



PRESENTS

**ARKHAM ROGUES:
IVY**

Game Design & Pitch Document

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Game Overview

Concept

Venture into a fantastical and overgrown Gotham to discover the secrets of the catastrophe that's left the city in a state of environmental disarray. As Poison Ivy you'll decide how - and if - you want to restore the metropolis, and learn how to wield your powers along the way. For good or for evil? Well that's up to you.

X Statement

Gotham City has been transformed into an overgrown jungle by Poison Ivy in this new take on her origin story. The player must return the city to normality, while avoiding enemies who seek to cause you harm, despite your shared goal.

Goal

Master Ivy's powers through story progression and return Gotham to its original state - or as close to it as possible.

- Master and grow Ivy's powers
- Uncover the secret at the heart of the game's plotline
- And save your partner and your relationship

Themes

The core theme of Arkham Rogues as a series is duality: Ivy is torn between her humanity and nature affinity; does her plant magic make her inherently bad? Can she be good when she chooses nature over humanity or vice versa? Is Harvey Dent only bad when he becomes Two Face, or was he always capable of evil? Did power make him evil? Did his progression from a do-good lawyer to Gotham Mayor corrupt him?

These are the questions we want the player to be asking and trying to figure out as their choices impact the world of Arkham Rogues and the inhabitants of Gotham, whether they are human or flora.

Target Audience

Desired PEGI & ESRB Rating

Going by the ESRB ratings for [Batman: Arkham Asylum](#) and [Batman: Arkham Knight](#) which are similar in style and content, we would be hoping for a T rating but wouldn't be dismayed or surprised by an M rating. While Poison Ivy as a character may appeal to a younger audience after her appearances in the Lego Batman games, our primary target audience would consist of males aged 16-25 who are fans of or are at least familiar with DC comics and enjoy superhero stories.

With having a female lead character we hope to attract more female fans and players to the Arkham Rogues franchise, and similarly with having Aloe who is non-binary as a prominent supporting character, we hope to appeal to LGBTQ+ players too.

The game will not include gratuitous blood, strong language, or adult themes, therefore we can expect PEGI 16 and T rating which will allow us to market the game to a wider

audience rather than limit it at the point of sale, as most retailers will not sell an M rated game to a person under the age of 17 without an adult present.

However, if the content is deemed to be in line with 18 and Mature ratings, we will not water down the content of the game or story in order to achieve a T rating.

Competitor Research

Our game is an action-adventure with an immersive, interactive narrative.

We're currently in a time where these kinds of games are performing incredibly well with critics and players alike, as you can see from the successful performances of our competitors; Control, Life is Strange, The Last of Us: Left Behind DLC and Forspoken.

These games also feature cinematic, female-led narratives - but what will make Arkham Rogues: Ivy stand out amongst these titles is its fantastical art style and extensive spell-casting system, which gives the player more autonomy than they might usually expect from this genre.

Our game will tap into and expand on this successful area, and with such a beloved villain like Poison Ivy as our anti-hero it's already set to be on the radar of DC fans - combining two booming markets.

Player Profiles

We have used Quantic Foundry's Player Types model to illustrate the specific type of players Arkham Rogues: IVY will appeal to; these are the Slayers, who enjoy a cinematic experience, and Bounty Hunters who enjoy exploration and progression.

Our primary target audience would consist of people aged 16-25 who enjoy superhero stories and are fans of - *or are at least familiar with* - DC comics.

Poison Ivy as a character may appeal to a younger audience after her appearances in the Lego Batman games, but the content of our game would not be appropriate for that group.

With having a female lead character we hope to attract female fans and players to the Arkham Rogues franchise, and, as Jamie mentioned, we aim to appeal to LGBTQ+ players too,.

The game will not include gratuitous blood, strong language, or adult themes, therefore we can expect PEGI 16 and ESRB T rating which will allow us to market the game to a wider audience, rather than limit our audience at the point of sale to those aged 18+.

Narrative Outline

Main Storyline

Poison Ivy is taking some time away from her petty squabbles with Gotham Mayor Harvey Dent, to spend some time with her non-binary partner Aloe. While relaxing at their favourite spot, the suspended carousel in Gotham's Amusement Park set at the centre of a lake, an environmental protest against Ace Chemicals passes by. Ace Chemicals, who are funded by a mystery benefactor, are working on a substance that genetically alters plants and crops – but the shady company will not reveal publicly what the purpose of this chemical is or what their ultimate goal is.

Intrigued, and sympathetic to the protestor's cause, Poison Ivy and Aloe's attention are drawn to the spectacle. At the gates of Ace Chemicals, the protestors are shouting obscenities and their demands – stop dumping chemical waste into the lake! A steady flow of hazardous chemicals have been seeping into the lake, causing strange plants to grow which give off foul fumes – it's clearly not natural and even to the untrained eye, it looks dangerous.

The waste continues to pour into the lake as the protest attracts more people to the crowd, when critical mass is reached. Toxic spores rise from the lake to the spot where Ivy and Aloe are watching, and the adverse effects are immediate, causing her powers to spiral out of control. This lack of control mixed with the pain she is subjected to while her body attempts to adapt to the chemical causes her to rend the earth with roots that reach the height of Gotham's tallest skyscrapers, leaving the city in a sorry state as it has been turned into a jungle blooming with dangerous flora which has been long forgotten by humans, lying in wait beneath the city.

