

off☆ course



Meet the Team



Robert Peters
Lead Game Design



Lukas Wirth
Lead Programming



Philipp John
Lead Art



Rosemarie Haider
Management + Art



David Fink
Programming



Laura "Lay" Huber
Art



Noah Bitschnau
Audio



Maximilian Strohmayer
Audio



Tobias Kaiser
Writing



Nicole Köhler
Logo Design

01:22



Students
from FH
Salzburg





Why Off Course?

ART:

- Games that move people
- A complete short emotional story
- What are interesting mechanics for a boat?
- Water as a core theme of the game

BUSINESS:

- Large scope for a student project
- Inclusivity for a large age group
- Absurd contrast of mechanics
- Interesting challenge
- No financial stress

A hand-drawn black star with the words "Off Course" written inside in a stylized, hand-drawn font. The star is centered in the upper half of the image. The background is a 3D rendered scene of a canyon with reddish-brown rock walls and a river. The lighting is warm, suggesting a sunset or sunrise, with a bright sun visible in the distance. The water in the river is dark and reflects the surrounding environment. The overall style is a mix of digital rendering and hand-drawn elements.

Off
Course



The Core Experience:

- “Flow” inducing movement
- Movement can be mastered to a high degree
- Easy to learn, possibility to master
- Accompanied by a non-invasive yet very present story
- Diverse environments
- Fast gameplay with slow paced story experience
- All resulting in a short memorable experience (~40 min - 1h)



The Current State

- Playable from start to finish
 - Menu, game, credits, save file, ...
- 3 distinct sections
- Complete story
 - Dialogue, fear serpent encounters
- 2 Abilities
 - Grappling hook, dash
- Accommodating for different playstyles
 - New & old players, speedrunners

Notable Mechanics:

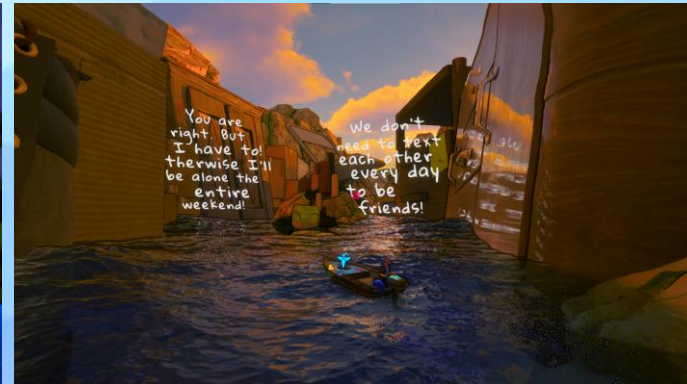
Grappling Hook Grapple everywhere



Dash Improved air control & break walls



Collect unique rubber ducks



In world story

Art / Interesting Locations



Messenger Apps inspired world



In world storytelling



Quick Story Overview

A story about:

- wrestling with social isolation
- having patience with friends
- overcoming self doubts

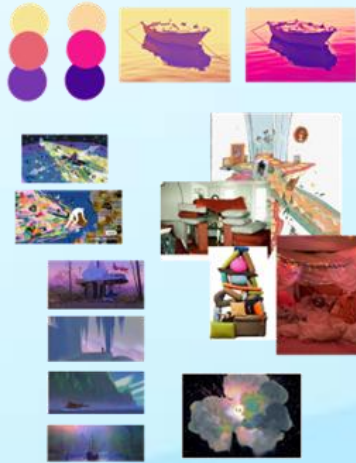
The future of Off Course is bright :)



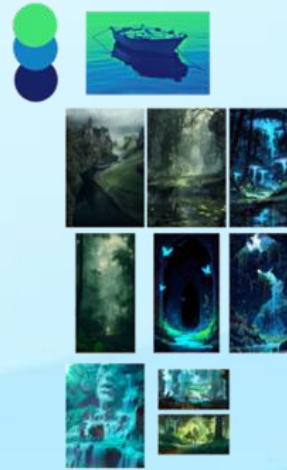
- Polishing what we have
- Iteration
 - Dialogue choices that matter
 - Boss Fight
 - Polish level design
- Marketing → Gaining recognition through influencer marketing
- Portfolio Project → Non Commercial
- Steam Page (Work in progress)

Possible future of Off Course?

