



OUTER WILDS

Description

Name: Outer Wilds

Genre: Action-adventure, exploration, single player, independent game

Theme: Space exploration, Sci-Fi, Mystery, Time loop

Mode: Solo

Platforms: Microsoft Windows, Nintendo Switch, PlayStation 5, PlayStation 4, Xbox Series, Xbox One

Logo:

OUTER
WILDS

Global information

Why this game?

In **22 minutes**, the entire universe will come to an end. Fortunately, that's enough time for you, the young member of the **Outer Wilds** program, to save it.

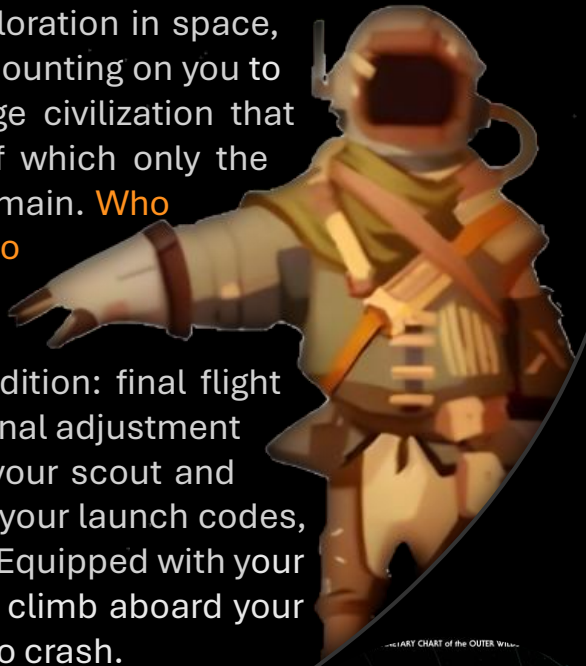
But to do that, you'll need to be curious, persistent, perceptive, brave, adventurous, fearless, patient and resourceful.

Can you be all of these?

Key Selling Points: Innovative, unique and varied game design • Environmental Storytelling • Puzzle based on Observation and knowledge • Open-Ended exploration • Emotional investment from player • Beautiful graphisms • Immersive sound track...

Gameplay

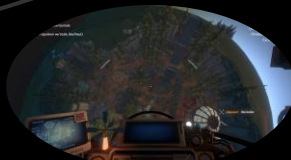
In this game, you take on the role of a young, blue, four-eyed alien on his first mission of exploration in space, and everyone on your planet is counting on you to find out more about the strange civilization that once inhabited your system, of which only the most advanced technologies remain. **Who are they and what happened to them?** Before you leave, say goodbye to everyone and make sure you're ready for your expedition: final flight training, final weightless flight, final adjustment of your oscilloscope, check of your scout and jetpack. **All set?** After collecting your launch codes, you're ready for your adventure. Equipped with your latest-generation translator, you climb aboard your rudimentary rocket, hoping not to crash.



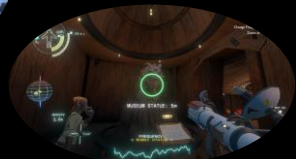
Context

gravity specific to each planet

Mechanics



Space exploration



Usage of oscilloscope to listen to the universe



Usage of alien advanced technology



Timelapse



Non-linear story



piloting our own rocket



Usage of the scout launcher and his camera



Alien translator

Intuitive controls with controller or keyboard + mouse

Immersion by atmosphere and soundtrack

Unique way to play for each player

Open World full of mysteries

Full freedom and autonomy

Extraordinary Game design

Where does the fun come from?



References-Games

Common Elements:

- Time loop
- Open World to explore
- Enigma to solve
- Ending song theme



The Legend of Zelda Majora's Mask
Sea of thieves



Common Elements:

- Absence of inventory
- Immersive HUD
- 3D Graphisms
- FPS view
- Open world



Common Elements:

- Space themed
- Story reconstruction thanks to past conversations
- Absence of inventory



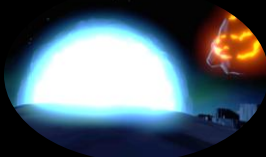
Common Elements:

- Space themed
- Spieces and old civilization discovery
- Free exploration with jetpack and spaceship
- Open world

Innovative Features



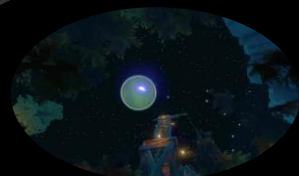
Non-linear structure



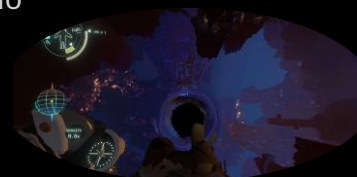
Time Loop Mechanic



Immersive Audio and Visuals



Dynamic Environment



Intuitive Game Design

Statistics

Competitors:

	Similarities	Differences
No Man's sky	Space exploration	Sublime Soundtrack
The Legend of Zelda: Breath of the Wild	Open world • Non-linear story	Moving story
Subnautica	Environnemental narration	Ingenious game design
Minit	Time loop as main mecanic	Unique immersive atmosphere

Market Trends: Increasing success of indie game thanks to plateform such as EpicGame and Steam.

