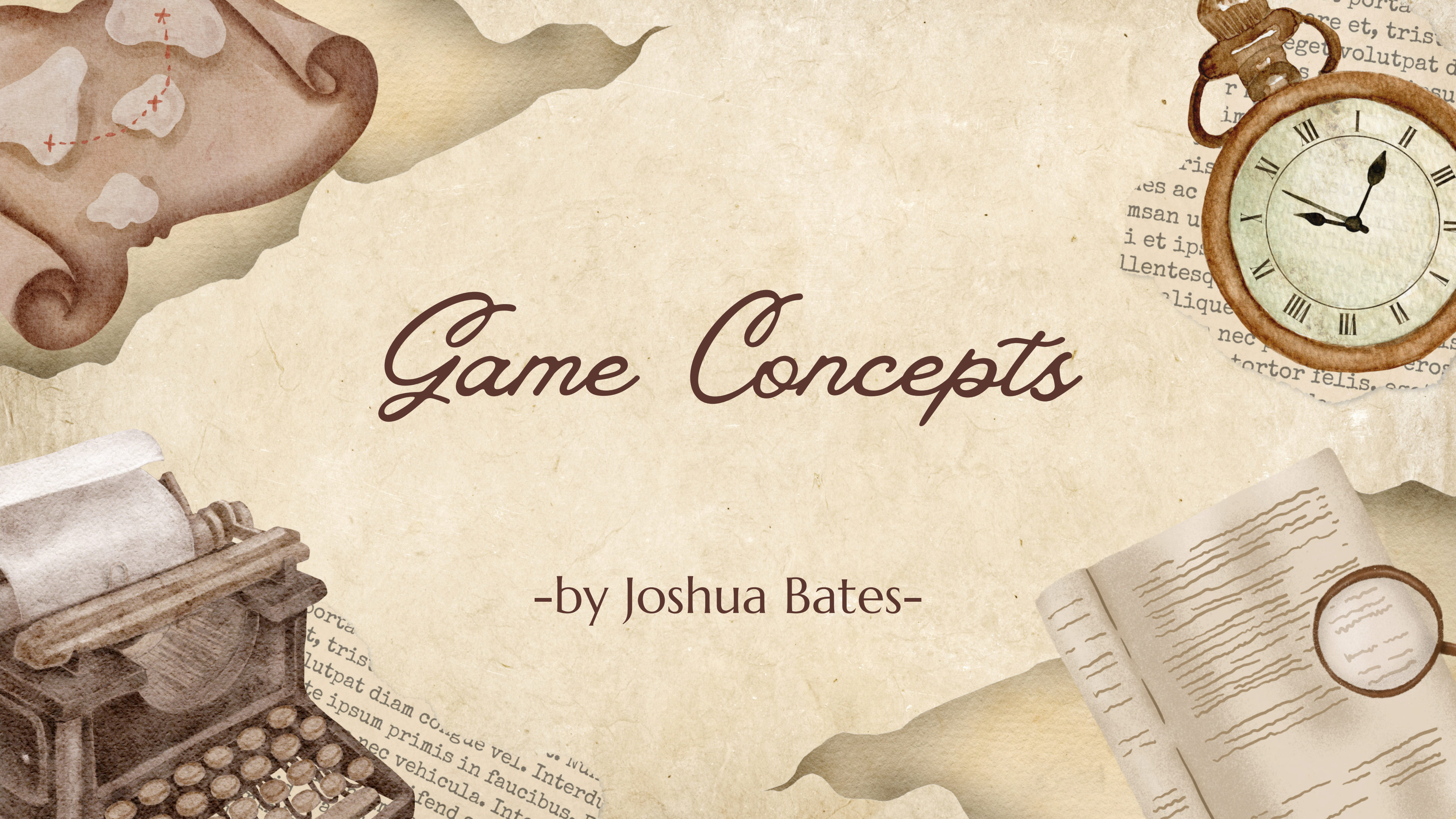


Game Concepts

-by Joshua Bates-



Deep Front

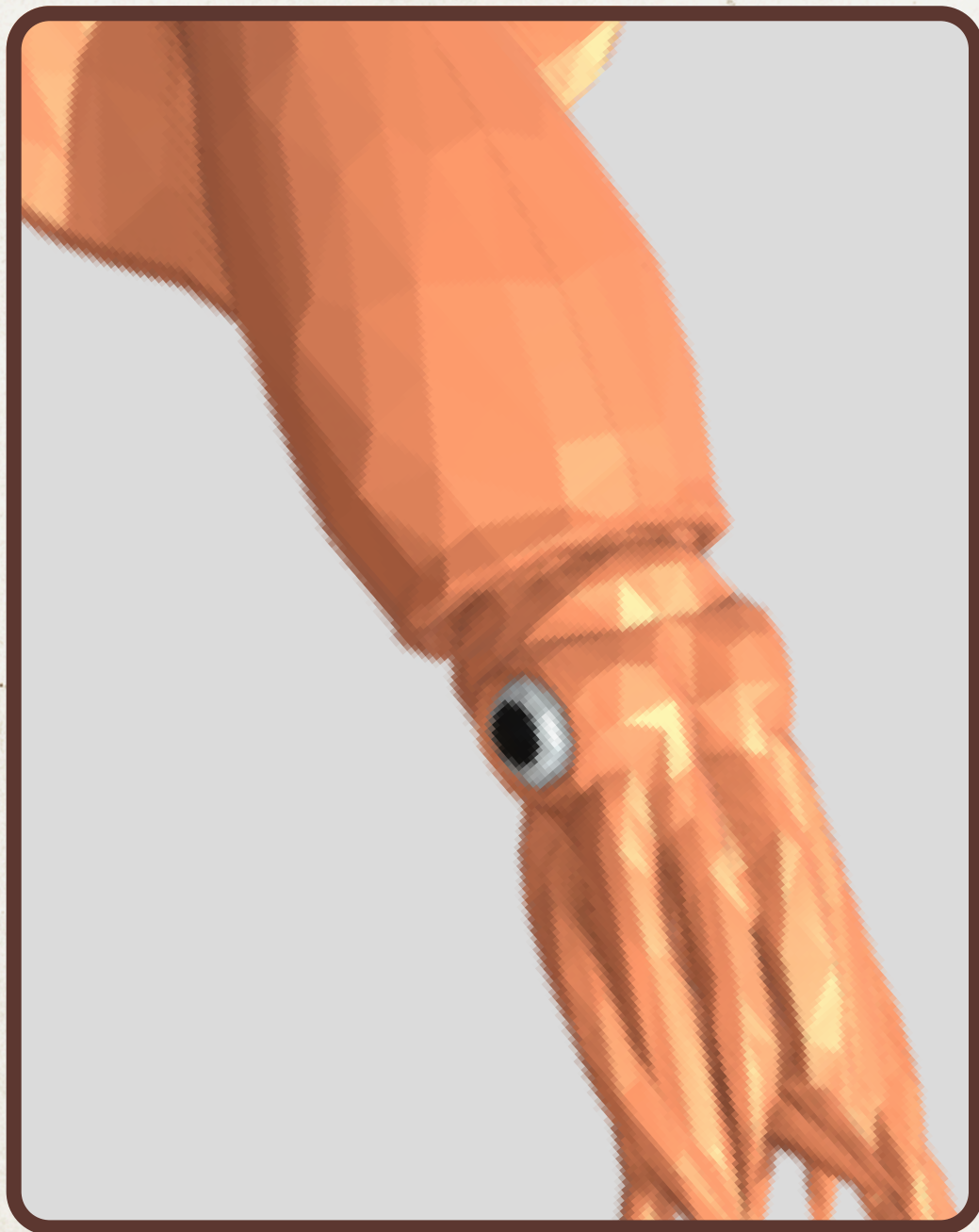
They rose from the depths. We called
them monsters.

We built weapons, walls, and armies
to push them back.

But when we followed them into the
sea... we found the truth.

They weren't here to destroy us. They
were trying to survive us.