The quaking from the roots erupting from the earth send both Aloe and Ivy flying, and as they plummet towards the lake, with a monumental effort Ivy saves Aloe from falling into the lake but at the expense of her powers which are now completely burnt out. Ivy crawls onto dry land to join Aloe where they briefly stand and take in what has just happened, observing the now destroyed Gotham. With the bridge to the amusement park wrecked and impassable, Ivy must scour the island to gather enough power to create a vine bridge in order to explore the city. The amusement park now serves as a safe haven and hub area where Ivy can regroup with Aloe and power up.

Thousands of Gotham's inhabitants lay dead, brutally killed by roots and vines erupting from the ground – witnesses can only see her as a monster after seeing their friends meet a terrible end, failing to see that Ivy is scared and horrified herself by the damage and pain she's inadvertently caused. Ivy and Aloe's horror at the destruction is the basis of their motivation to reverse the damage to the city and find a cure for the mysterious ailments the chemical causes in humans, but also restoring Ivy's power is paramount.

Ivy is desperate to put things right but is constantly pursued by those who would cause her harm – Ace Chemicals' employees, and survivors of the city's destruction. They also want to return the city to its previous state but will not accept that Ivy also wants to do the same. It is only when they begin to ruthlessly burn, hack and slash the vines ensnaring the city does she feel the plant's pain, and she wants her pursuers to feel that also. The line between her humanity and affinity with all plant life is blurred, leaving her in a grey area between protagonist and antagonist.

It is revealed that Harvey Dent is Ace Chemical's benefactor, providing the funding for the production of the mystery chemical, and that he orchestrated the protest to catch Ivy's attention and use the chemical on her to test its effect on her. Dent and his goons captured Swamp Thing, and synthesised The Green from his DNA, experimenting on him until they could find a way to harness and utilise The Green for their own nefarious deeds. During a crisis of conscience, an Ace Chemicals employee reaches out to Aloe who is based at the Amusement Park safe haven and reveals where Swamp Thing is being kept and experimented on. It is up to Ivy to infiltrate the facility and rescue him.

Dent's ultimate goal with the chemical is to modify plant based food resources so that they contain a manipulatable gene called The Green that when consumed by a human, the human can also be controlled. Harvey wanted to use this control to progress his political career and guarantee he would have no political opposition – but first, he had to control Ivy too.

The chemical's effect on Ivy isn't what Dent or the scientists at Ace Chemicals expected – instead of making her docile and controllable with The Green, it not only allowed her to control it (as they hoped for) but it also increased her powers, making her able to create flowers that produce spores containing The Green. Humans that came into contact with these spores were controllable without them having to directly consume plants containing The Green. These were technically better results than Harvey expected, but it made the job of controlling Ivy that much more difficult, and revealed to her why he had been so hellbent on attacking her before the protest incident. It is also revealed that Dent had also been producing a vaccine that would make one resistant to The Green, so he could not be susceptible to manipulation by Ivy once he had captured her.

The story concludes with a confrontation in the Ace Chemicals production plant where a fight takes place against various waves of enemies, culminating in a vat of the corrosive chemical being tipped over spreading across the floor, where Ivy's final blow leaves Dent rolling on his left side as that half of his body is burned and melted by the chemical. The trauma caused by the pain of the corrosion, and neurological effects of The Green leave Dent unhinged, and he becomes Two Face, setting him up as the main character for the next game in the series.

Victorious, Ivy uses the vaccine on her partner, making them immune to the effects of The Green. Depending on choices made throughout the game, Aloe may or may not choose to leave Ivy, on the basis of whether Ivy acted monstrously or if she took care to spare people on her journey to restoring the city.

Game Narrative Timeline



Side Missions

Character Specific Missions

- Help Killer Croc set his lair right
- Disrupt Ace Chemicals operations with Croc's help
- Learn specific magic abilities from Nommo Balewa
- Learn specific magic abilities from Zatanna
- Learn specific magic abilities from Swamp Thing

Key Locations

- Gotham City
- Ace Chemicals
- Dixon West Pier

Characters

Main Protagonist (Player Character)

- Poison Ivy (Dr Pamela Isley)

Our initial discussions around Poison Ivy was a mutual preference and decision to do something that is not the overly sexualised temptress/seductress archetype. We knew our character would be relatively diverse, different and unique. She still carries the independent, witty, charming, rebellious energy, and compassion for the environment.

Whilst enjoying a date on her day off, Poison Ivy and her partner are witness to a catastrophic accident at Ace Chemicals. Ivy's exposure to a dangerous chemical substance causes her powers to surge - leaving Gotham in a state of overgrown environmental collapse, and Ivy's powers drained.

Main Antagonist

- Two-Face (Harvey Dent), mastermind behind Ace Chemical's nefarious deeds.

Allies

Humans

Poison Ivy's non-binary partner Aloe is her main ally and confidant. Aloe is an original character for this story, with their name being androgynous and also a reference to Poison Ivy's (played by Uma Thurman) line in *Batman and Robin* (1997) after her transformation from Dr Pamela Isley to Poison Ivy she states the animal plant toxins had replaced her blood with Aloe.

