Abyss Crew is a coop videogame aboard a submarine. It allows 1 to 4 players to take on the roles of the Pilot, the Sonar Operator, the Gunner, and the Engineer.

- **Play as a crew.** Take part in a thrilling co-op adventure with your friends. You'll have to assess every situation tactically, communicate effectively and trust in your crewmates.
- **An immersive roleplaying experience.** You aren't simply playing *as* a crewmember, you *are* a crewmember. The camaraderie made or broken through life-or-death decisions is real!
- **An original steampunk universe.** Explore the Abyss with steampunk technologies from a world that could have been. Use them wisely to survive the dangers hiding in the depths…

Some of the games that inspired the creation of *Abyss Crew* are *Faster Than Light*, *Sunless Sea*, and *Artemis*. It's a melting pot of some of our favorites, with some unique twists!

Design documentation

Abyss Crew is a "bridge simulator", i.e., a game in which each player has a specific role to play in the submarine. These roles were designed to encourage cooperation and communication between players.

The Pilot operates the engines, navigates hazards, takes evasive maneuvers and helps the Gunner line up torpedo firing vectors. Visibility is limited and danger is everywhere, but listen carefully to your Sonar Operator and you'll keep everyone in one piece!

The Sonar is the submarine's eyes and ears in the treacherous darkness of the Abyss. Monitor the surrounding environment for threats, mark points of interest, set waypoints for the Pilot to pursue and provide critical information to the Gunner.

The Gunner uses a fearsome array of torpedoes to defend the submarine from numerous undersea threats. He can also illuminate the surrounding area with flares, or launch harpoons at a stray kraken…

The Engineer is responsible of the submarine state. He repairs or upgrade submarine modules (engines, radar, etc), powers processors (light battery, radar battery, …), activate silent or emergency modes, and produce torpedoes.

Abyss Crew can be played on local or online play. Although the best setup is to play a full crew of 4 people, bots can control missing roles (sonar, gunner, engineer).

It is set in levels which take about 15-20 minutes to finish.

Universe

The game takes place in an original steampunk universe, inspired by Jules Verne's 20.000 leagues under the sea. In this universe, a precious crystal named Orichalcum has been found in the ocean depths. Its value has created a new "Gold Rush" to harvest it, which created competition among submarines.

A young writer, Jean-Philippe Savoie, has written short stories to build the game lore: http://www.abysscrew.com/theworld

Timeline and planning

At the end of my PhD, in 2014, some friends and I discovered a videogame called Artemis Spaceship Bridge Simulator. In this game, we played as the crew of a Star Trek-like spaceship. Despite its imperfections, this game had something unique, a cooperative experience, with a strong roleplay aspect. As this kind of game – bridge simulator – is rare, I decided to create my own, set it in an underwater, steampunk universe.

Development has started in 2016, in Montreal, Quebec then in Lyon, France. A small Kickstarter campaign has occurred in March and got about 5500$. The game has been presented to about 15 large festivals since. The game has been released in early access on Steam the 30. April 2020 on

Windows. MacOS and Linux will be released later on. Development will continue at least 1 year, depending on the game success.

Media

Official Trailer: youtu.be/rTCYUp_ddpE

Teaser Trailer: youtu.be/hVsdmnUI3s0

Discover the Universe Trailer: youtu.be/gMaBkMZUIj8

Pilot station

Sonar station

Gunner station

Engineer station

Resources

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