

Concept: BioUnion

A Roguelike game on Artificial life

Introduction

BioUnion is a roguelike game on artificial life in which the player embodies a weird, genetically modified creature. Her aim will be to unveil her personal history, as well as the mysteries of the game places: in fact, the character awakes in an abandoned bio lab, where she shall uncover what happened while surviving a swarm of mysterious enemy creatures.

Description

By controlling her character, aka *The Creature*, the player can interact with the game through traditional patterns, such as exploring the game scenario, fight with enemies through a real-time combat system, and interact with certain background elements to unfold the story.

The creature is characterized by a series of vital parameters such as resistance (health points), strength (attack value), agility (movement speed), skills (special abilities or movements), and genome length (experience level). These values, initially fixed, may be modified through the game progression by overwhelming enemies and by interacting with special environmental objects. The creature can modify her genetic set by absorbing killed monsters' genes. This action has two main consequences: the acquisition of some genome-points and the randomization of her own genes. The former helps with progression: by getting a sufficient number of genome-points, the creature obtains an extra gene, which lets the player choose a *una-tantum* bonus to a certain vital parameter. The latter provide uncertainty: the creature's and the monster's genome are equated, and some of the traits are swapped between the two. This means that the vital parameters may vary within limits, which may result in an advantage or disadvantage as well; however, the creature may acquire some new powers (like skills, bonus or malus). The change within vital parameters, also, involve some visual modification to the character appearance, who may suffer different mutations according to the dominant parameters (e.g. a high value of strength may cause the appearance of an extra pair of arms).

The creature will encounter some singular monsters; their destruction will grant access to some special organic computers which will grant some meaningful genetic bonus, as well as allowing the player to advance further in the story progression.

Key features

- Unpredictability: the genome absorption may involve bonus or malus, even if it is important to ensure survival.
- Real-time combat system: vital parameters involve a visual feedback, but have a combat implication as well (e.g. the more strength the more damage).
- Unfolding story: the linear story arc may be branched in a defined set of substories according to player's choices or prevailing vital parameters.

Platforms

PC