

Project Genesis Overview

8 Circuit Studios

[Studio Overview](#)

[Game Overview](#)

[Development Progress](#)

[Future Plans](#)

[Connect Online](#)

Studio Overview

8 Circuit Studios is a new independent game development company started by the collaboration between new and veteran game developers, some of which have worked on titles like Super Mario World, Age of Empires, Mech Warrior IV, F.E.A.R. 2, World of Tanks, Shadow of the Tomb Raider, and Halo 5.

Game Overview

Two dynamic game genres fuse together in Project Genesis, the Sci-Fi PVP shooter from 8 Circuit Studios that blends space combat with first-person shooter engagements. Designed with the FPS player in mind, Project Genesis merges visceral FPS combat with frenetic battle craft dogfights, utilizing traditional shooter mechanics in both arenas. Pilots are thrust into an exhilarating, binary arena that transcends the bounds of the two genres, immersing players in explosive, multi-faceted warfare.

Started in 2018, Project Genesis was created to provide players a twist on the traditional FPS-meets-vehicle genres by introducing the Breach-and-Board mechanic. The unique Breach & Board mechanic transitions players between the battle craft and Avatar combat environments and provides a seamless experience between the arenas, fusing the two game genres together. Players can breach giant capital ship hulls to quickly infiltrate enemy vessels and wreak havoc below decks in close quarters FPS combat.

Emphasizing quick travel between battle craft and avatars with an additional "transference" option, creates a highly dynamic flow between the space combat and fps theaters.

Project Genesis intentionally leverages gameplay elements that will be recognizable to players from FPS genres by following standards established by AAA FPS titles. Disengaging from

conventional control schemes for flight-based game models (ie. airplane-style flight), Project Genesis utilizes established FPS control models for battle craft space combat and first-person engagements alike.

Blending these two genres into a cohesive experience has created a platform to inject unique mechanics and gameplay styles that add depth and complexity to the player's game sensibilities, mechanical skill, and theory crafting.

Development Progress

The Minerva milestone, which is currently available publicly on Steam in Early Access, marks the seventeenth pre-alpha update for Project Genesis. In this milestone, significant focus was given the introduction of a Team Deathmatch game mode, revisions to player progression and rewards with the introduction of unit allocated Ephemera, and massively enhancing audio within the game. The audio update included a full audio pass on weapons and SFX, footsteps over materials, and objective VO. Controller support for players on PC was greatly improved, with the first iteration of aim assist entering the game alongside input remapping capabilities and sensitivity settings and movement refinements. Additionally, a new unique weapon model was introduced in Minerva as well as Battle craft weapon revisions that included increased VFX during dogfights and the introduction of a new target lead indicator to improve target acquisition.

In preparation for the upcoming Neo pre-alpha milestone update, the 8 Circuit Studios development team is focusing on implementing revive for downed teammates, a compass feature for precise callouts with indicators, dynamic objectives, and a playable tutorial.

Future Plans

Project Genesis is currently in the pre-alpha phase of development, and is currently available in Early Access for PC on Steam. As development continues, the Alpha phase of development is slated to be released in upcoming months, with a full release goal by end of summer 2023.

8 Circuit Studios is planning to make Project Genesis available on console platforms upon full release, and currently intends to release the game as a Free-to-Play title at launch. The title is slated to release with player versus player (PVP) and solo campaign game modes. Within the PVP game modes, the title will ultimately include both casual and competitive playlists.

Connect Online

