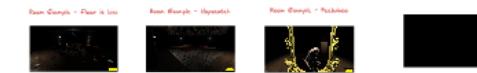


## Final Project: DJCO 2014/15 *Writhe*

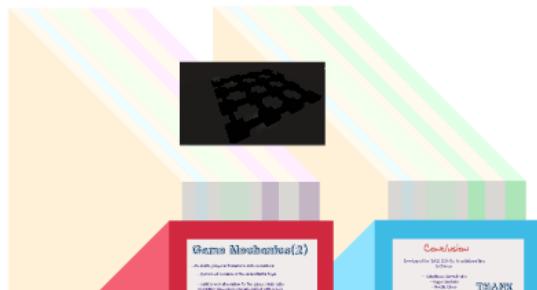


# Final Project: DJCO 2014/15 Writhe



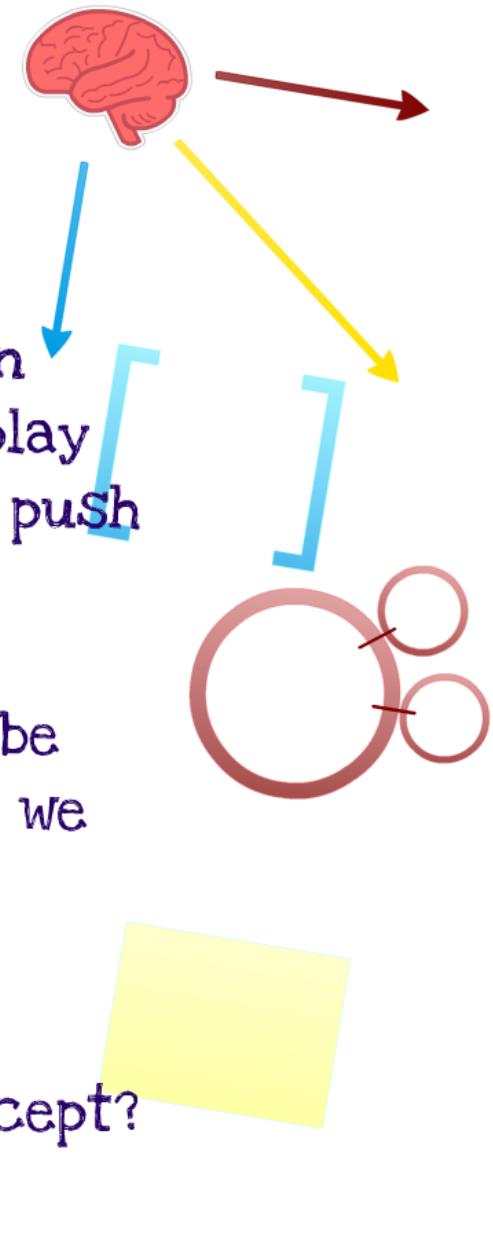
# Final Project: DJCO 2014/15

## writhe



# Initial Ideas

- Horror game! In recent years, developers have been trying to combine traditional Survival horror gameplay with many other genres. But really, how far can you push the concept?
- Multiplayer game! More than ever, players want to be able to share their experiences with friends. How do we come up with an experience that's worth sharing, though?
- In the end, how do we come up with an original concept?





# Concept

- Create a multiplayer horror game!
- A game not only defined by gameplay mechanics, but also an unique theme, atmosphere and design philosophy.
- Players must depend on each other to survive, while also trying to achieve their own goals.
- Coopetition is key.

# "Writhe" is born

- Writhe: "respond with great emotional or physical discomfort to (an intense or unpleasant feeling or thought)."
- Co-op, online, action horror game up to 4 players.
- Marketed towards fans of the horror genre looking for an unique experience and beginners searching for the next multiplayer challenge.
- Fun, but just enough challenging.

Premi

- A group of f  
they trust ea

# Premise

- A group of five people wake up inside an unknown room. Can they trust each other?
- As they advance further into the darkness, the rooms seem to blend together into an endless maze.
- Casualties happen, people get left behind.
- A group of five people wake up inside an unknown room. But how many leave?



# Backstory

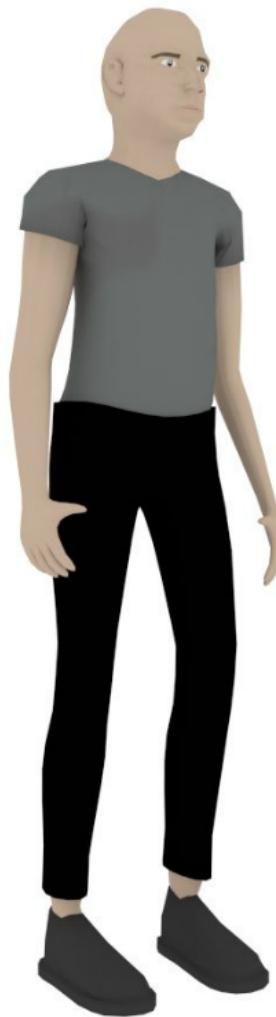
- A Genetic Engineering Genius with a very rough childhood.
- He was always the "Black Sheep" of the group, and was always left out of every game.
- After a life of all work and no play, he creates a giant maze with death puzzles based on child games.

## Backstory(2)

- He transforms the deceased "players" into his monster puppets.
- No one wanted to play with him. Now he makes his own toys.
- You are next.

# Design

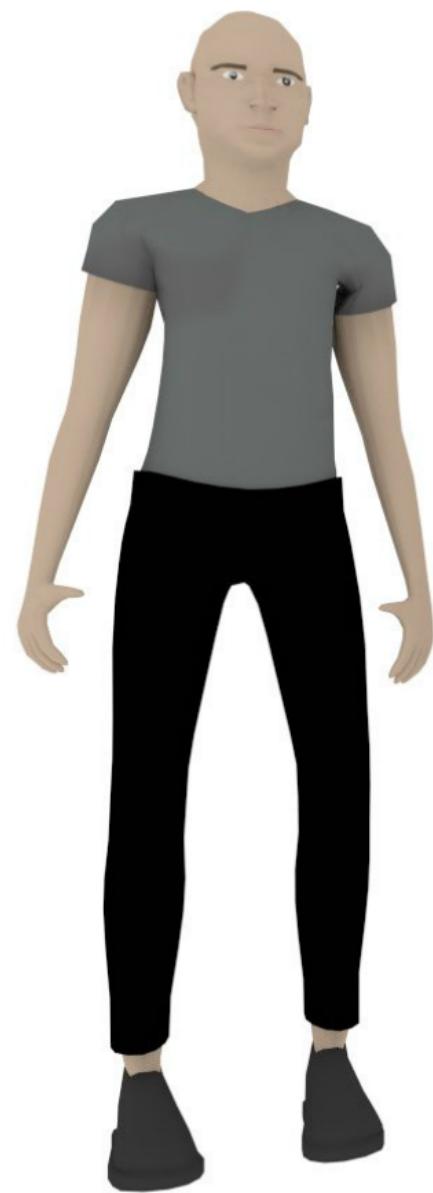
Let's take a look!









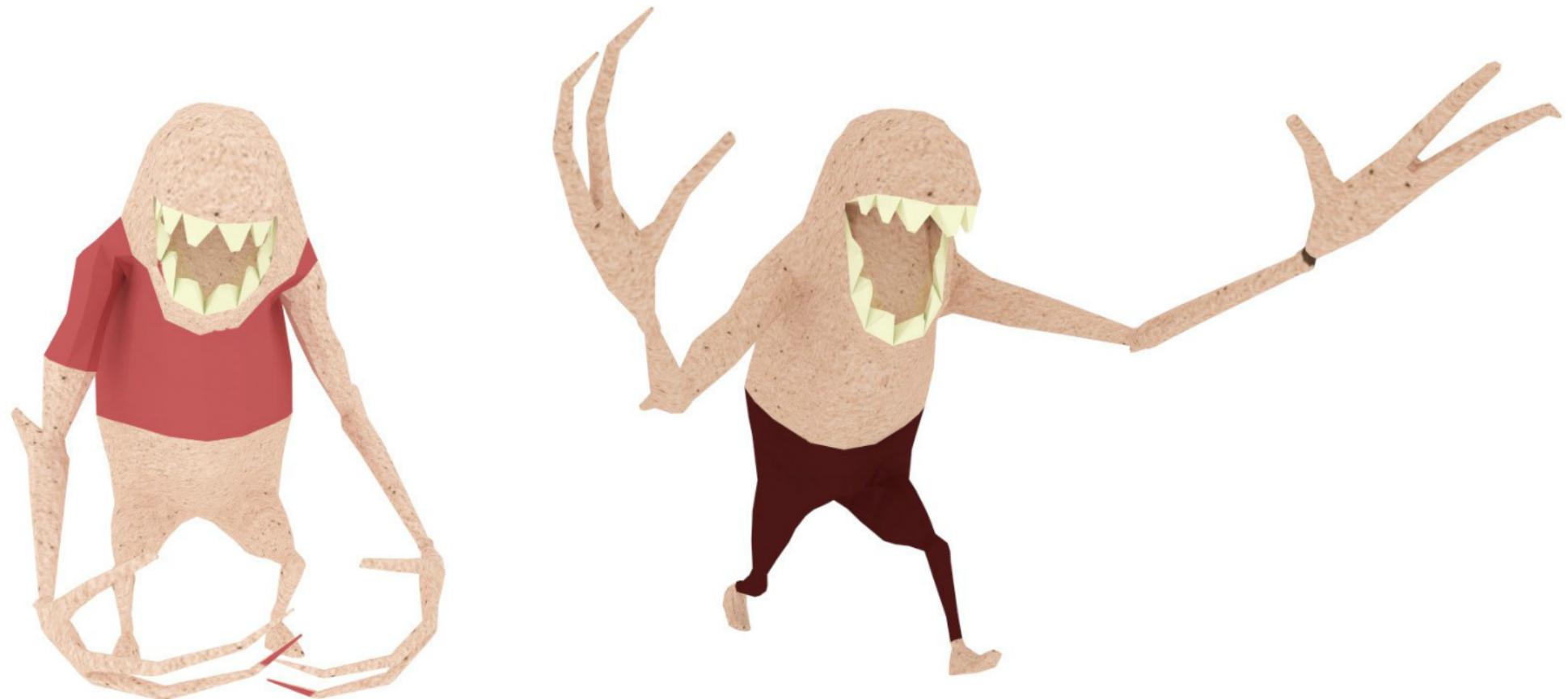






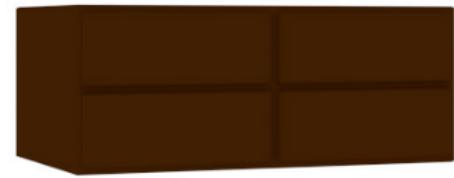


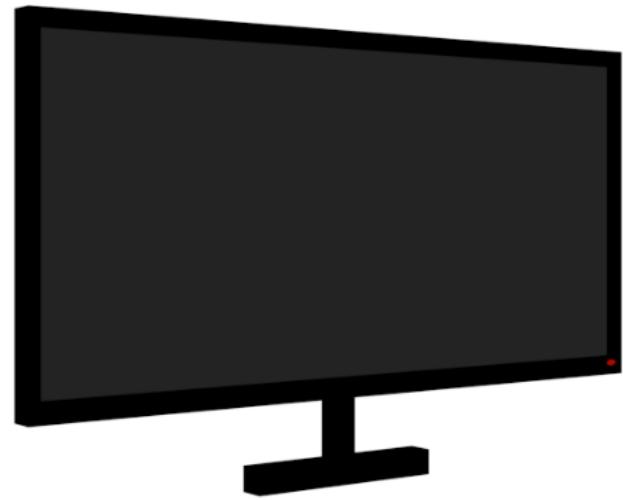


















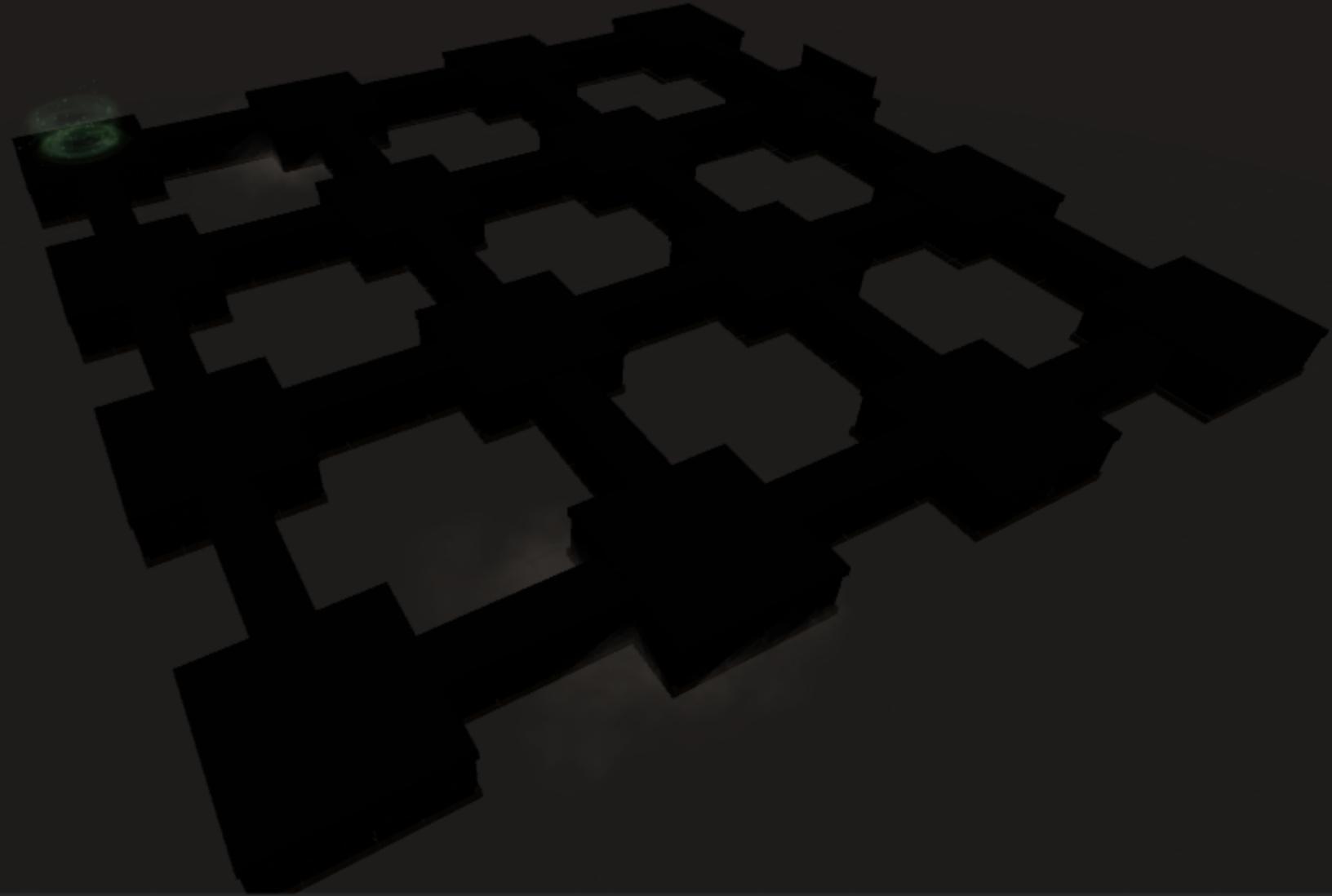


# Game Mechanics

- 16 rooms per game created using procedural generation. Number of rooms can be configured.
- Each room presents its own challenge/puzzle.
- Rooms are inspired by children's games.
- Players must reach an exit room alive.
- The rooms' layout may change randomly.

# Game Mechanics(2)

- On death, players transform into monsters.
- Deformed version of the scientist's toys.
- Adds a new dimension to the game, while also providing players previously killed with a new chance.
- New goal: hinder human players.



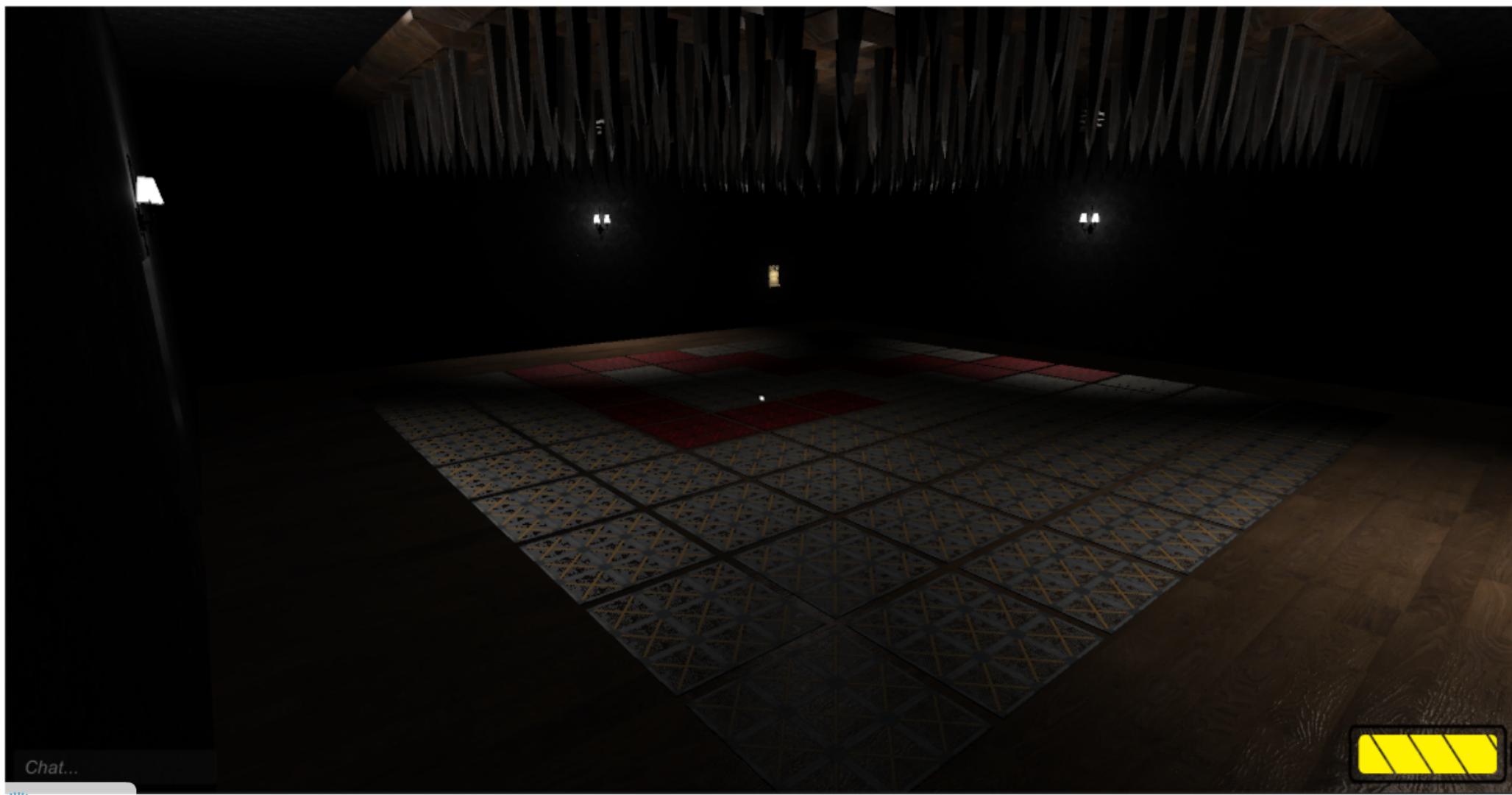
# Room Example - Floor is LAVA



Chat



# Room Example - Hopscotch



Chat...



# Room Example - Peekaboo



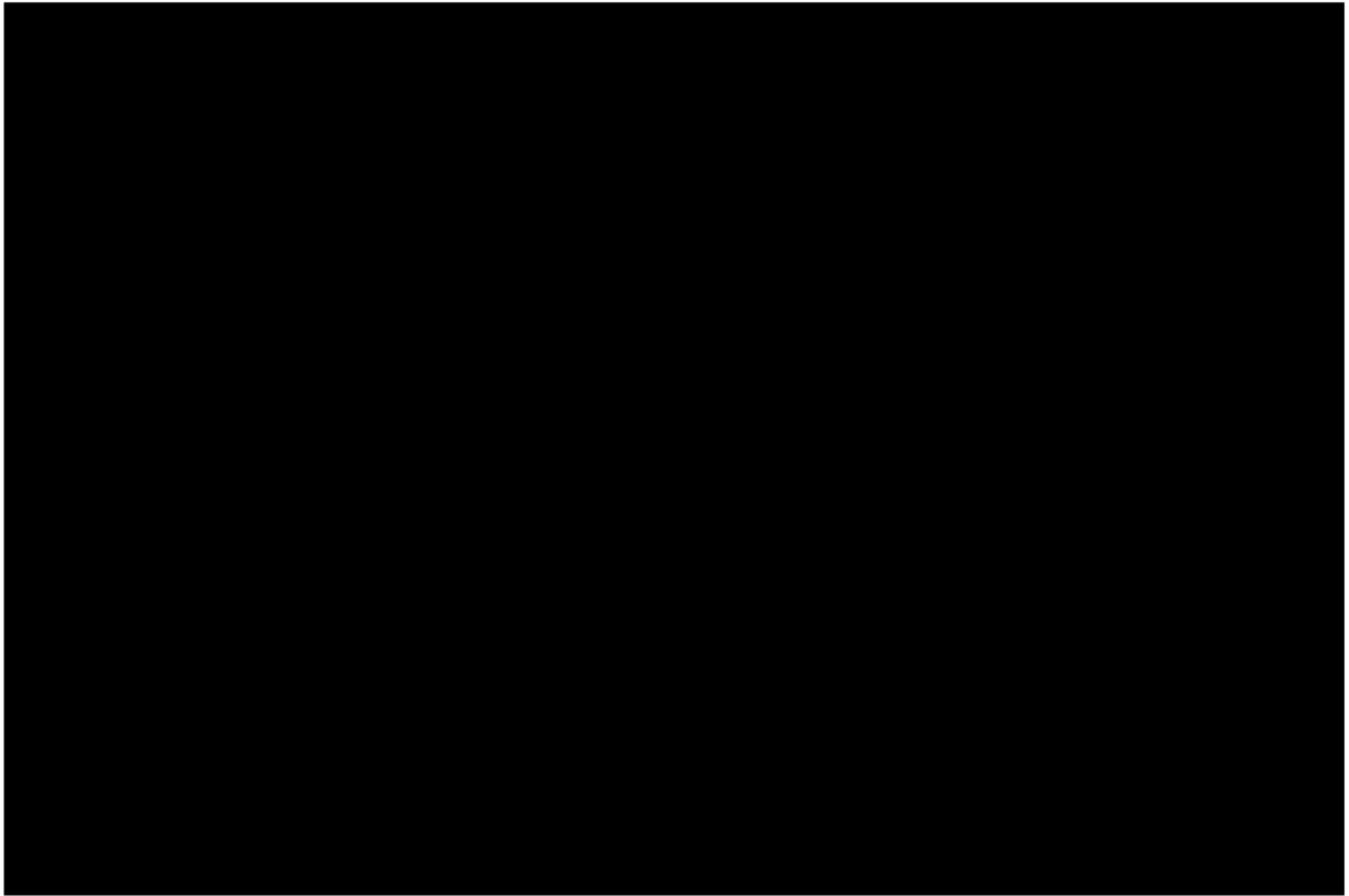
Player vascozzz died.

Chat...



# Gameplay

Let's take a look!



# Technologies

- Created entirely in Unity 5.
- Easy to pickup.
- Easy to use.
- Powerful Scripting engine.
- Used by the industry giants.
- Free!

# Conclusion

Developed for DJCO 2014/15. A collaboration  
between:

- Cristiano Carvalheiro
  - Hugo Cardoso
  - Noelia Giner
  - Vasco Gomes

with designs from:

- Alexandra Sousa
- Inês de Oliveira
  - Luís Cepa
  - Tiago André

THANK  
YOU!