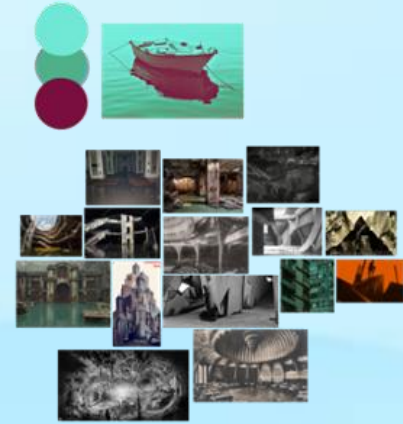
LEVEL 1



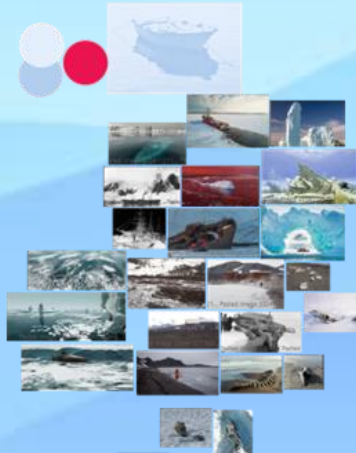
LEVEL 2



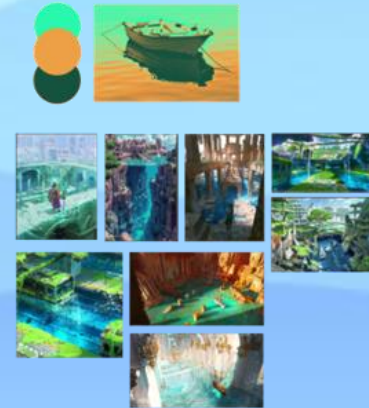
LEVEL 3



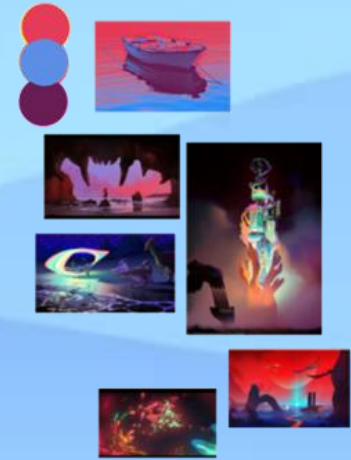
LEVEL 4



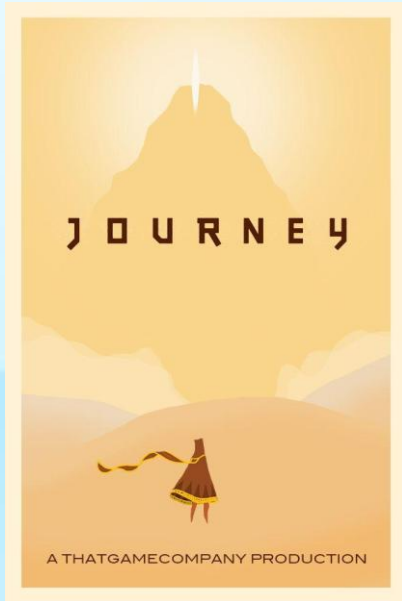
LEVEL 5



LEVEL 6



Comparative Analysis



Journey

- Storytelling



Marvel's Spider-Man

- Hook/swinging



Dredge

- Water/Boat gameplay

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Fact sheet

- Title: **OFF COURSE**
- Tags: **Story / Atmospheric / Parkour**
- Projected Release Date: **1-2 Months**
- Target Platform: **PC**
- Engine: **Unreal Engine 5**
- Price: **Free**



Thank you!

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