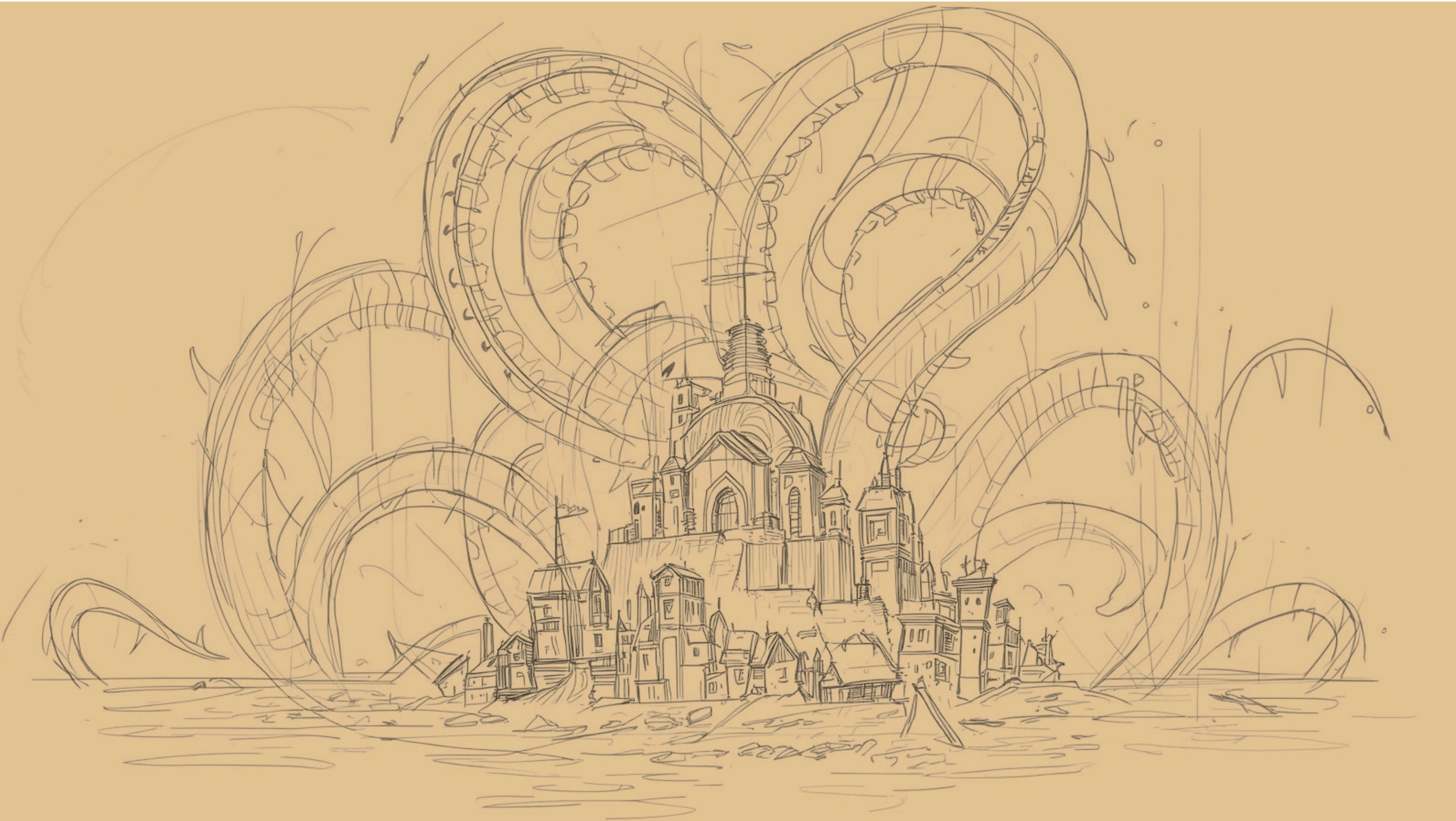




Overview

- 1-3 players
- Deploy → Defend → Hunt → Discover
- Dynamic Defence
- Cinematic Encounters
- Evolving Mystery









Game Inspiration



Sea Sketcher

- Gentle Exploration
- Creative Documentation
- Living Creatures
- Cosy Narrative
- Environmental Appreciation



