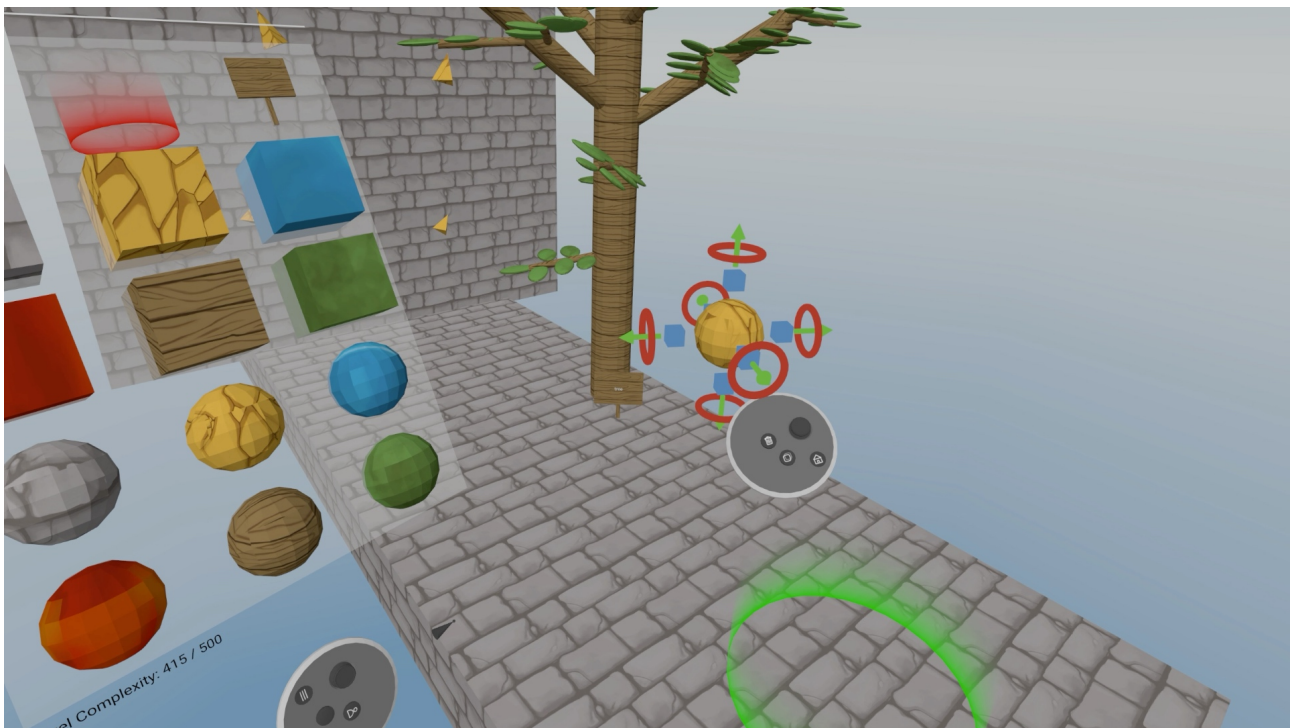




*Title:* **GRAB**

*Target Platforms:* **Meta Quest, PC VR** (Distribution through **Steam** and **Meta**) and **PlayStation VR**

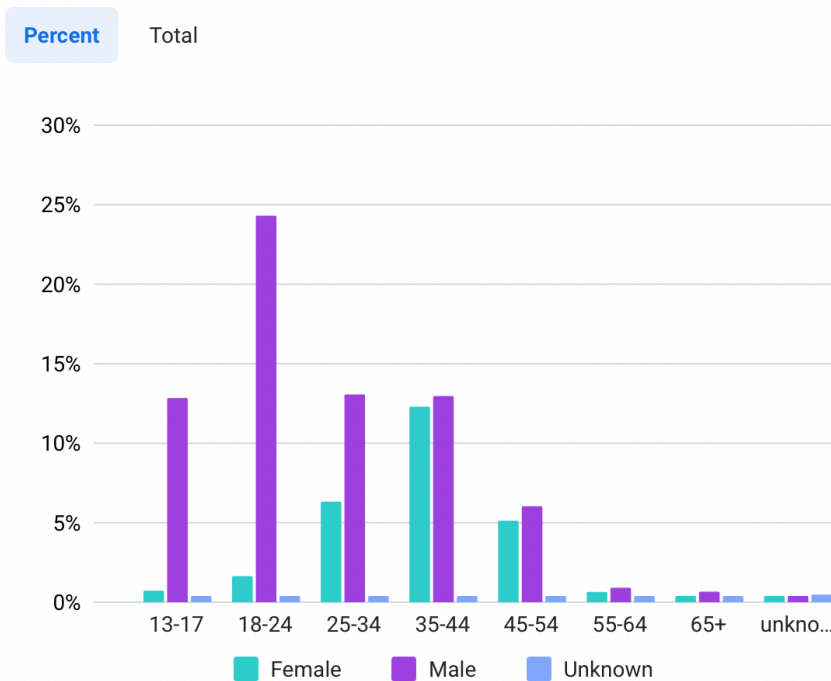
*Appeal:* GRAB is a very physical multiplayer parkour game that uses the players hand movements to climb, jump and slide to the end of the levels. There is also a special surface that can be used with a grappling hook. There is an integrated level editor that allows players to cooperatively build their own levels, freely switch between building and testing and share the final level with all other players.