Rogues

Swamp Thing

Has been captured by Ace Chemicals and experimented on in an effort to exploit The Green and his connection to it in order to control the population of Gotham to serve Harvey Dent's political interests.

Killer Croc

Despite initially attacking Ivy for the destruction of his sewer-based lair, he joins Ivy in her endeavour to fix Gotham and bring down Ace Chemicals and Harvey Dent.

Hybrids

The Green/Spore-affected humans

Humans who have come into contact with plant spores become zombie-like (but not actual zombies) and can be mind-controlled by Ivy. They will do her bidding becoming hostile to Ivy's enemies. Only as the story progresses and Ivy gains control over her abilities, unlocking new powers through story progression, is she able to control them. She can use them as a distraction for other enemies, or they can be used to outright attack them.

Enemies

Humans

Biohazard Crew/Ace Chemicals Workers

Heavily armed operatives attempting to contain the flora and eliminate Ivy. Their aim is to return the city to its previous state either by destroying the flora, or by harnessing Ivy's powers.

Harvey Dent's Grunts

Their aims are to take out Ivy and carry out tasks that will ensure the success of Harvey Dent's/Ace Chemicals' plans to control Gotham's population.

Survivors

People who managed to escape death during the city's destruction – most are too afraid of Ivy to engage in a fight with her unprovoked, but they will defend themselves if she comes too close or they witness Ivy using her spores to mind-control their friends. Some survivors will offer the player various fetch-quests.

Flora

Spore producing flowers

Until Ivy's powers are strong enough and she is resistant to the spores or she can command the plant to close its flower head, spores emitted from certain plants will deal small amounts of damage while Ivy stands in the area of effect (AOE). These plants may serve as barriers to stop progression in the pursuit of certain collectibles or as part of puzzles.

Game Design

Platforms

PC and next-gen consoles only; PlayStation 5, Xbox Series S|X. Developed on Unreal Engine 5.

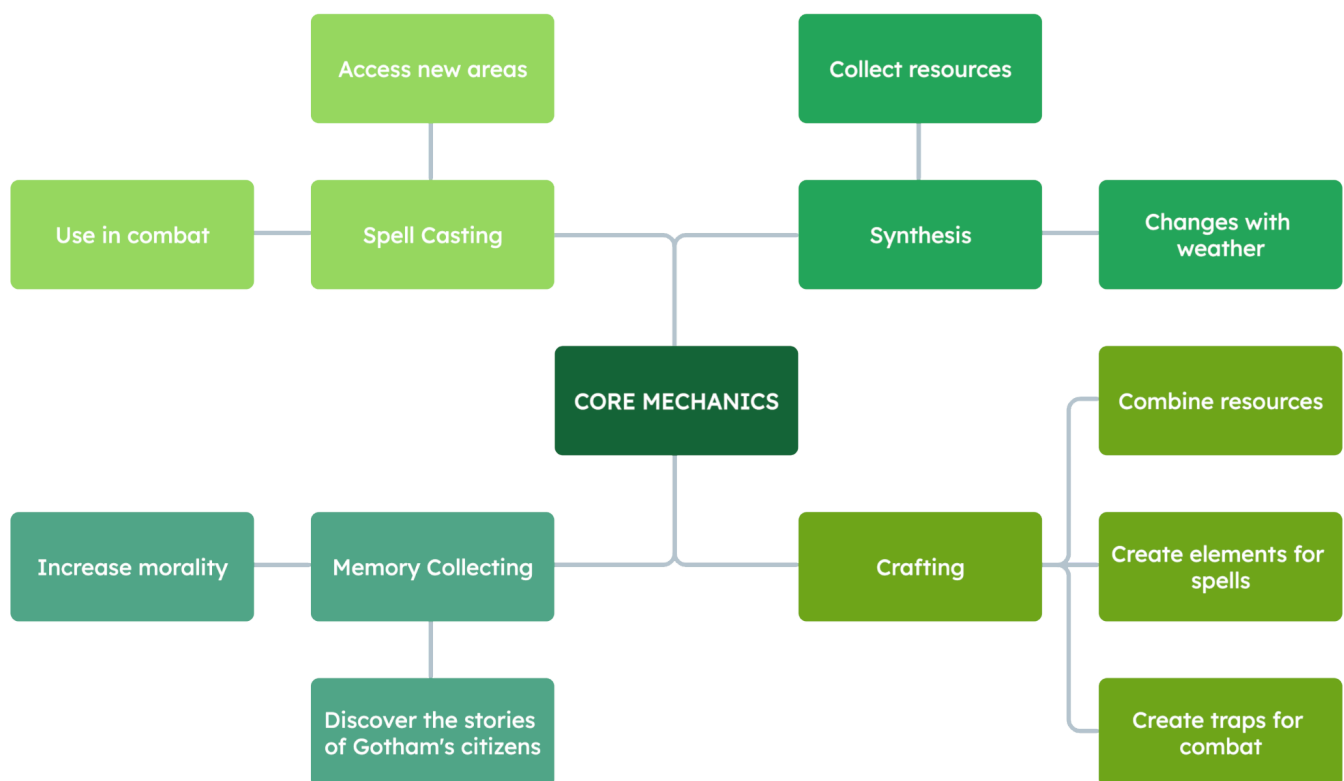
Mechanics

Player Experience and POV

3rd person, over the shoulder view

Players craft items and self-contained spells such as, stun, thorn throw and bind, by collecting leafs, berries, thorn, root, and bringing them back to Ivy's Green House. This Green House is a hub area that we as a team, have created as a small, original extension of Gotham.

