

The background of the entire page is a vibrant, stylized illustration. It depicts a large, multi-story wooden house with a complex roofline and many windows, some of which are glowing. The house is built on a grassy hill. To the left of the house, there is a tall, dark, cylindrical structure that looks like a tower or a chimney. A bright, pink, star-shaped creature with a single large eye and a small smile is floating in the air near the tower. In the background, there is a large, pale, crescent moon in a blue sky filled with stars. Several small, dark, bird-like creatures are flying in the sky. The entire scene is framed by a thick, dark, wavy border.

PROJECT BASE

CREATIVE OVERVIEW

PROJECT OVERVIEW



ProjectBASE is a first-person sandbox game, playable solo or in co-op, blending building, survival, exploration and management within a living, evolving world.

You awaken on an unknown planet and befriend Orbi, a mysterious creature. Together, build your refuge, welcome new inhabitants and gradually turn this shelter into a living colony that you will need to organize and protect.

As you explore, build and reshape the world, the planet seems to react to your presence and actions. You will have to learn to survive in an unpredictable environment, shaped by events that disrupt life in your colony.

Title : ProjectBASE

Genre : Survival / Building / Management

Setting : Medieval fantasy

Platform : Steam - PC, Mac & Linux

Visual Style : Stylized 3D

Target : Players interested in building, survival and management games

Business Model : Early Access - Buy to Play

Mode : Solo - Coop

Development Stage : Playable Tech Demo — Vertical Slice in dev.

PROJECT PILLARS

Build

Turn a simple refuge into a living, evolving colony.

Lead

Assign a role to each inhabitant, organize their work and maintain the balance of your community.

Explore

Discover an unknown world, its resources, dangers and mysteries.

Survive

Face hostile creatures and unpredictable events that threaten the balance of your colony.

TOOLS



Notion



Unreal Engine



Blender



Suite Adobe

DESIGN INTENT

Through ProjectBASE, our goal is to offer a sandbox experience in which building and survival are not merely progression goals, but ways of creating a more intimate relationship between the player, their colony and the world around them.

OUR PROPOSAL

The project grew out of a recurring frustration with survival games: the base rarely has a meaningful impact on the player's adventure. With ProjectBASE, we want to make it the heart of the experience.

Where most survival games ask players to build a base so they can explore the world, ProjectBASE reverses the formula: players explore the world in order to build, expand and bring their colony to life.

Every discovery, event and major decision helps transform both the colony and the world around it, while strengthening the bond between the player, their refuge and those who live there.

OUR APPROACH

The need to survive pushes the player to build an initial refuge. As new inhabitants arrive and settle there, that shelter gradually becomes a shared home whose needs the player must understand and whose people they must protect.

In survival games, the player's objectives are often clearly stated. The consequences of their choices are far less explicit.

ProjectBASE gives players the freedom to draw their own conclusions. The consequences of their choices emerge naturally over the course of a playthrough and can gradually shape how their colony develops and interacts with the world around it.

The player's choices and their consequences for the world, the inhabitants and Orbi will be explored further during the next phase of development.

WHY THE WORD "COLONY"?

The term "colony" is used deliberately. It does not refer merely to a base to expand, but to a community that settles permanently in an unknown environment, turns a refuge into a place to live and learns to face the consequences of its presence.

This word carries a history that the project does not wish to ignore. The colony's transformation of the world changes the balance between the colony and the planet. This tension lies at the heart of ProjectBASE, without being its sole subject or imposing a specific interpretation on the player.

KEY FIGURES

ORBI

Orbi is the player's first companion. He also becomes their primary means of interacting with the world and the colony. Through him, the player accesses menus, issues orders remotely and uses various abilities to support allies or defend against threats.

Still young, Orbi gradually grows stronger, allowing the player to unlock new abilities over the course of the adventure. He also learns by observing the player's decisions and habits; his reactions and dialogue evolve according to how the player develops the colony.



Orbi was designed as a reflection of the player's actions: he highlights what they do and the consequences of their decisions, without judging them or prescribing a path to follow.

THE PLANET

The planet is the main force the player must contend with. As the colony expands and reshapes its environment, the world reacts to preserve its balance.

