



THETA LEGION VR

Explore the dark corners of an underground base, fight your way through caves and sewers, fend-off hordes of enemies and bosses to uncover a terrifying plot meant to terminate humanity.

You are playing as a member of a Space Foreign Legion sent to investigate planets and space stations and clear all the threats you may encounter. The game is divided in several missions, taking place in various environments, pitting you against many different enemies.

Theta Legion is a new immersive VR first person shooter for the Oculus Rift. Inspired by classics such as Doom and Quake, Theta Legion visual features include pixelated textures and a mix of 3D environments and 2D sprites.



LAUNCH

December 6th 2019, on OCULUS RIFT Store
<https://www.oculus.com/experiences/rift/2662872500473494>

TRAILER

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

WEBSITE

<http://garage-collective.com/thetaLegion/>

RELATED PRODUCTS

Theta Legion VR is a bigger, faster and more badass upgrade to Theta Legion Go that was released as a free game in December 2018:

<https://www.oculus.com/experiences/go/1891861000921757/>



Theta Legion is an immersive first-person shooter in VR. The game has old school fast paced arcade fps action with comfort settings to make it approachable even for players who don't have their VR legs yet.

Use your motion tracker to pin-point the location of power-ups, and dangerous enemies.

Play seated with stick movement and comfort settings for that or go full room scale and duck and dodge around enemy fire in a tough-as-nails retro FPS with free locomotion.

CORE FEATURES

- 9 missions & levels
- Refined controls and options
- free roaming, fast paced & intense gameplay
- 9 enemy types
- unique art style combining old-school graphics and modern lighting.
- \$9.99



TEAM EXPERIENCE

Cyril Guichard is a game development professor at the Savannah College of Art and Design and has been a Creative Director as well as an independent developer for the last 18 years, with over 20 games released on various platforms.

Ugur Ister is an independent developer, mainly working on games and VR and AR. He is a Unity veteran and alpha tester and has worked on major projects for Fortune 100 companies including Disney. One of his AR client projects was featured by Apple in their Best of 2017 Listing.

TEAM MAKEUP

Cyril Guichard: Design & Art
Ugur Ister: Code & Design
Mateusz Gójski: Sfxs & Music



RELEVANT LINKS

DEVELOPMENT BLOG:
<http://luxregina.com/portfolio/category/blog/>

DEVELOPMENT VIDEO CHANNEL:
<https://www.youtube.com/user/MyGarageCollective/videos>

SOCIAL MEDIA:
<https://www.facebook.com/TheThetaLegion>

WEBSITE:
<http://www.garage-collective.com/thetaLegion/>



RENDERED REALITY

<https://youtu.be/KIZVp2XXjOI?t=3310>

FIRST IMPRESSIONS

A few youtubers were given a sneak-peek of the game and shared their first impressions.

GAMERTAGVR

<https://youtu.be/vKG-5Nkqx00>



PARADISE DECAY

<https://youtu.be/86KEJiaDt3Y>



NELSON GALACTICO VR

https://youtu.be/1dRO0r_YPLI



PAOLO TRIANNI

<https://youtu.be/I6xE0iIRU9I>

VRGAMERDUDE

<https://youtu.be/zAJ3CJTPnXw?t=357>



SHOWING THE GAME
@ ATLANTA DREAMHACK



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ATLANTA NOVEMBER 15-17TH 2019



ART AND DESIGN

CODE AND DESIGN

STIMUNATION

MUSIC AND FXS

REPOVER