Memory Collecting provides players with another way of building alignment whilst also learning about the people of Gotham. These take the form as floral figurines that have been saved by The Green.



Pillars

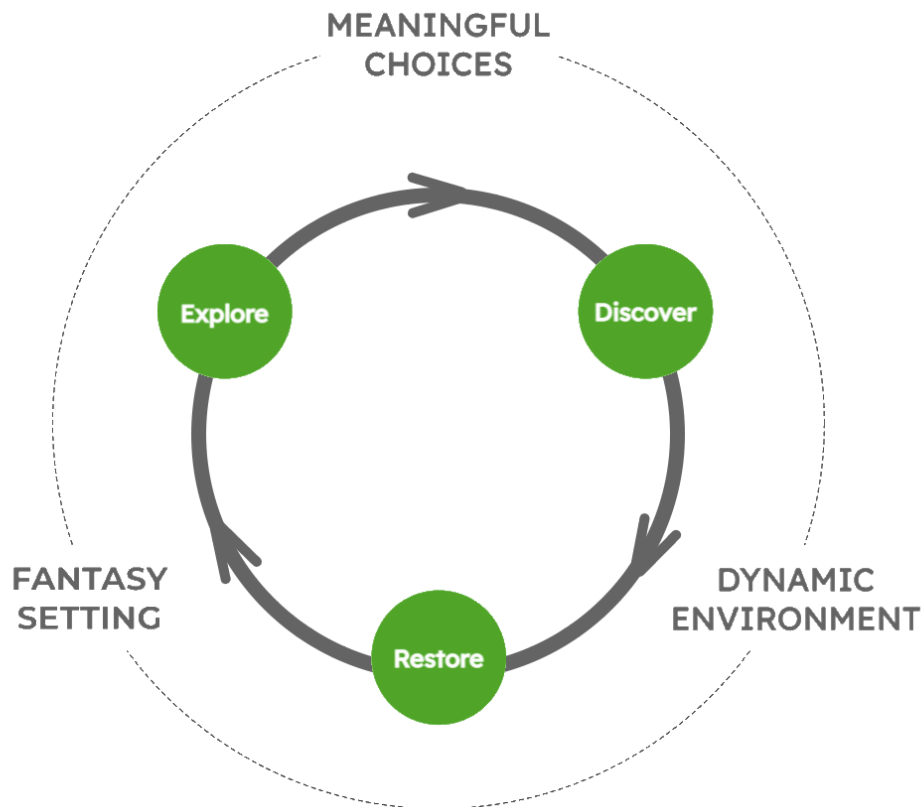
Our game leans into herbalism and plant-magic inspired by ancient practices and nature based religions. This provides a grounded fantasy setting that's more realistic and gritty that focuses on character development and the exploration of human nature, as opposed to high-fantasy epic battles.

The Green, being the nature spirit, functions as an alignment system that is aware of the players' actions and choices - the more plant mutations you destroy, the closer you are aligned with nature, and the more access you have to its magic and abilities.

The environment changes too, weather affects foliage, and dictates what resources are available and areas accessible.

Core Loops

Explore > Discover > Restore



Players will start the game exploring areas through-out Gotham. Each street, alleyway, rooftop may have something that could help Ivy through her journey.

The more you explore, the more you discover. Finding extra resources to help IVY on her journey, information from NPCs to find out what's caused the environmental collapse, finding out more information that will help you save Aloe. Discovering major mutations is important because if you have the ability, you can destroy them, gaining access to a new area to explore.

Photosynthesis Mechanic



This is a first iteration showing how photosynthesis functions mechanically. There are access patches through-out the world that will have hyper-sensitive roots or plants that bloom rapidly when receiving light/energy. This would be introduced early on in the game as a Sun & Shadow puzzle to teach the players it's function, prepping them for when they have the ability to use their own magic/energy.

Camouflage is another way of navigating through the areas. Ivy has the potential to blend into various type of foliage and flora like a chameleon.