Hostile creatures, natural phenomena and unpredictable events are manifestations of that reaction. The planet does not act out of cruelty or to punish the player: it instinctively defends a world whose rules the colony is disrupting.

THE INHABITANTS

The inhabitants are not simple units. Each has a name, appearance, abilities and vulnerabilities of their own. By sharing in their daily lives and the colony's hardships, the player gradually grows attached to them.

Over time, inhabitants gain experience, develop their skills and become more effective. Some eventually take on an essential role within the community.

Losing an experienced inhabitant then becomes a true tragedy. Their loss can deprive the colony of valuable expertise, disrupt its organization and have a lasting impact on the survivors. The base is the tangible heart of the experience, but its inhabitants are what make it a home.



NARRATIVE FRAMEWORK

ProjectBASE combines a defined main storyline with a unique, personal story generated through play and shaped by the player's actions in each playthrough.

THE MAIN STORY

The player awakens on an unknown planet and meets Orbi, with whom they form a bond. While exploring the world, they discover ruins and imposing structures left behind by an ancient civilization. By studying these remains and observing Orbi's reactions, the player gradually reconstructs the world's past, learns who Orbi is, discovers why they are here and understands what binds them together.

As the colony transforms its environment, the planet reacts. This behavior is not that of a simple ecosystem: the world itself is a vast living creature, instinctively seeking to repel and counter the changes caused by the player.

This story unfolds freely through exploration. The player can choose to uncover it at their own pace or focus entirely on developing the colony: the main narrative remains fully optional.

THE STORY OF YOUR COLONY

At the same time, each playthrough creates a unique story. The arrival of new inhabitants, construction, discoveries, attacks, disasters, victories and the loss of inhabitants are automatically recorded in a journal.

Like a ship's log, the journal allows players to retrace the colony's entire history: its earliest days, its transformations, the trials it endured and the people who shaped it.

Different players can therefore discover the same main storyline while living through profoundly different adventures. The same player can also begin again, encounter new events and write an entirely different story.

The story's starting point and central mystery are now defined. The next stages will deepen its narrative structure and the progression of its revelations.

THE WORLD

Beyond the mystery of its origins, the planet is an ancient, deeply untamed place, where the ruins of a vanished civilization stand amid nature that has reclaimed its place.

A PRIMORDIAL WILDERNESS

Several environments coexist here, each with its own atmosphere, fauna, flora, resources, dangers and ruins. Exploring them pushes the player to adapt both their constructions and the organization of their colony.

The first three biomes have already been modeled and validated for the game's initial version, each with its own visual identity.

Rosazur



Terrestre



Sombreval



RESEARCH — FAUNA & FLORA



Several life forms and threats have already been envisioned. The bestiary will continue to evolve throughout development

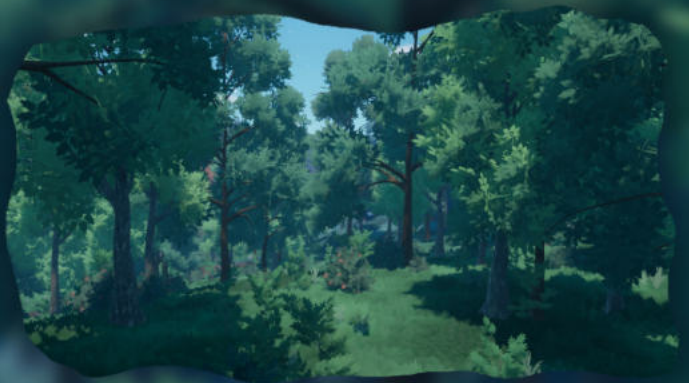
ART DIRECTION

An art direction designed to carry the game's message.

A VISUAL IDENTITY IN DEVELOPMENT

In the absence of a concept artist on the team, ProjectBASE's first visual studies were carried out directly in 3D. Environments, buildings and characters were prototyped to explore the project's shapes, proportions, colors and visual readability. This work established an initial visual identity, which will continue to evolve which will continue to evolve as the team strengthens its art direction expertise.

The game is moving toward a stylized, hand-painted aesthetic built around readable silhouettes, bold colors and a heightened vision of nature. Architecture is intended to feel simple and welcoming, while characters use slightly exaggerated proportions to remain instantly recognizable. The world's appearance will evolve alongside the colony's growth and the transformations caused by the player.



