MY EYES ON YOU

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Genre: Third-Person Action Adventure
Target platforms: PC, Next-Gen PlayStation, Next-Gen Xbox
Technology: Unreal Engine 4
Estimated release date: Summer 2022

GAME OVERVIEW

In this psychological neon-noir detective story, an FBI analyst suffering from Asperger syndrome is on the hunt for a serial killer, known as the Carnival Man, who terrorizes an alternate-reality Chicago suburb town, Hanslow.

My Eyes On You is a third person detective action-adventure where you are never alone in your investigation, and need to take care of your mental health in order to finish the case. The game features multiple meaningful choices, letting player's actions influence the story throughout the game and, eventually, determine its outcome. In the meantime, along the line of the story, player will struggle to tell what's true and sane in the town shrouded by the cloud of mysticism induced by the surreal culture of town. He will always be confronted with the choice whether what he believes is grounded in reality or is just a part of a mystical plot.

My Eyes On You is for mature audiences that like detective and action games and love a deep story with layered characters.

Gender: Male and Female
Age: 16-34
Geo: US, Canada, France, UK, Germany, CIS Region

Market competitors: Life is Strange, The Last of Us, Detroit: Become Human

MAIN GAME MECHANICS

- Story
- Downtime
- Investigation
- Stealth
- Action

STORY

A non-neurotypical detective with heightened perception joins a serial killer investigation. He is struggling to uncover the mystery of the Carnival Man while building productive relationships with people that surround him. His anxiety and extreme sensitivity influence the story and work their way throughout the gameplay.

The storyline is split into 5 consecutive episodes, each consisting of 4-5 hours of gameplay.
The flow of investigation is broken up into diverse scenes with downtimes sprinkled throughout. These downtimes work to build the world, reinforce the themes in the script with characters and their stories.

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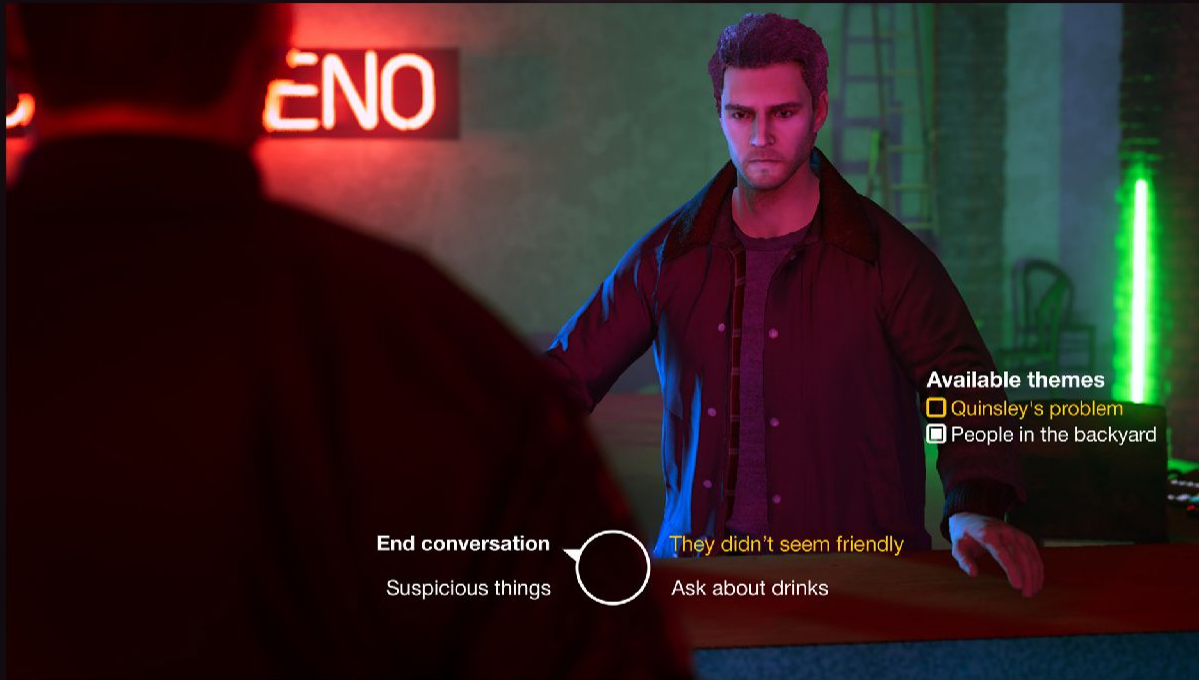
• Spend time in the Hanslow's open world area. Hang out in bars, clubs and other social places with NPCs, sometimes forming useful connections
• Find side missions in the area to get more information for the case, learn more about city's secrets, upgrade Jordan's social skills