Combat/Stealth

Magic/mana based

Collectibles

Human Memories

Annihilation ref

Ace Chemicals Test Notes

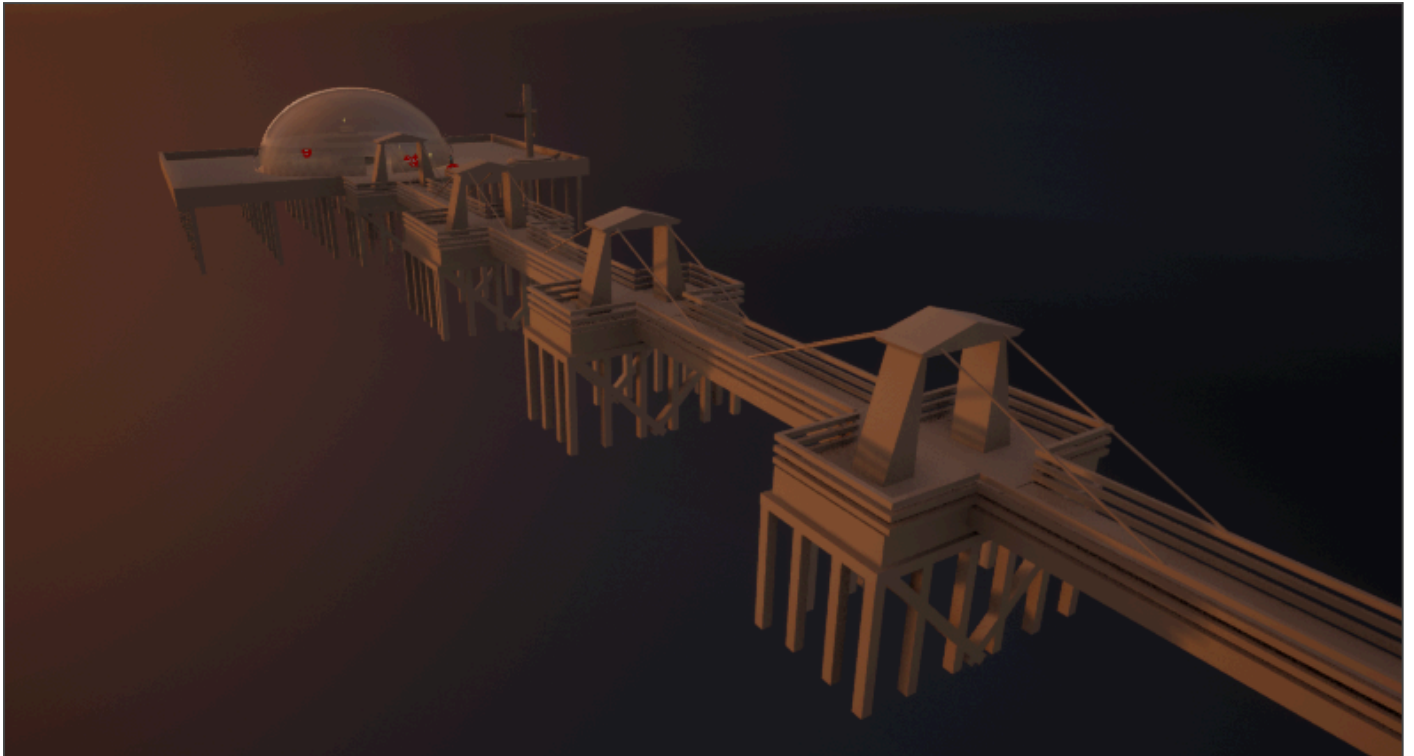
Provide lore around The Green and its origins, how they planned to use it, failed tests etc.

Accessibility Options

We've looked into colourblind settings, audio description, disabling QTE/button mashing events, auto grab traversal, difficulty settings chosen at start of game or adaptive

difficulty, and Story Mode difficulty similar to Jedi: Fallen Order for casual gamers that just want to enjoy the story.

Hub Block Out Unreal Engine 5.0



Art Direction

Overall Goals

The art direction for our game is between comics and realism - because of this our main artistic reference is the animated tv show: Arcane. For cutscenes the art style will take on a more comic based direction, and for gameplay - more realism.

