

UNFOUND

PRESS-KIT

Here you will find all the information you need about UnFound. Please don't hesitate to contact us if you need any other material or would like to get an exclusive story.

<p><u>DEVELOPER</u> PANIXEL Entertainment Inc. Mohsen Mousavi </p>	<p><u>FOUNDING DATE</u> OCTOBER 2019</p>	<p><u>RELEASE DATE</u> 2021</p>
<p><u>PLATFORMS</u> Microsoft Windows Nintendo Switch Play station Xbox</p>	<p><u>Price</u> TBD</p> <p><u>GENRE</u> Real-time tactical stealth with Metroidvania elements.</p>	<p><u>ESRB</u> E</p>
<p><u>Social</u></p>	<p><u>WEBSITE</u></p> <p>www.PANIXEL.com www.UnFoundTheGame.com</p>	<p><u>CONTACT</u></p> <p>info@panixel.com</p>

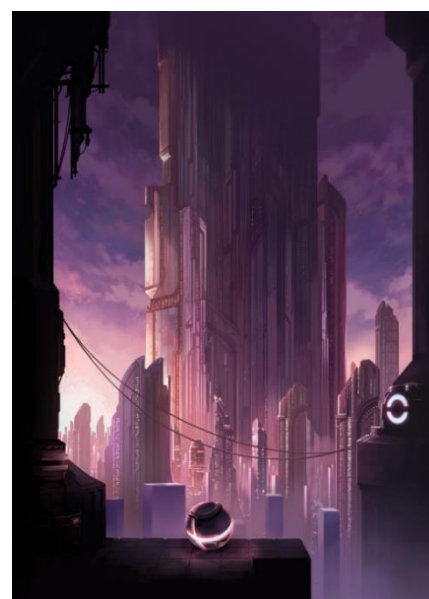
DESCRIPTION

UnFound is a story-driven nonlinear real-time tactical stealth game set in a beautiful world.

The players take control of a deactivated robot who wakes up accidentally and goes on a journey to find out his identity and sparks an uprising of the clones against the system in a world of gorgeous scenery and moody environments.

With every progress, the robot reactivates more of his lost memory fragments, and step by step the back story unfolds. Is he who we think he is?

UnFound is developed entirely by Mohsen Mousavi, an Emmy winning visual effects supervisor with 15 years of experience in blockbuster feature films and TV series.



KEY FEATURES

Stealth mechanics

UnFound features classic stealth mechanics in a unique and modern format. Every situation presents the players with different options. The players can choose their approach on how to bypass enemies and reprogram the other clones using a collection of stealth mechanics.

The players avoid getting spotted by the guards and use them as well as the environment to their advantage to navigate through the levels.

Metroidvania play style

The players have access to most of the world right from the beginning but can't access sections without gaining certain abilities. Levels are designed in a nonlinear fashion. The players can jump between different checkpoints that they have already unlocked using a clever map system.

Narration

UnFound heavily focuses on passive storytelling. "The Core", the main artificial intelligence protocol carries the story in a one-way monolog with our protagonist. Using a pre-trained voice model, The game uses a dynamic narrative that adapts to the situation on the fly.

Carefully hand-crafted levels and re-playability

Levels are balanced towards a multi-solution approach using different sets of skills and items which adds a lot of re-playability to the game.

Gamepad /Mouse and keyboard support

The players can play the game using a "Gamepad" or "keyboard and mouse" in the style of classic top-down stealth games. The players can switch input during the gameplay at any time.

Balanced gameplay

We have spent a great deal of time, balancing all the puzzles and level flows.

Vision cone

Each enemy has a color-coded vision cone. The players will use all their abilities to avoid getting spotted. Guards will notify the nearby guards and alarm the entire system against you!

Tactical view

The players can switch to a clutter-free tactical view of the level where they can analyze the layout and make their next move more efficiently.

Inventory

Simple yet powerful inventory system mechanics.

The players pick up items and gain different abilities along the way. Each puzzle is carefully designed to work with a variety of combinations of these items.

Clones

The players will be able to activate their fellow deactivated clones, reprogram them, take control of them and guide them towards the end of the level using all their stealth skills. The clones are essential to solving some of the puzzles.

Rich environments

UnFound features minimalistic and futuristic visuals. Each level has its flavor and color theme in support of the narrative.

Nonlinear gameplay

Levels are designed in a nonlinear fashion. The players can jump between different checkpoints that they have already unlocked using a clever map system.

Map

The players can use the map to teleport to different checkpoints and reach previously blocked sections of the level.

DEVELOPER BIO



PANIXEL

PANIXEL was founded in 2019 by Mohsen Mousavi, an Emmy winning visual effects supervisor with over 15 years of professional experience in the high-end visual effects industry. Located in the heart of beautiful Vancouver, PANIXEL is working on its first title "UnFound", a story-driven nonlinear real-time tactical stealth game set to be released in summer 2021.



Mohsen Mousavi

Mohsen Mousavi is an Emmy winning visual effects supervisor with over 15 years of professional experience in the high-end visual effects industry. Mohsen has been involved in some very high-profile projects such as Martin Scorsese's "HUGO", Roland Emmerich's "2012", "Independence Day: Resurgence" and "THE MEG". In 2019 Mohsen helmed the final 3 episodes of the last season of HBO's "Game of Thrones" which gained him an "Emmy" award for outstanding visual effects.



Maria Koebsch

A creative multi-talent and classically trained musician, Maria is a co-producer at PANIXEL. She is the driving force behind UnFound's music. The balance between her critical thinking and her creativity makes Maria an indispensable part of PANIXEL.

Screenshots

Please see the [Screenshots](#) folder in the download package.

Trailer

[Link to YouTube](#)



Artworks

Please see the [Artwork](#) folder in the download package.

Music

[Link to SoundCloud](#)



Merchandise

[Link to the shop](#)



FAQ

We get asked a bunch of questions repeatedly so maybe we can predict your next question!

What game engine is “UnFound” made in?

Unreal Engine



I am missing some information in the press-kit! Can I get more?

Please don't hesitate to [contact us](#) if you need any other information or would like to get an exclusive story.

Does UnFound include Co-Op mode?

We are working on a Co-Op mode and are planning to add that as a post-release update.

Will PANIXEL allow YouTube content creators to monetize videos featuring gameplay footage?

Yes! For more information, visit our [Video Policy](#) page.

