

LIZ: Before the Plague

General Info

<https://twinwolves-studio.com/>

<https://lizbeforetheplaguevr.com/>

<http://store.steampowered.com/app/628940/>

Game: LIZ: Before the Plague

Developer: Twin Wolves

Publisher: Twin Wolves

Genre: Survival Horror VR

Off-line Single Player

Platform: Windows Steam VR

Release Date: 2018

Price: TBA

Summary

Liz: Before the Plague is a VR horror immersive experience with investigative and action gameplay dynamics and a narrative driven story. One night, in a near future, a detective from special investigation Unit named Liz has to face a strange case that seems a common one... but it's not. She has to respond to a distress call from a famous pharmaceutical company and investigate, collecting info and survive using her own tools. Figure out what happened and resolve the case.

Development

LIZ was developed by a core team of 5 persons, with some collaborators. The development started back in late 2016 as a prototype set up in a month by two persons. After the prototype the design has been refined and a market analysis as well a deeper planning occurred. The project remained in hold for months, due to different priorities, but in late 2017 the development began. The game is currently in "Coming Soon" on Steam and is intended to be released in Early Access prior to the final release date.

Narrative Overview

It is late night and Liz, a special agent, is called to intervene in a pharmaceutical firm where two colleagues of her, were brought some hour before in answer to a call of help.

Once arrived on the place Liz understands that the atmosphere is unusual and there is no trace of her colleagues.

Will Liz manage to find out who called for help?

How will you survive the night?

Key Features

Immersion

Everything inside LIZ has been studied in order to improve player's immersion. Nothing in the game makes the player think what he's seeing is not real:

- The main character's body is visible in-game and follows the player's movements where possible
- All the UI is located on the character's gear
- The environment is enclosed and NPCs refer directly to the player

Narration

The main focus of the LIZ experience orbits around the events occurred in the building where the main character is called to investigate. The narration happens both through a support drone, helping Liz in

different ways, and dialogues with NPCs. An innovative system allows to maintain immersion and allow cinematic sequences in VR.

Action

While Liz investigates on location, she is attacked by the people working there. The threats must be managed with the utmost firmness to avoid compromising the mission. Violence must be contained in order to complete the mission. Liz has a weapon supplied, a handgun, and she will use it to defend herself. Sometimes It's not so easy to get rid of threats: sometimes you have to cover a wounded ally or escort a survivor and you're not the only one to defend.