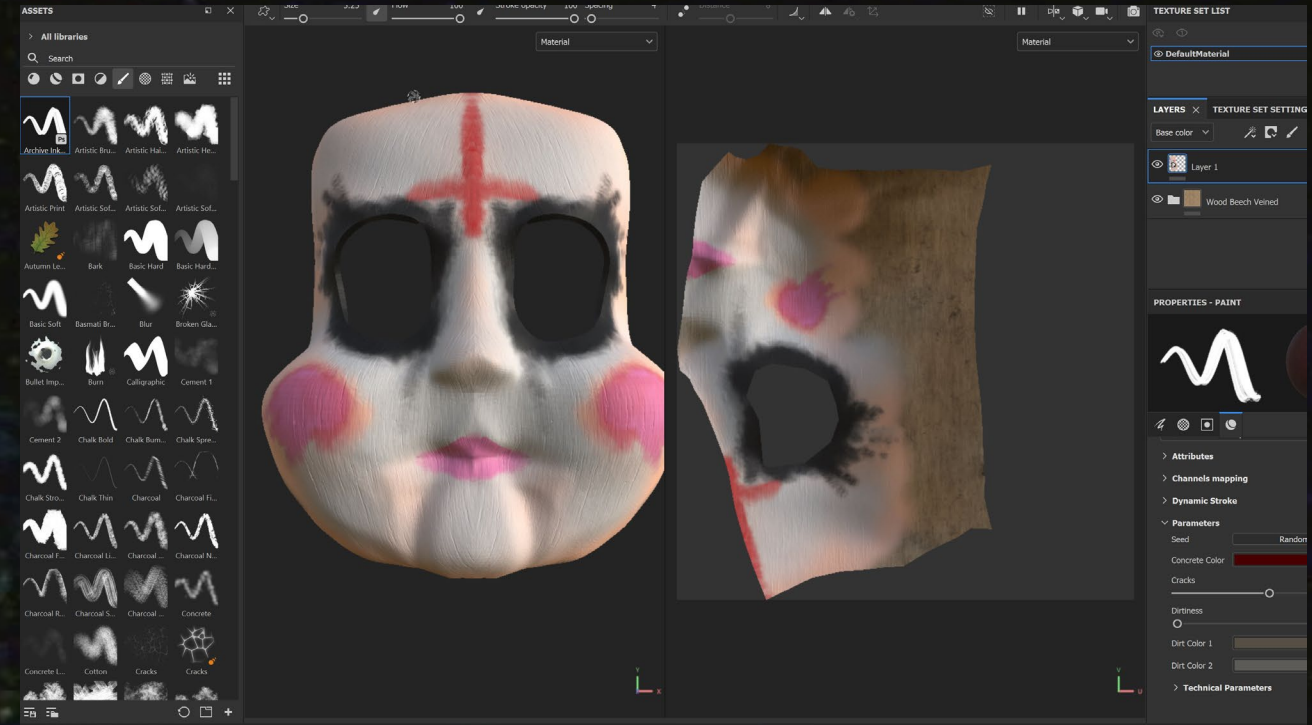


The Fathers

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Mask Design

- Masks are unique to The Fathers. They wear baby doll face masks covered in paints with different designs.
- Each mask, while different doll designs will bear the upside down red cross



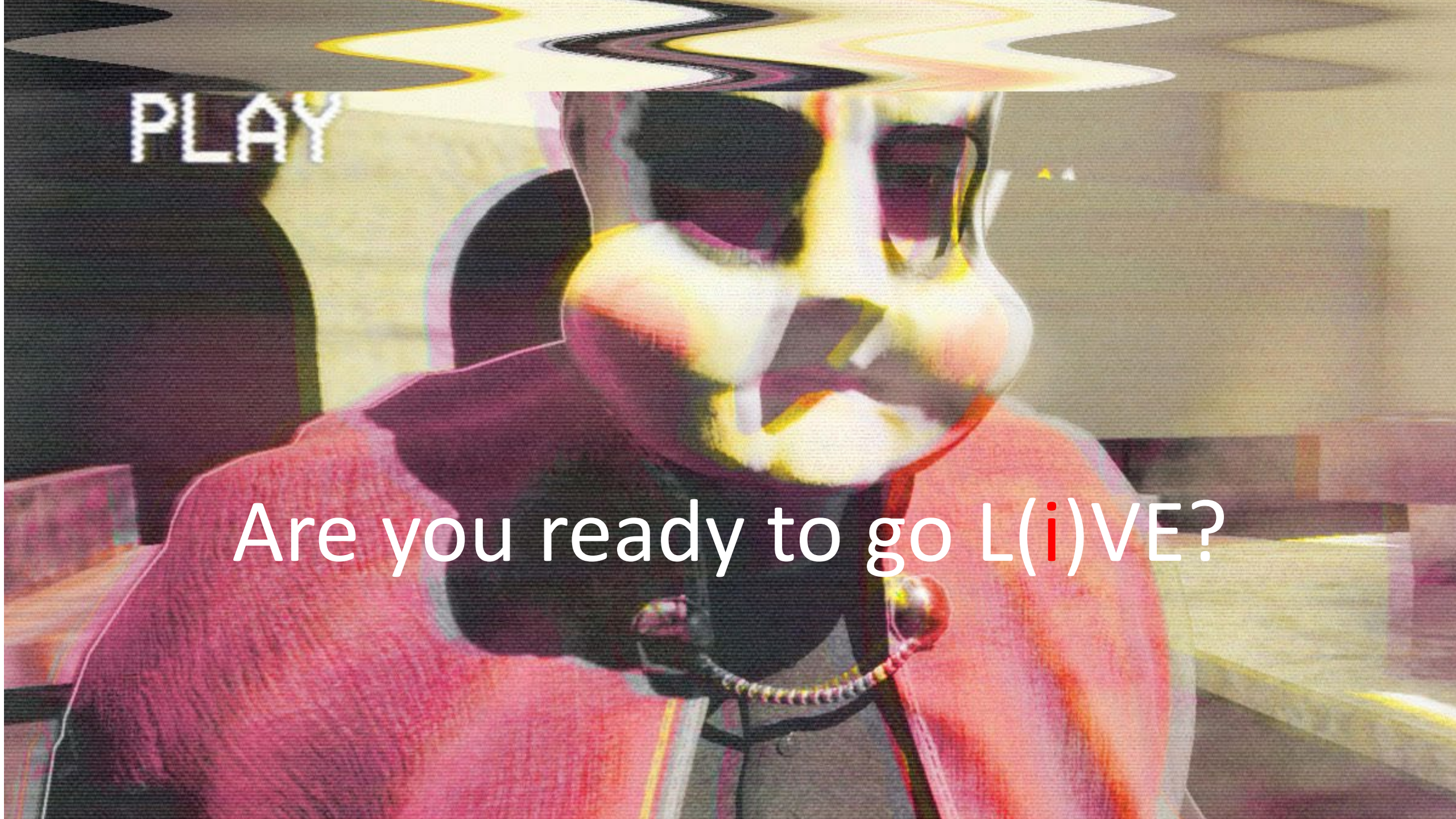
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Ad



iRinse

A digital artwork featuring a person in a red jacket, heavily distorted with digital glitch effects. The image is characterized by wavy, horizontal lines and color shifts, particularly in the upper half. A white, pixelated 'PLAY' button is visible in the top left corner. The person's face is partially obscured by the glitching, and they appear to be holding a microphone or a similar object. The overall aesthetic is reminiscent of early digital art or glitch art.

PLAY

Are you ready to go L(i)VE?