

## **STORYLINE**

Year 2190...

Men dreamt about it. Mars was colonized, but it is far from being the Promised Land. It turns out Mars is a dictatorship ruled with an iron fist by the Colonial Authority; a puppet regime supported by a consortium of greedy corporations.

Asim is a settler who lives in New Dedalie, the capital of Mars. Equipped with a wingsuit and, despite danger, this courier flies through the heart of the canyons that cross the megalopolis. But, one day, Asim is caught in a trap and locked away in the central prison of New Dedalie.

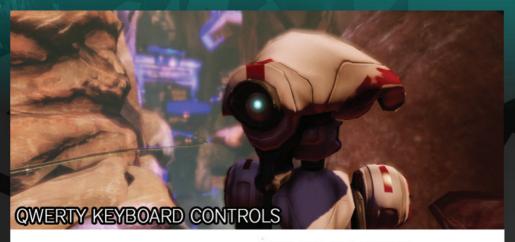
In order to escape, Asim accepts the help of a mysterious hacker from Earth called Deelok. Forced to go off the grid, he now has to work for the Freedom Fighters of Mars. Asim becomes a "Shadow Diver".

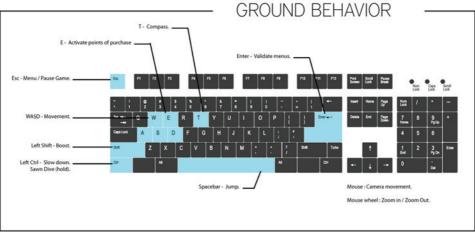
The game Shadow Diver gives you the opportunity to embody Asim and help the freedom fighters of Mars to fight against the Colonial dictatorship. You can become an ally with the wild paramilitary force, the sons of Phobos and lead sabotage missions. Either follow the mysterious path of the Astralée brotherhood by diverting the propaganda messages of the Colonial Authority.

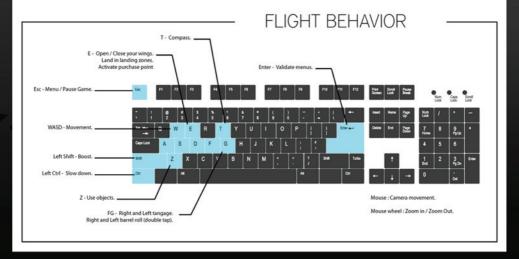
Mars must be freed...!

## **ABOUT**

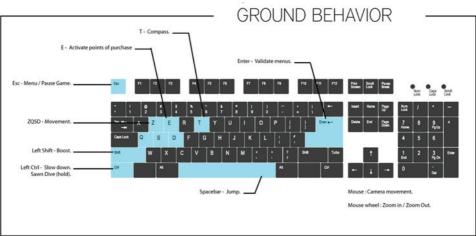
Shadow Diver is an ambitious project, carried out by a team of 17 students who aim to develop a game demo in only 3 months. Shadow Diver is also a story-based game which is built around a succession of missions. The success or failure of the player will have an impact on the way the story unfolds.

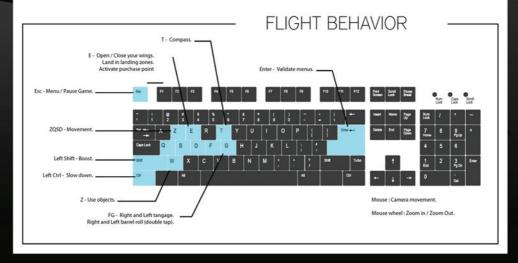




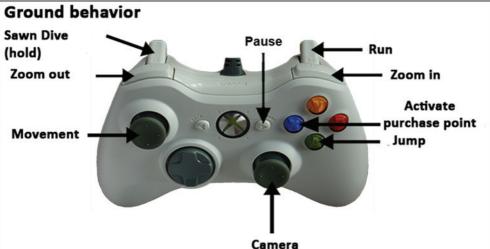


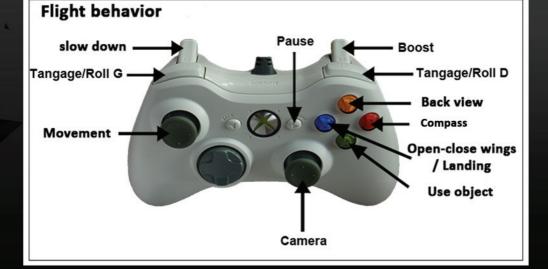














#### Pascal MINOCHE - PROJECT MANAGER

#### GAME DESIGNERS - LEVEL DESIGNERS

Pascal MINOCHE - Lead Game Designer / Environment - Gameplay
Bertrand ROUX - Lead Level Designer / Environment - Matinee - Kismet
Thomas PONTETTE - Level Designer / Environment - Matinee
Matthieu JORDAN - Level Designer / Environment - Sound

#### **CG ARTISTS**

Yann DORY - Lead Technical 3D Artist / Shader - FX - Environment
Simon AUBLET - 3D-2D Artist / Character - Animation - Environment - Ul
Manuel BORIA - 3D Artist / Character - Animation - Environment
Joseph VICARD - 3D Artist / Vehicles - Environment
Romain WANECQUE - 3D-2D Artist / Environment - Ul

#### **PROGRAMMERS**

Alexandre LAURENT - Lead Programmer / Engine - Architecture System
Camille MATEO - Lead Q.A. Programmer / Engine - Camera - Sound
Jeremy MASCLAUX - Programmer / Engine - I.A. - Navigation - LOG system
Maxime FRANCOIS - Programmer / Engine - I.A. - Navigation - LOG system
Vincent PIRAULT - Programmer / Engine - Flight Behavior
Gaetan VERGEOT - Programmer / Sound - U.I. Scaleform

### SOUND DESIGN

Ernest BERGEZ - Sound Designer / Original Soundtrack - Sound FX Arnaud LAMY - Sound Designer / Sound FX

Thanks to all our families and friends who support us

www.shadowdiver-game.com



# ... AND FREE MARS!



- Decide on the best flight path to follow
- Avoid obstacles and escape the enemy
- Use the boost to speed and fly higher
- Improve your wingsuit with 6 different gadgets

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