• Stay at home, rest and meditate, play with your pet, watch the news
• Study case files to get hints and clues for your investigation

Available themes
- ☐ Quinsley's problem
- ☑ People in the backyard

End conversation
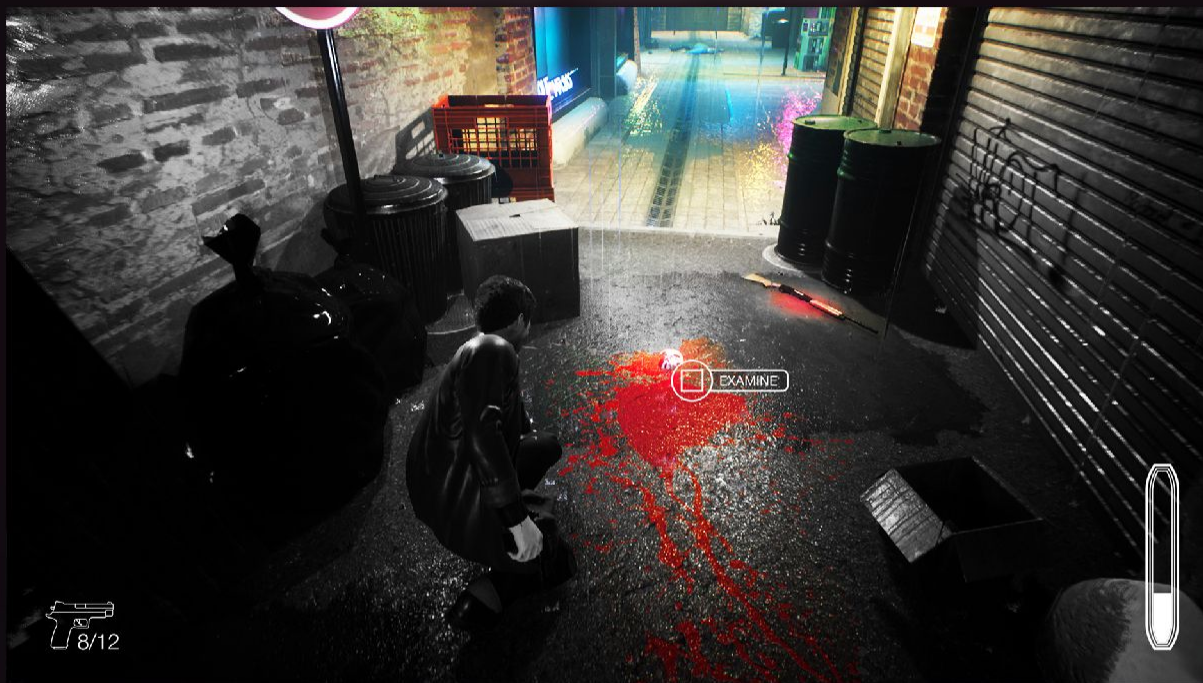
They didn't seem friendly

Suspicious things

Ask about drinks

All side activities throughout the game will help you to get more useful details regarding the case.

Conversations will have you looking for Themes, which work like keys that sometimes open up other characters.

EXAMINE

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• "Detective vision" skill to highlight and find hidden clues, not visible in the regular mode.

BACK

R ROTATE

Clues found:

☐ Owner's blood
☑ Fingerprints
☑ Broken bare-handedly

• Examine the evidence, find a clue

FBI | Evidence

Broken mask

Bartender's gun

Ashtray

Blood

Blood

Shotgun

- Usage of gadgets to unveil information from evidence

FBI | Evidence |

Broken mask

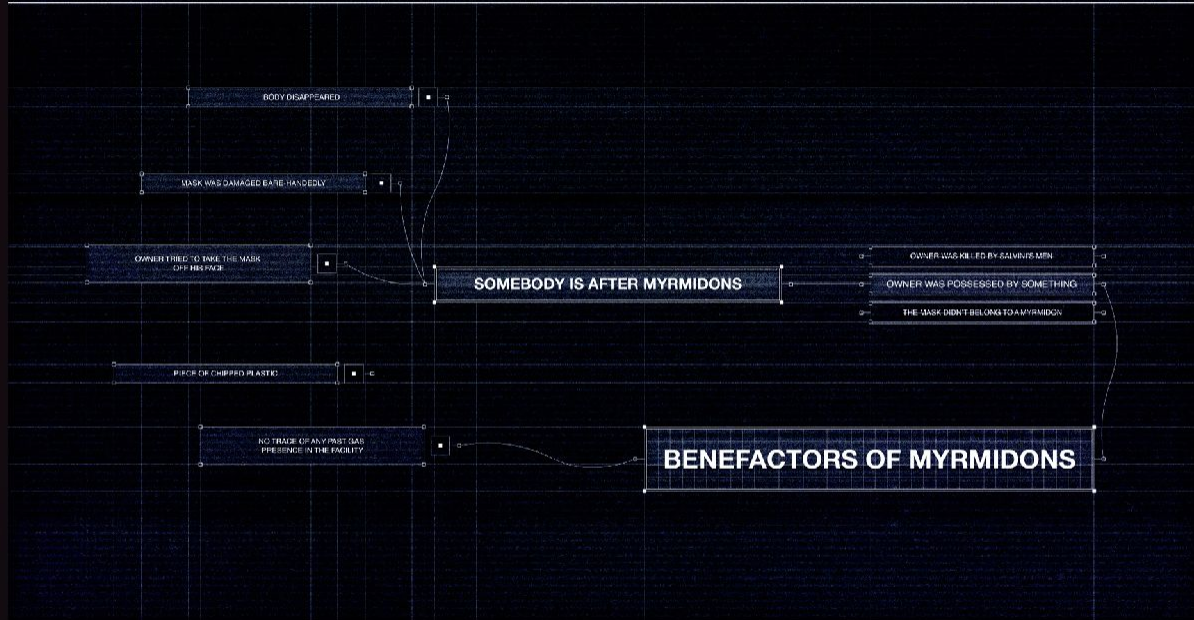Bartender's gun

Ashtray

Blood

Blood

Shotgun

When a player finds something in a crime scene, they can make a decision - perform a preliminary analysis and find more evidence on location or send what was found to a forensic expert to extract more info and wait for the results (which will depend on how a player socializes during downtime).

INVESTIGATION - THEORIES BOARD

FBI | Investigation Deliberation Matrix
FBI, Analyst Jordan Adalien

BODY DISAPPEARED

MASK WAS DAMAGED BARE-HANDEDLY

OWNER TRIED TO TAKE THE MASK OFF HIS FACE

OWNER WAS KILLED BY SALMINE'S MEN

SOMEBODY IS AFTER MYRMIDONS

OWNER WAS POSSESSED BY SOMETHING

THE MASK DIDN'T BELONG TO A MYRMIDON

PIECE OF CHIPPED PLASTIC

NO TRACE OF ANY PAST GAS PRESENCE IN THE FACILITY

BENEFACTORS OF MYRMIDONS

All evidences and clues will go here as a detective, form your own Theory (depending on evidences and clues that were found) of the case's events that will alter the course of the story and may change your relationships with certain characters.

Allows for ghosting and panther styles of play. Stealth will allow to obtain clues for investigation avoiding direct combat.

• Visibility-based stealth

• Make kills look like an accident by using your perception to find environmental takedowns/natural traps

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CREATE DISTRACTION

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• Your perception will also allow to find distractions in the environment to bypass enemies

A cover-based combat system, with usage of conventional firearms.

• Detective vision will allow Jordan to predict the moment when his enemy's ammo runs low (via an indicator above the enemy's head) and enter slow motion in order to deliver a headshot.

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• Enemy movement prediction (with "Detective vision").

Jordan is very sensitive to different sensory stimuli. He must manage his sensory load and anxiety. When it reaches the maximum, it's a fail state and lower anxiety gives Jordan special abilities which disappear once it gets full (for e.g. enemy movement prediction won't be available)

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VISUAL STYLE

As with much of classic film noir, My Eyes On You is created by the contrast of dark and dramatic shadows and artificial low-key lighting. The observed effects result in the classic film noir visual designs: sharp silhouettes, reflections, rainy and snowy weather, obscured scenes, volumetric fog, and explores such conventions as the Femme Fatale, crime and suspense, tragedy, loneliness in the big city, first-person voice narration with philosophical thoughts. There is almost always rain or snow in Chicago streets. Characters can be ofter visible only through the glass, smoke and fog, almost completely in the dark with bright light accents. In summary, combination of colorful neon lights and dark shadows are the most important attributes of game's visual storytelling.

