

EXT. PROJECT 1 SUPER CRITICAL

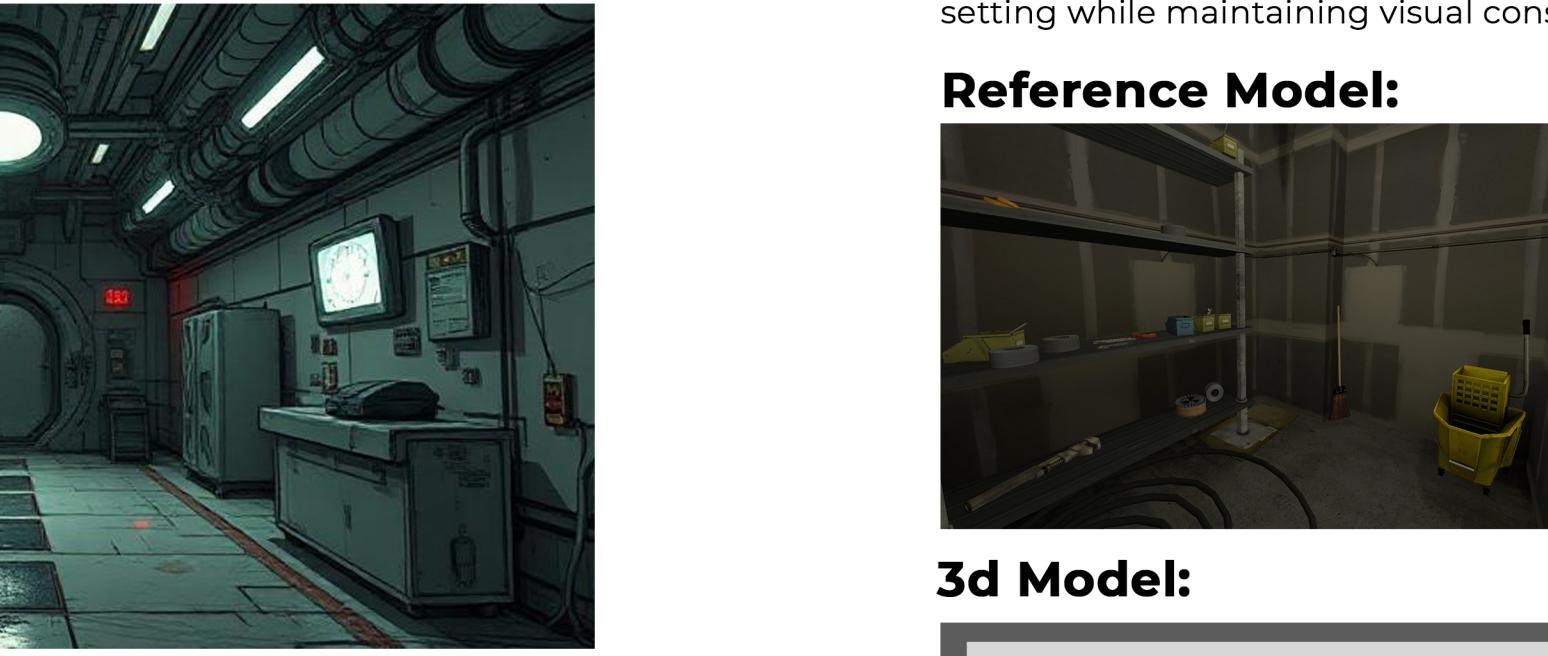
Game Designer
3d Artist
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3d Modeler
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Game Developer
Technical Artist
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INTRODUCTION:

A first-person rogue-like puzzle game set in a semi-realistic sci-fi facility where players have 10 minutes before a reactor goes supercritical. Players must solve environment-based puzzles, understand systemic anomalies, and uncover a central mystery while time loops reveal new truths in each run.



