

PROJECT PITCH - APEX INTERACTIVE

November 2026

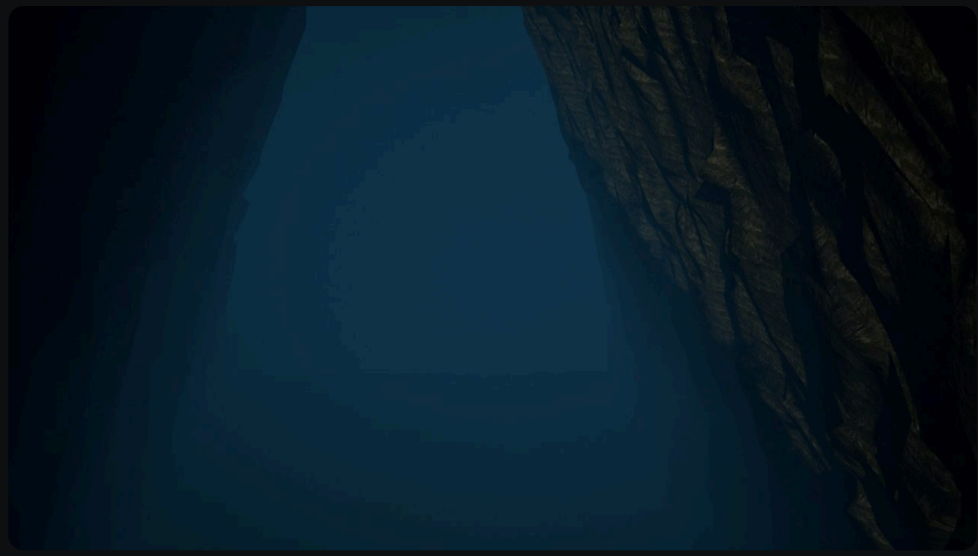
WORKING TITLE

WATCHTOWER

Genre	First-person survival horror
Engine	Unreal Engine 5
Developer	Apex Interactive (independent)
Players	Single player; 2-player online co-op PLANNED

TARGET PLATFORMS

- **PC (Windows)** - in active development, playable builds today
- **PlayStation 5** - proposed (pending platform approval)
- PS4 not planned



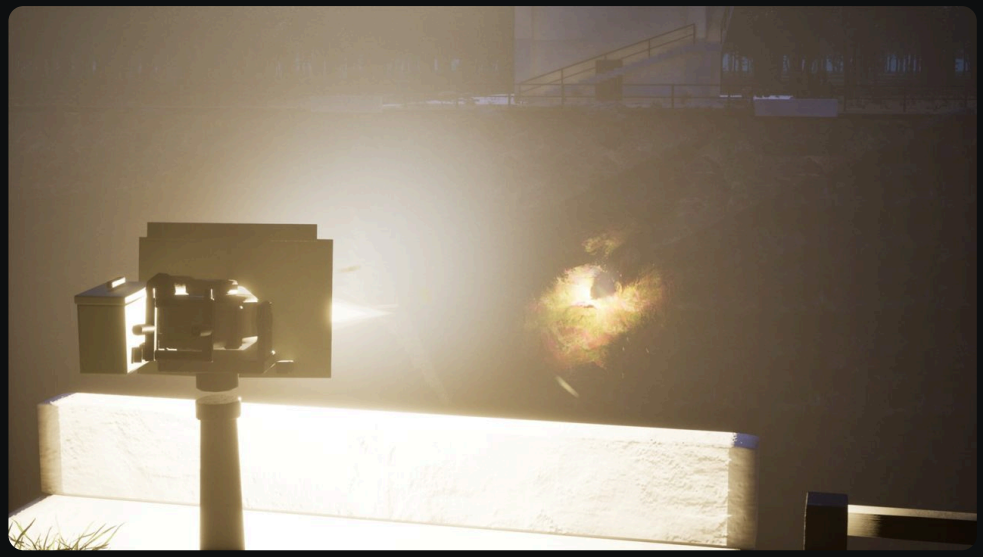
The gorge at dusk - a 200 m drop between two fortified towers.

