



DEAD CARE



Hakon Wind

Vision Keeper, Tech Artist

Anastasia Schleicher

Production Manager, Game Designer

Zoey Goldschmidt

Character Artist, Animator

Lukas Salewsky

Programmer

**Coming up:
live demo**



MENU



PLAY



LEVEL



OPTIONS

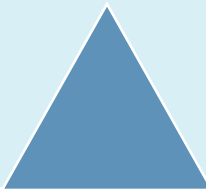


QUIT

The Vision:

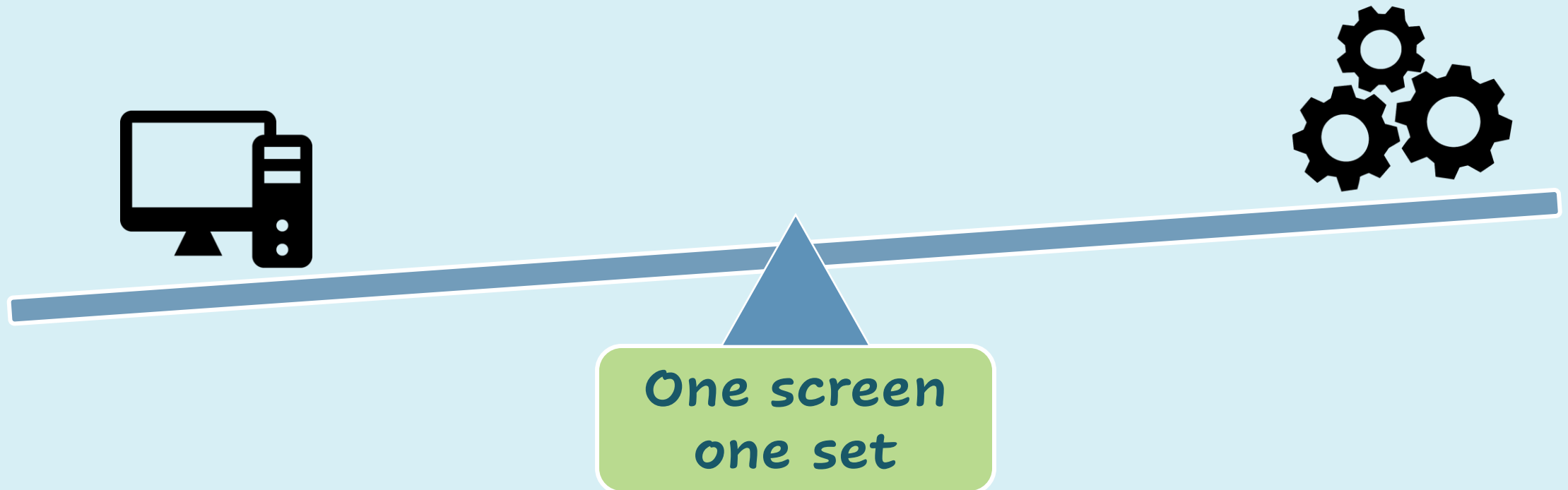