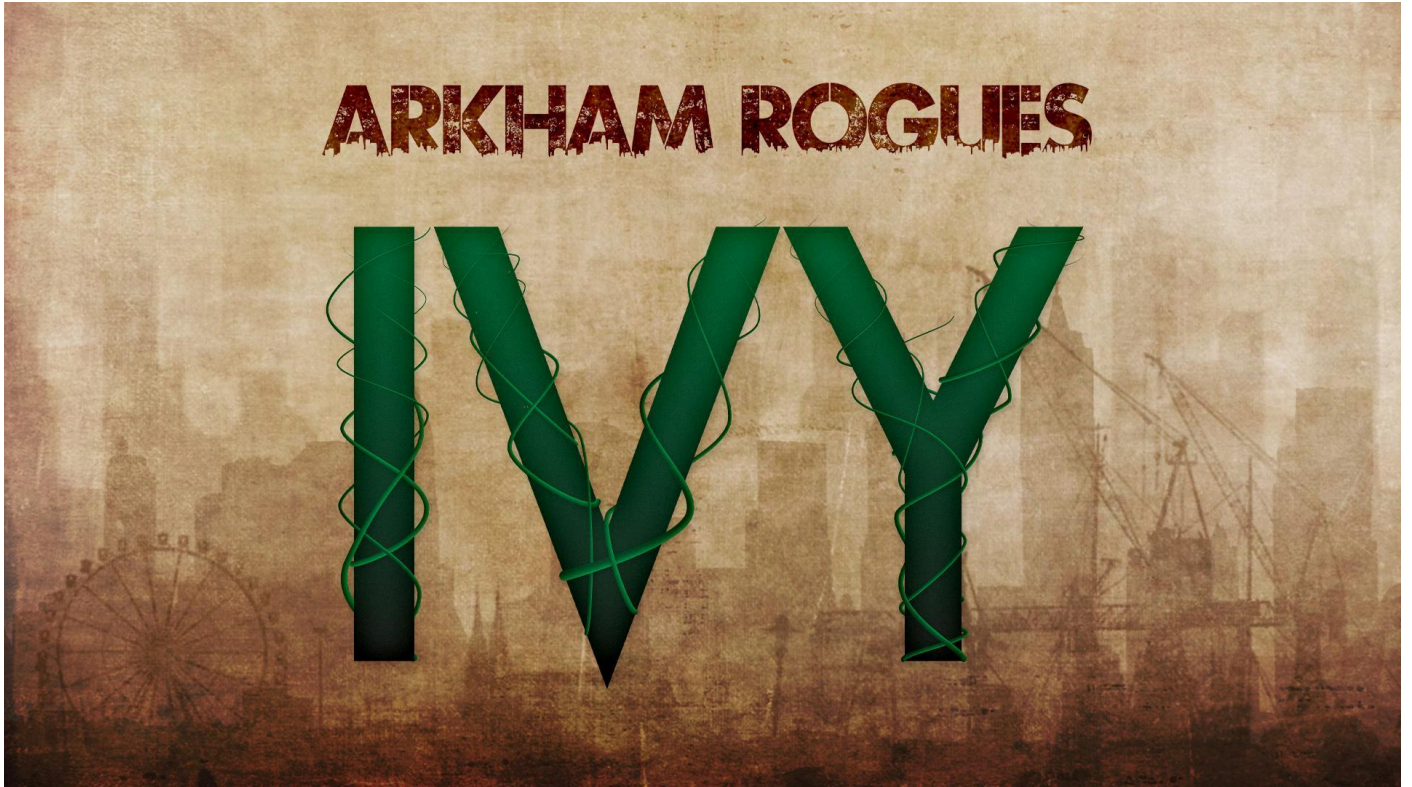
Art Style

- We decided our main environment to design would be a 1930's abandoned pier with a greenhouse in the centre just off the shore of Dixon Dock West, not far from Ace Chemicals. This is their own secret space and personal project to make their home, featuring an old flying airship ride and a multitude of magical and vibrant plant life.
- As well as being influenced by Arcane, when it came to our environment we were also inspired by our characters - what kind of world would they make for themselves?

Final Concept

In the final concept, we wanted our players to be able to envision the magical vibe of the world we are trying to create. Here we can see the pier, focusing on the greenhouse viewed from their lookout point - created from what remains of an old flying airship ride.





ARKHAM ROGUES

NY



Sound Design

Overall Goals

The primary goal is to create an engaging and immersive soundscape that suits the tone of the game and seamlessly blends the realism and comic book styles of the game. This will be achieved by implementing high quality real-world sounds and combining them with exaggerated sounds in combat to sell the comic book inspirations in the game.

Mood and Ambience

Location: Amusement Park Hub Area

The abandoned pier with 1930's inspired amusement park will have a warm, homely ambience indicating to the player that this is a safe environment - a special home-from-home that Ivy and Aloe have made their own away from the bustling city and destruction after the Ace Chemicals environmental incident.

It will still have all the sounds that surround an abandoned coastal structure (waves, sea-spray, seagulls, creaking metal and wooden structures), but comforting sounds like a gentle hum from string lights Ivy and Aloe have used to decorate the space, or a record player softly scratching away whilst playing Ivy and Aloe's favourite tunes.

Location: Overgrown Gotham

In contrast to the hub area's warm and comforting environment, the overgrown Gotham city must sound desolate, reflecting that a massive disaster has just occurred there with lives and livelihoods being lost. In order to make it clear that this isn't a post-apocalyptic environment set 10 or 20 years in the future where the city had naturally been reclaimed by nature, sounds like car alarms should be blaring, TVs and radios should be playing to show that people left in a hurry and didn't think about turning them off. Public service announcements will be used to provide further context and lore for the player about the disaster, what has been spotted in the city, and what the wider world is seeing of Gotham through these news reports.

Crumbling skyscrapers ensnared in creaking ginormous vines will evoke an ominous and dangerous tone, as if it could come down at any minute. Reflecting the theme of duality, as Ivy is torn between her humanity and plant affinity, these ominous sounds will invoke feelings of loss and fear that humans that fled Gotham felt during and after the disaster. Conversely, the wondrous flora that has enveloped the city will have exaggerated fantastical sound effects that would appeal to Ivy's plant side.

Sound Effects

Reward Sounds

When successfully clearing an area of magical flora making it explorable, a satisfying reward sound effect will play to reinforce that the player has progressed, and encourage them to carry on playing and achieving in-game goals. A good example of a varied series of reward sounds are those from *The Elder Scrolls: Skyrim*; the deep choral notes that accompany the reward sounds resemble those often found in Nordic/Scandinavian folk music which feels rooted in nature - something we would like to capture with our soundscape. The reward sound in Arkham Rogues: IVY is made up of notes from the D minor chord played on an acoustic guitar, laid over choral notes. The individual notes

from the D minor chord capture a melancholy tone appropriate for representing Ivy's inner turmoil over her humanity and affinity with nature, and the acoustic guitar grounds the chiming notes with a more earthy feel.