GENRE:

Storytelling, Rogue like, Puzzle

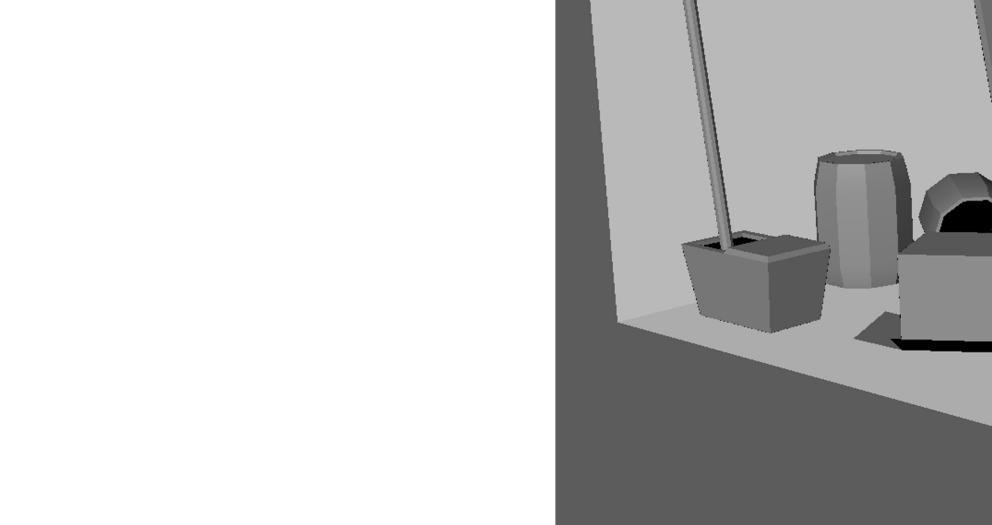
Target Audience:

Players aged 12 and up who enjoy atmospheric sci-fi puzzle games with time-based challenges and mysterious narratives. Ideal for fans of games with eerie environments and story-driven mechanics.

UNIQUE SELLING POINTS:

Players must solve logic-based environmental puzzles inside a shifting lab, where each run changes the rules subtly based on past actions. The game blends scientific mystery, time-space anomalies, and non-linear storytelling, creating a gameplay loop where learning, not progress, is your true currency.

CORE LOOP:



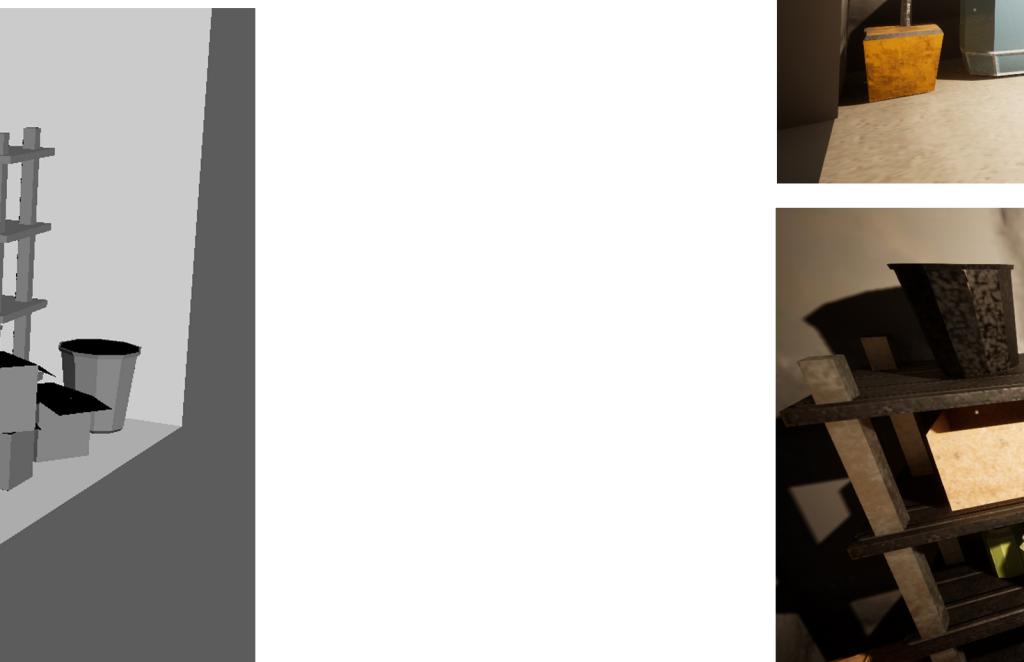
3D ENVIRONMENT-STORAGE ROOM MODELING

I designed and modeled a small storage room as part of the game's sci-fi facility to enhance environmental storytelling and atmosphere. The space serves as a key area where players uncover clues and interact with puzzle elements. The design focuses on realistic details, modular assets, and lighting that reflect the tense, time-critical setting while maintaining visual consistency with the overall facility design.

Reference Model:



3d Model:



Texturing and UV:



Render Output:



THE END