(e.g. Among Us, Fall guys, Celest, Undertale, Hades, Hollow knight, Tunic, Stardey Valley...)

Analysis: Even though Outer Wilds is up against the competition, it stands out for its **sublime soundtrack**, its **ingenious game design** and **unique immersive atmosphere**, and its **moving story**.

Market Analysis
Monetization Strategy

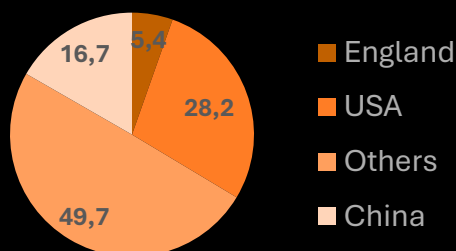
Estimated released date: Mai 28th 2019, on pc

Pricing Model: One-time purchase at 24,99 \$ US

Gross revenue: 36 Millions \$ US

Target: Player who likes space exploration, adventure, searching, enigma solving, story reconstruction

Target audience in the world (%):



Marketing / Promoting strategies: Participatory financing campaign • For sale on most common platform (e.g. Steam, EpicGame, Console Stores...) • Opinions of the press and influencers on early access • Most use platform compatible • Community word-of-mouth • Participation in as many festivals and awards as possible • Regular presence on social media (e.g. Discord, Reddit, Instagram...)

Links

Buy the game

OUTER WILDS

[Steam](#)



[Epic Games](#)



[Reddit](#)
[r/outerwilds](#)

OUTER WILDS

[Instant Gaming](#)

Learn about the game



[Official trailer](#)

OUTER WILDS

[Jeuxvideo.com](#)
[Outer Wilds](#)

OUTER WILDS

[Wikipedia](#)
[Outer Wilds](#)

Personal selection



[TheGreatReview](#)
22 minutes pour sauver
l'univers (ok un peu plus)

[MOBIUS](#)

[X](#)
[Mobius](#)
[official](#)
[news](#)



[Twitch](#)
[Stream Outer](#)
[Wilds](#)



[Antoine Daniel](#)
[Outer Wilds](#)



[Bazar du grenier](#)
[Ces jeux qui m'ont marqué](#)
[– Outer Wilds](#)

Developer studio

Developers: Mobius Digital

Editor: Annapurna Interactive

Fonded: 2013

Game Engine: Unity

Head quarter: Los Angeles



Members: 12 talented people

**Mobius Digital
organisation:**

Studio Information

Development Team



Wesley Martin
Art Director



Lara Colson
Lead Artist



Loan Verneau
Creative Lead



Alex Beachum
Creative Lead



Ian Jacobson
Concept Artist



Masi Oka
Founder



Jeffrey Yu
Engineer



Zach R. D.
Technical Director



Logan Ver Hoef
Tech Artist



Jon Oppenheimer
3D Artist



Andrew Prahlow
Music composer



Kelsey Beachum
Writer

Timeline

2010

Alex Beachum enters the **University of Southern California**

2012

Start of final year **SpaceWorthy** project: prototype of Outer Wilds

2013

Meet Loan Verneau
Creating an **emotional prototype** to set the right mood

Project's name changes to **Outer Wilds**

May
2013

Outer Wilds's **final presentation** to gaming industry professionals

September
2013

Alex Beachum start as a **Game Designer** at Microsoft

2015

Masi Oka & Loan Verneau hire Alex and a ~10 members team in **Mobius digital** to develop Outer Wilds