My Eyes On You relies on these carefully combined aspects to complete the story. The visual designs set the right mood for the game and transform objects in the environment to dramatic symbols that reflect the story's themes and tone. In My Eyes On You, sensuality (celebration, vice, secrets, mystery, surrealism) is depicted through the artificial neon-lighting of the game's environment, while the shadows (loneliness, reality, and the main character) and dirty, abandoned places, violence, crime) contain the real truth hiding under the beautiful colors of neon, festivity, and masks. The player will see the difference between every piece of environment and character design, and furthermore, will understand what those pieces mean and what role they take in storytelling

VISUAL STYLE

All of these aspects are accomplished through the aesthetic style called Neon Noir, a contemporary sub-genre that is distinguished from its classic film noir "ancestor" by highly stylised use of vibrant colored lighting, neon signs, electronic music, surrealism, madness and combination with nowadays film composing styles.

moodboard

Such examples can be seen in movies "Drive" and "Only God Forgives" by Nicolas Winding Refn. The overall mood of the game was highly inspired also by older neo-noir films such as "Taxi Driver" by Martin Scorsese with its dark visual narration and retro neon soaked city, and "Blade Runner" by Ridley Scott with its great moody atmosphere, careful attention to details and the most amazing feat of making the city as a separate character.

movie references

A never ending Italian Carnival with its own rules, unique fashion and festivity mood under the bright neon lights inside of Venetian styled towns around alternative Chicago - this could be a separate visual genre by itself. The universe of My Eyes On You is the biggest character of the game. We craft our world's design with a huge attention to the details. Architecture, mask design, fashion, music, interiors, decor - all this has to be carefully designed not only to be visualy pleasant, but to function, be related to each other to make our world believable.

concept art

THE TEAM BEHIND STORYMIND

Val Daniels
Storymind Co-Founder & CEO, Game Director.
3 years of experience as an Operations Manager at a film post-production company

Serhii Lesiuk
Art Director
18 years total experience as Concept Artist, Art Lead, and Art Director.
Projects: World of Warplanes, World of Tanks, METRO 2033, METRO Last Light, Arktika.1
Has lead a team of 15-20 people at 4A Games.

Tony Skeor
Storymind Co-Founder, Concept Art Lead.
Designer at such brands as: Fox3D Entertainment, Black Shamrock, Circue Du Soleil NewRetroWave Records.

Serhii Sychev
Animation Lead.
12 years of experience in creating high quality key-framed animations.
Projects: Metro 2033, Metro Last Light, Metro Exodus, Assassin's Creed: Origins, Assassin's Creed: Odyssey.
Has lead a team of 6 animators on his department.

THE TEAM BEHIND STORYMIND

Valentine Minitskiy
Lead VFX Artist.
6 years of experience in VFX
Projects: World of Tanks, World of Warplanes, ESPNU College Town, Social City, Tesla's Tower: The Wardenclyffe Mystery, Charlaine Harris: Dying for Daylight, End of Nations, Precursors, White Gold (Xenus 2).

Vasyl Shytov
Lead 3D Character Artist.
10 years of experience as a Character Artist.
Projects: Cyberpunk 2077, Metro Exodus, The Witcher 3: Wild Hunt, Call of Duty: Modern Warfare Remastered, Call of Duty: WWII, Metro Last Light, Disciples III, Overlord II.

Konstantin Muzichenko
Chief Technical Officer.
18 years of experience in programming.
Projects: Cryostasis: Sleep of Reason, Carnivores: Dinosaur Hunter, Carnivores: Ice Age.

THE TEAM BEHIND STORYMIND

Vadym Kutafin
Lead Game Designer
4 years of experience as a game designer.
Projects: Sherlock Holmes: The Devil's Daughter, The Sinking City.

Daniel Vyukov
Game Designer
2 years of experience as a QA Engineer.
Projects: Assassin's Creed Odyssey.

Pylyp Zhunior
Communications Director.
8 years of experience in public relations and marketing.
Projects: WePlay! Esports, GG.Bet, Hidden City: Mystery of Shadows, Farhome VR.