Ambient Sounds

Sounds tied to static objects which are not of natural or man-made origin will have ethereal sounds that emphasise their magic/supernatural origins. Flowers that produce glowing spores which serve as light sources for example, will emit gentle light twinkling sound to exaggerate the magic themes of the game, also serving the purpose of demonstrating that Ivy's plant magic can be passive and wondrous while at other times it can be destructive.

When in the city, at random intervals, audio of crumbling rocks and falling dust will play around the player, as well as the sounds of enormous vines creaking in the distance, high up on tower buildings, echoing around the city to demonstrate not just the vastness of the playable area but the verticality of it too.

Soundtrack

The soundtrack's primary purpose will be to inform the player about tension levels in a particular scene or scenario, the emotions being felt, and the danger etc.

The soundtrack will also capture the theme of duality; references for the desired sound are Nick Arundel's track from *Batman: Arkham City*'s soundtrack called "Stealing Beauty" (otherwise known as Catwoman's Intro) and David Buckley's track "Nature Always Wins" from *Batman: Arkham Knight*.

The ambience for the greenhouse area in the hub should have a magical yet comforting ambience supported by a track that supports this. [Corvo Bianco's ambience](#) from The Witcher 3: Wild Hunt, accompanied by The Banks of the Santresour track from the game's soundtrack, is a good example of what should be aimed for, minus the French inspired accordion. The vocals are enchanting and provide the whimsy necessary to express Ivy's contentment in the greenhouse area.

For more sombre moments in the game, portrayed through cutscenes or just after story altering events, more melancholy tracks would play, but would still contain a magical/ethereal undertone. A good example of this is Akira Yamaoka's "[The Day of Night](#)" from *Silent Hill 2*, or the extended version of "[Restless Dreams](#)".

In a scene where Ivy is on top of a building overlooking the city contemplating whether nature overgrowing Gotham and effectively reclaiming it could actually be a good thing, tracks with a calming atmosphere but still establishes that the danger is still present will be playing in the background. An example of this is "[Neon Night](#)" from the *Halo 3: ODST* soundtrack.

In-Game Audio Options

The player will have the option to set their audio preferences to match their audio setup; whether their game audio is playing through headphones, stereo speakers, 5.1 surround

sound or 7.1 surround sound. Changing the audio output will tailor their audio experience to provide better immersion in the game.

Further Inspiration and References

Inspiration and references can be found on our shared Miro Board.

Implemented Audio

<https://www.youtube.com/watch?v=KWaDWlJtmMk&t=1s>

Quality Assurance

Overall Goals

The ultimate goal is to create a game that functions to the highest possible standard on all platforms. We want all bases to be covered throughout production to ensure a smooth release so that bugs and crashes don't negatively affect the release of the game - we want the main headlines about our game to be about the story presented, not about bugs that marred the gameplay.

Version Control Methods

Perforce is our preferred method of version control, as GitHub didn't work while we created our demo hub area of the game.

Bug Tracking

Software

We are using Jira for tracking bugs as well as team goals and progress. After originally using spreadsheets and task trackers on Microsoft Teams, we realised we needed a tracking system with more functionality that allowed us to track tasks more accurately and with less manual input.

Test Suite

Test Suite for 'Options Screen'							
Arkham Rogues: Ivy / Playstation 5 Console							
Test Number	Test Description	Test Steps	Expected Results	Actual Result	Pass/Fail?	Consistency of Result	Link to Jira Bug Report
1.1	Navigate to 'Options Menu'	1. Select 'Options' button on controller	The 'Options Menu' screen opens	The 'Options Menu' screen opens	Pass	5/5	N/A
2.1	Navigate to 'Game' options category in 'Options Menu'	1. Follow steps to open 'Options Menu' as in 1.1 2. Select first category title 'Game' with X button	The 'Game' options category opens	The 'Game' options category opens	Pass	5/5	N/A
2.2	Change game difficulty to 'Hard Mode'	1. Follow steps to open 'Options Menu' as in 1.1 2. Select first category title 'Game' with X button 3. Push left joystick in down direction to navigate through 'Game' options until you reach 'Difficulty' category 4. Press X button to select 'Difficulty' category 5. Push left joystick in right direction to cycle through game difficulty options until you reach 'Hard Mode' 6. Press Δ button to confirm changes	The game difficulty should be updated to 'Hard Mode'	The game difficulty is updated to 'Hard Mode'	Pass	5/5	N/A
2.3	Turn subtitles on	1. Follow steps to open 'Options Menu' as in 1.1 2. Select first category title 'Game' with X button 3. Push left joystick in down direction to navigate through 'Game' options until you reach 'Subtitles' category 4. Press X button to select 'Subtitles' category 5. Push left joystick in right direction to cycle through subtitle options until you reach 'On' 6. Press Δ button to confirm changes	The subtitles should be turned on and displayed at bottom of screen whilst playing game	The subtitles do not turn on and aren't displayed whilst playing game	Fail	5/5	https://ediestraight.atlassian.net/browse/GT-LP-61

Here you can see an example test suite I created as part of my QA role to test how the 'Options Menu' in our game would operate. The purpose of this is to identify any errors that might occur when attempting to perform different actions in the menu.