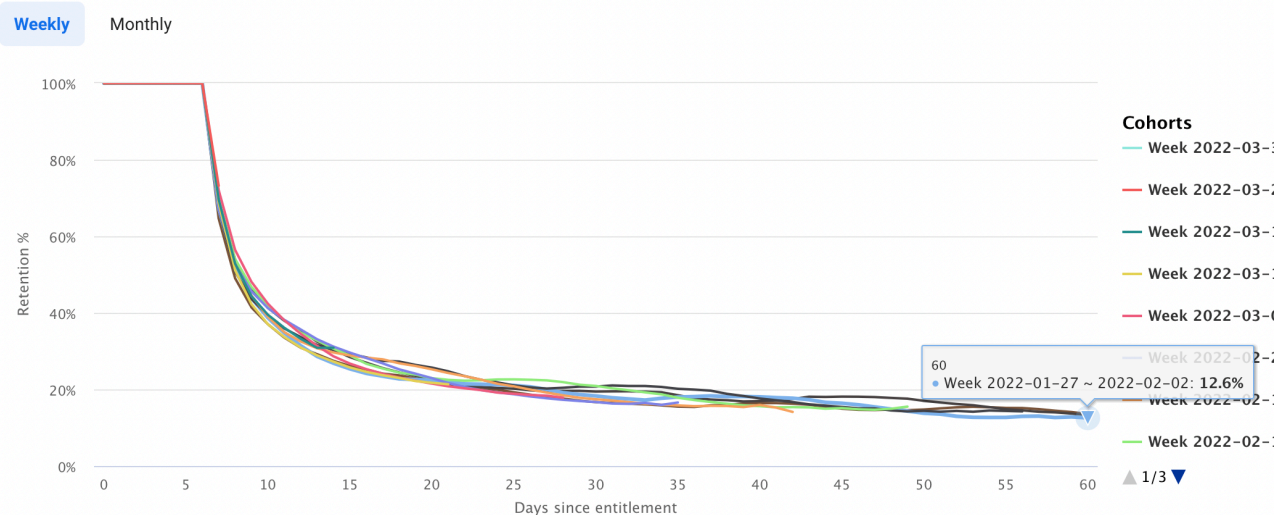
**Positioning:** GRAB is already available as a free Early Access game for the Meta Quest and Quest 2 since November 26th 2021, with a first full release (that also includes Steam and the Oculus PC Store) planned for the end of the year.

**Audience:** GRAB currently has an average of about 12000 daily active players with the majority of them being male, between 13 and 25 years old. (I don't have actual proof, but suspect that the 35-44yo segment are in big parts children playing on their parents accounts). They tend to play VR games for several hour per day. These players have already created over 25000 levels.

Active Users Per Age and Gender ⓘ



Retention Curve ⓘ



*Scope:* Players can build levels together in multiplayer from predefined basic shapes using a set of materials that allows different interactions:

- A basic material that players can stand, walk and jump on.
- A grabbable material that players can hold on to and climb.
- A grabbable material like above, but it breaks if holding on for a while and makes the player fall
- Ice that does not have any friction when moving on it, does not allow to jump and can not be held on to.
- A material that lets players hook onto with a grappling hook to swing over obstacles. There are two different ones, one that will respawn a player on touch and another that also acts as grabbable.
- A lava material that will cause players to respawn on touch.
- Shapes can be grouped and the groups position and rotation can be animated.
- Triggers to trigger moving groups to start moving.
- Probably more in the future to keep things interesting and allow for more complex levels. There could be zones that allow gliding or change the gravity. But these things are not planned for the first full release.

Players then have to play levels to the end to proof that they can be finished and then publish for everyone to try their level.

In the actual game, players can create a playlist of levels they want to play and then play through them, trying to get to the end of each level, managing a limited amount of freely placeable checkpoints, which can sometimes be very tricky.

Players can talk to each other, hold on to each other to help them over obstacles and there will be a ball that any player can pickup from behind their back to throw at other players to make them fall for more interaction.

I plan to add a short campaign that provides an introduction to the game.

**There is a trailer with gameplay here: [www.youtube.com/watch?v=RUOoBLpcZto](https://www.youtube.com/watch?v=RUOoBLpcZto)**

*Theme:* I want all gameplay features to always be very clearly understandable for players, which is why the game has few very clear colors that each have a known function. The fact that the majority of levels is created by the players means that some are very detailed and beautiful and others not so much. For simplicity I chose a very low polygon look, which also helps with performance on the Meta Quest as current main platform.

Supporting Visuals:

