

“This game is purely for entertainment purposes and does not intend to demean or harm any party”

Development Team

- **Project Manager:** Muhammad Jafar Sodik
- **Game Designer:** Fieza Aqila
- **Programmer:** Muhammad Jafar Sodik
- **UI/UX Designer:** Fieza Aqila
- **3D Artist:** Muhammad Rivan Sauqy

Special Thanks

- Politeknik Neger Media Kreatif, for providing valuable support and learning resources.
- Pak Rachmat Adhani, for their guidance and expertise.
- Playtesters, for their valuable feedback.

Tools & Technologies

- **Game Engine:** Unity (Version 6)
- **3D Modeling:** Blender
- **Graphics:** Adobe Illustrator

Additional Resources

- 3D Environment:
 - Table: patio table.
- Background Music:
 - "FUNK ESTRANHO"-Song (Original) - <https://www.youtube.com/watch?v=SrFhZYuZ6XY>
 - “Parody Ganyang Fufufafa”
 - “(No Copyright)Suspense Dark Mystery Thriller Background Music/Investigation Mysterious Tension” - <https://www.youtube.com/watch?v=n9ef0b2D-8k&list=PLqi51aibKx1nMNq2p5AERwkrHc4-hbucj&index=39>

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