Raised 125k \$ US in participatory financing

2016

Signature at **Annapurna Interactive**

2018

After several **years of reworking** a release date has been set

28 May
2019

Official release of the game after delays

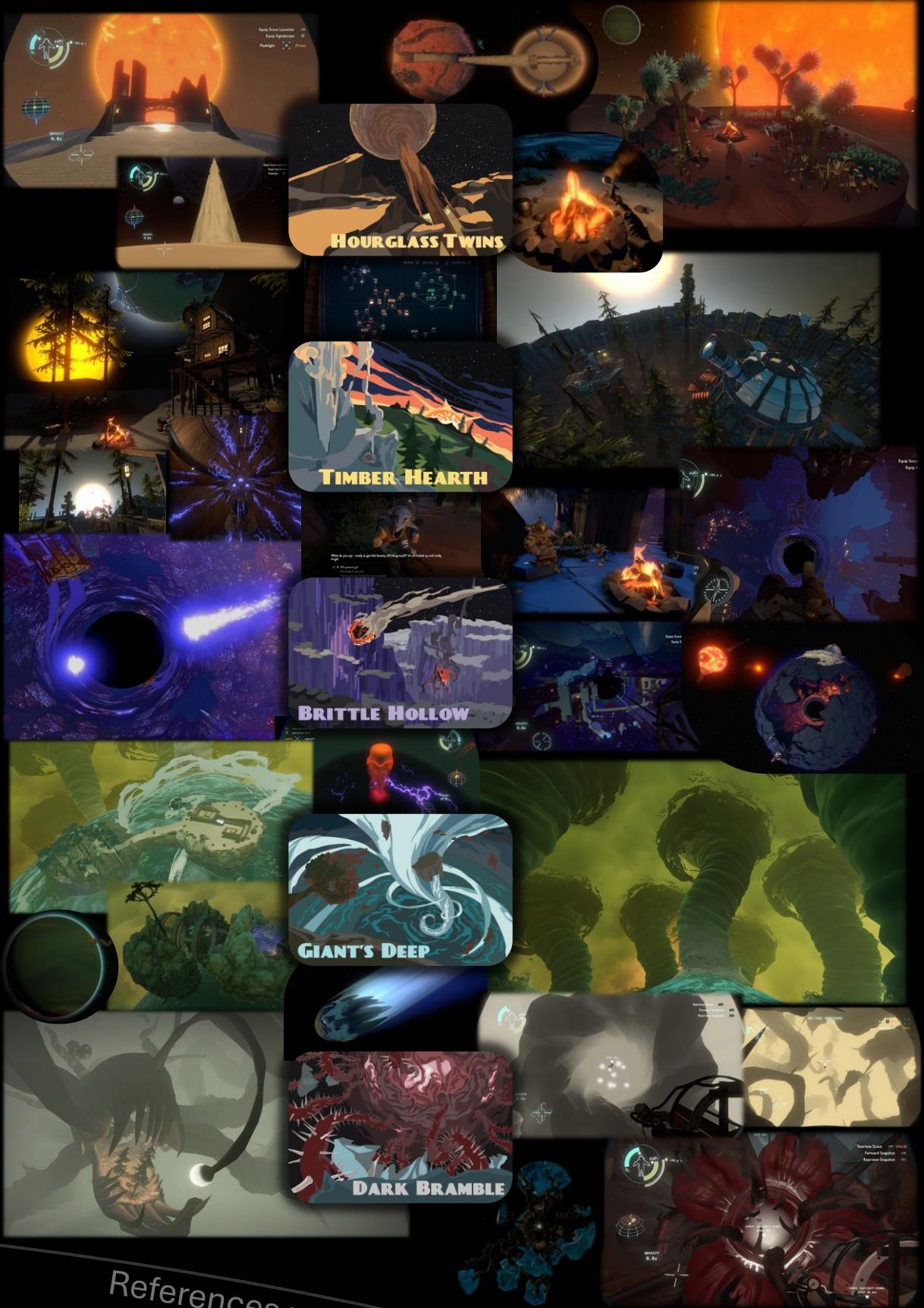
Immediate success Acclaimed by critics and the community alike

BAFTA Original Property 2019
BAFTA Game Design 2019
BAFTA Best Game 2019

28 September
2021

Release of an **unexpected DLC**

Gallery



References use

<https://youtu.be/Ss6vLmLcCbU>

<https://gamalytic.com/game/753640>

<https://www.mobiusdigitalgames.com>

https://fr.wikipedia.org/wiki/Outer_Wilds

<https://www.youtube.com/watch?v=8ReRcT3B350>

<https://www.youtube.com/watch?v=LbY0mBXKKT0>

<https://www.youtube.com/watch?v=BcO1MCIdatK>

https://store.steampowered.com/app/753640/Outer_Wilds/

https://store.steampowered.com/app/753640/Outer_Wilds/

<https://www.ign.com/playlist/rchnemesis/lists/top-100-indie-games>

<https://www.bafta.org/games/awards/bafta-games-awards-nominations-and-winners-2020>

Game immersion