VISUAL INSPIRATIONS



GAMEPLAY

A survival loop that always leads back to the colony and those who bring it to life.

SURVIVAL GAMEPLAY

ProjectBASE builds on the foundations of survival games: exploration, gathering, crafting, building and combat. It adds a dimension still rarely explored in first-person games: managing a colony whose inhabitants actively participate in exploration, development and defense of the base.

Alone or accompanied by members of the colony, the player ventures out to explore the world and bring back the resources the refuge needs. Between expeditions, they build, repair, organize the inhabitants' work and prepare the community for the next threats.

THE GAMEPLAY LOOP



The player can perform each of these actions alone or alongside inhabitants. Only the player, however, can assign roles and set the colony's priorities.

UNPREDICTABILITY

To make each playthrough unique, ProjectBASE relies on a dynamic event system capable of permanently reshaping the world and life in the colony.

Disasters, attacks, terrain changes and interactions between events create unique situations, forcing the player to adapt their buildings, organization and priorities.

CORE MECHANICS

MODULAR BUILDING

Building is based on a modular snap-point system. In build mode, the player selects, positions and freely assembles beams, floors, walls, roofs and decorative objects.

Creations can be saved as blueprints so they can be reproduced quickly or shared with other players.



SHAPEABLE TERRAIN

Using tools, the player can add or remove material, dig, level and reshape the terrain.

This allows them to prepare building sites, open new paths or modify the landscape to support exploration and strengthen the colony's defenses.



AN AUTONOMOUS COLONY

The player assigns roles and defines the colony's priorities. In-game, a radial menu also allows them to quickly issue individual or group orders to the inhabitants. They then carry out their tasks autonomously.

They can explore, gather, build, repair, defend the refuge or accompany the player on expeditions.

The goal is not to control their every action, but to coordinate a community capable of acting without constant supervision.



The core mechanics presented here are already finalized and integrated into our tech demo. The Vertical Slice currently in development will add the main survival mechanics and combine them with these existing systems to create a fuller experience that better represents the final game.

REFERENCES

ProjectBASE draws inspiration from several works across video games, film and animation, in terms of gameplay mechanics, art direction and themes.

GAMEPLAY INSPIRATIONS



Modular building and exploration of a hostile world



Demanding, immersive first-person survival



Semi-autonomous inhabitants, collective building and base defense



A community of survivors and lasting consequences when a member is lost

ART DIRECTION INSPIRATIONS



Lighting, landscape depth and expressive color palettes



スタジオジブリ
STUDIO GHIBLI

Omnipresent, idealized nature and deeply endearing characters



Distinctive biomes and expressive colors

THEMATIC INSPIRATIONS



A morally nuanced conflict between human expansion and the preservation of nature



Colonization, resource exploitation and the reaction of a living world

These references inform different aspects of the project without serving as models to reproduce. They help ProjectBASE gradually build an identity of its own.

TEAM & PROGRESS

ProjectBASE has been led by Thibault Carabasse and Nastassja Kratochvil for over four years. An initial playable tech demo has already validated several aspects of the project. The team is currently finalizing a Vertical Slice that introduces new survival mechanics, which will be combined with the systems already developed to deliver a fuller and more representative experience of the game.

The project was supported by SKEMA Business School's Alumni incubator before joining Wizz, EurekaTech's incubator in Angoulême, for the 2025–2026 program. The team chose to relocate there to continue development within an ecosystem dedicated to video games.

The team now brings together three complementary skill sets and recently welcomed Erwan Le Pape as composer. It plans to expand first in art direction, followed by animation and 3D modeling during the project's next phases.



THIBAUT CARABASSE
Technical Director &
Game Designer



NASTASSJA KRATOCHVIL
Producer & Project Lead



ERWAN LE PAPE
Composer

PROJECT PROGRESS

Systems in place

- Procedural generation
- Modular building
- Voxel terrain editing
- Inhabitant management
- Combat system
- AI combat
- Dynamic weather
- Save system
- Player abilities

Milestones

- Finalize the art direction
- Expand the team
- Produce the remaining content
- Vertical Slice
- Public demo
- Early Access
- Version 1.0

Community

- More than 3,000 followers
- Development shared publicly
- Regular presence on YouTube and social media