As you can see in test case 2.3 I input a 'failed' test for the action of turning on the subtitles during gameplay, so I could demonstrate how a bug report would be created from the identification of this error.

Jira Bug Report

Projects /  Green Team Live Proj... /  Add epic /  GTLP-61

Subtitles aren't applied to game when turned on in 'Game Options'

 Attach  Add a child issue  Link issue  

Description

Game: Arkham Rogues: Ivy

Platform: Playstation 5 Console

Location: 'Game Options' menu screen

Description:

Given I am changing subtitles to be turned on during gameplay

When I select 'On' under the 'Subtitles' category of the 'Game Options' menu

Then no change is noted and subtitles do not turn on

Steps to Reproduce:

1. Select 'Options' button on controller
2. Select first category title 'Game' with X button
3. Push left joystick in down direction to navigate through 'Game' options until you reach 'Subtitles' category
4. Press X button to select 'Subtitles' category
5. Push left joystick in right direction to cycle through subtitle options until you reach 'On'
6. Press  button to confirm changes
7. Close 'Game' category options by pressing O button to return to 'Options' main screen
8. Close 'Options' main screen by pressing O button again
9. Gameplay will continue, observe if subtitles appear when characters are speaking

  1   

To Do 

Details 

Assignee	 Edie Straight
Severity	Medium
Date Reported	Feb 19, 2023
Sprint	GTLP Sprint 4
Reporter	 Edie Straight

Created 2 days ago  Configure

Updated 2 days ago

Repro Steps:

5 out of 5

100%

Acceptance Criteria:

The subtitles should turn on in the game when they are set to 'On' in 'Game' options menu

This is the Jira bug report that the link attached to test case 2.3 would take you to, which includes sections like the description of the bug, steps to reproduce the issue, and the repro rate.

I categorized this bug as 'medium' severity. Whilst for most players the inability to turn on or off subtitles doesn't critically affect their capacity to enjoy a game, it's imperative to consider the accessibility implications of this bug for players that may be hard of hearing.

Going forward we would employ a QA team to implement similar test suites for all other mechanics in the game to ensure they work effectively.

Quality is incredibly important to us, we want to ensure that our game offers the best gaming experience possible for our players. To achieve this, there are a number of testing areas that our QA team would explore.

We'd employ functional, manual testing to check the systems in the game are working as expected and to bring to light any potential bugs including game freezes, audio/visual issues, and graphical bugs.

We'd employ non-functional, automated testing to check the performance of the game and the user experience - so investigating things like battery consumption on portable consoles such as the Nintendo Switch or Steam Deck to ensure a substantial amount of play time, and scalability to make sure the game runs acceptably across different system configurations.

The quality goals for our game are to run at 60 frames per second, to pass console certification (on the consoles displayed on the right), and for the battery to allow a playtime of 3 hours on portable consoles. To fulfill these goals QA would be focused on compliance testing across various platforms.

Pre-Release

Marketing

Pre-Order Editions

	Base Game	Paid DLC Included	Collectors Item
Standard Edition			
Enhanced Edition			
Deluxe Edition			

Social Media Marketing

Social media pages dedicated to the game will support a coordinated campaign promoting the game online, by holding competitions such as giveaways, sharing trailers and key art for the game, and interacting with fans online to generate hype for the release.

Physical Marketing

Sculptures of chemically enhanced vines holding Ace Chemicals branded barrel leaking toxic-looking fluid will pop up in key cities around the world. The sculptures will feature a QR code linking to the game's website where it can be pre-ordered, and other promotional content can be viewed.



Post-Release

Player Retention Methods

DLC

Character skins designed after iconic outfits worn by characters in other media; e.g. Uma Thurman's Poison Ivy costume from *Batman and Robin* (1997) or Tommy Lee Jones' Harvey Dent look from *Batman Forever* (1995)?

A new side mission which will serve as a set-up for the sequel to bring players back to the game and regenerate interest in the series in time for the release of *ARKHAM ROGUES: DENT*. This would be similar to the DLC for *Borderlands 2: Commander Lilith & the Fight for Sanctuary* which was free DLC for *Borderlands 2*.

The DLC expanded the story to introduce the antagonists of *Borderlands 3* and some new mechanics that would feature in the sequel. Released in 2019, *Commander Lilith & the Fight for Sanctuary* was the first DLC to be released for *Borderlands 2* since the *Sir Hammerlock vs. the Son of Crawmerax* DLC in 2014.

Sequels

ARKHAM ROGUES is the mainline series title, with the next game in the series following the previous games' antagonist as the player character. The next game in the series after *ARKHAM ROGUES: IVY* will be *ARKHAM ROGUES: DENT*.

Player choices stored in save files which can be carried over to the next game will affect elements of the next game, similarly to how player choices carry over in the *Mass Effect* and *The Witcher* series.

Predetermined outcomes of previous games can be chosen however for players that haven't played previous titles, allowing each game in the series to stand alone without prior knowledge or experience of the rest of the series.