APPEAL - GAMEPLAY EXPERIENCE

Hold the tower. Survive the night.

You take a high-paying, no-questions-asked job guarding a fortified watchtower on the rim of a 200 m gorge, deep in a remote border forest. By day you maintain the tower, its generator, searchlights and weapons. By night you survive whatever climbs out of the green-fogged gorge.

- **Slow-burn dread** - long quiet watches, radio chatter, lights that flicker at the wrong moment.
- **Sound-driven horror** - distant wails across the gorge, real recorded weapon audio echoing off the cliffs.
- **Military fortification gameplay** - man the miniguns, the missile launcher and the .50 cal; keep the searchlights on the fog.



Night watch: a mounted minigun firing into the gorge.

POSITIONING

- **PC first**, with PlayStation 5 to follow pending platform approval.
- **Target window: 2027.**
- Digital release: PlayStation Store and Steam.
- A premium indie horror title built around one strong place - two towers, one gorge - rather than a large open world.

AUDIENCE

- Older teens and adults (expected Mature / PEGI 16-18 rating).
- Fans of atmospheric first-person horror and survival games.
- Co-op horror players CO-OP PLANNED.
- Streamers and YouTube creators - short, tense, highly watchable nights.



At the bottom: a failed nuclear missile leaking green fog through a collapsed bunker.

SCOPE - KEY FEATURES

Built and working now IN BUILD

- Two fortified concrete towers facing each other across the gorge, with an interactive interior: radio, TV, bunks, armory.
- Mounted M134-style miniguns, a box missile launcher and a .50 cal sniper (scope, bolt cycle, magazine).
- A 20-minute day/night cycle with searchlights, fog and exposure that changes through the night.
- A 200 m undercut gorge with an abandoned town (church, houses, school, wrecked vehicles) and a leaking failed nuke.
- Settings and pause menu, graphics presets (incl. a low-power preset), keyboard/mouse and controller support.

Planned PLANNED

- The creature: AI, night encounters and escalating behaviour across the nights.
- Story chapters - from the job interview to the final reveal.
- 2-player online co-op: one player per tower, sharing radio contact.
- Localization: English, Spanish, German, Japanese, Chinese.
- Console-tuned performance profile and controller-first UI pass.

THEME - LOOK AND FEEL

Grounded, cold, watched.

- **Grounded realism** - scanned forest, concrete and steel, real-world props and materials.
- **Cold-War military hardware** - sandbags, razor wire, rotary guns, box launchers, field radios.
- **Photoreal forest** built with Nanite and Lumen on PC, with a lower-spec preset for console-class hardware.
- **Searchlights cutting through fog**; a sickly green toxic glow rising from below.



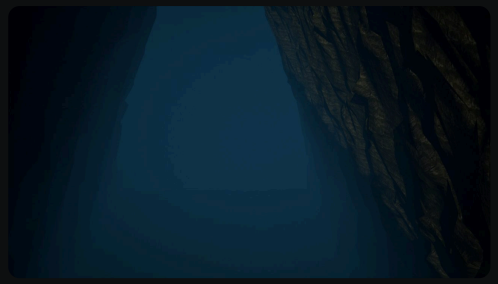
The forest around the towers (scanned trees).



SUPPORTING VISUALS - IN-ENGINE CAPTURES



North Tower at night, searchlights on.



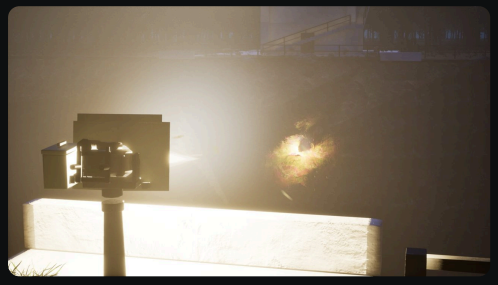
Drone pass down the misty gorge.



Tower interior: radio desk, TV, armory.



.50 cal on the porch above the gorge.



Minigun firing into the gorge at night.



Missile launch from the cliff-edge pod.



The leaking nuke in the green fog.



The abandoned town on the gorge floor.

Trailer: <YouTube link>

All images are captured in engine from a work-in-progress build.