



HIVE

MLD - Gun

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Gun

BRAND

TENSION



SOLITUDE



INTERDEPENDENCY



Hive is a horror game happening in a sci-fi universe. Its experience is based on tension, interdependency and solitude. The ambiance is defined by dark and creepy environments and a rich narrative background.

Fear is brought by the enemies and the environments.

Interdependency is brought by the link between the player and the artificial intelligence that helps him in his interactions.

The solitude manifest itself by the feeling of isolation caused by a hostile and dangerous universe.



Gun

PLAYER FANTASY

TENSION



The different proprieties of the gun allow the player to defend himself in combat and reach inaccessible areas. With its offensive and defensive abilities, it reinforces the tension pillar.



Gun

COMBAT FUNCTION

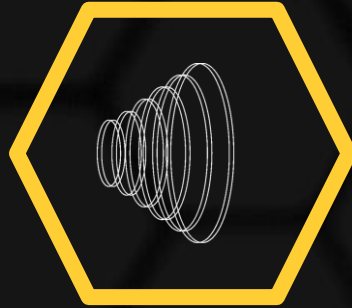


- **When the player is in combat, the camera changes to a shoulder view to give the player better aiming.**
- **There are 2 firing types, the first being semi-automatic (shot by shot) and the fully automatic. The player will be able to change between the two in real time.**
- **He reloads at the different charging docks installed in the levels. The munitions for this weapon are solar-energy based.**
- **The gun also has a Sonic Boom function that allows him to push enemies away.**
- **Finally, the gun has a Laser function that is a concentrated beam able to kill enemies quickly.**



Gun

SONIC BOOM FUNCTION



- **Push-back close enemies.**
- **Reflects enemy projectiles thrown by the ranged enemy.**
- **Moves objects to allow the player to progress through the level.**
- **Is able to break specific walls to find secret rooms or shortcuts.**



Gun

LASER FUNCTION

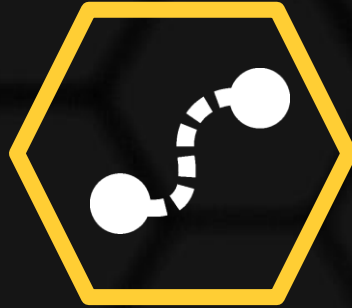


- **The Laser is the ultimate ability of this weapon. It is unlocked in the talent tree if the player has enough points in this particular branch.**
- **The laser is continuous and inflicts a considerable amount of damage to all enemies it touches.**
- **The laser can go through enemies and affect many enemies lined-up.**



Gun

NAVIGATION FUNCTION



- **The gun is primordial to the player because it allows him to use the sonic jump which is the only jump in the game.**
- **The sonic boom ability will allow the player to move heavy objects and open the way to else unattainable places.**