Concept description, genre, Core Loop, platforms

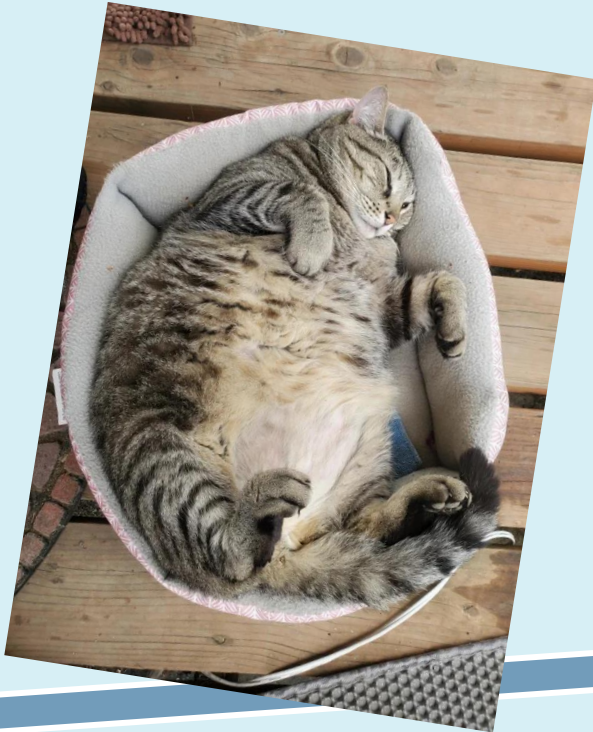


One screen
one set

Concept description, genre, Core Loop, platforms



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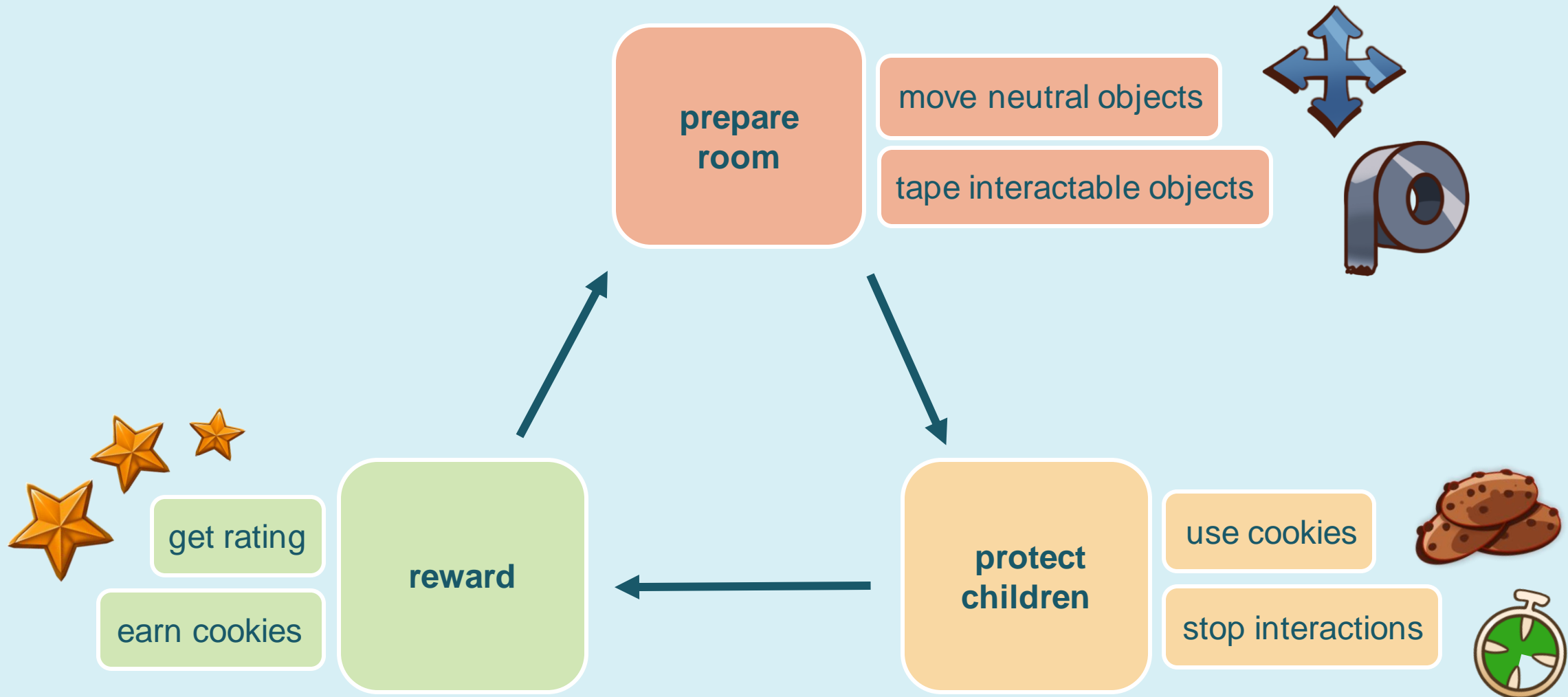
One screen one
set

Concept description, genre, Core Loop, platforms

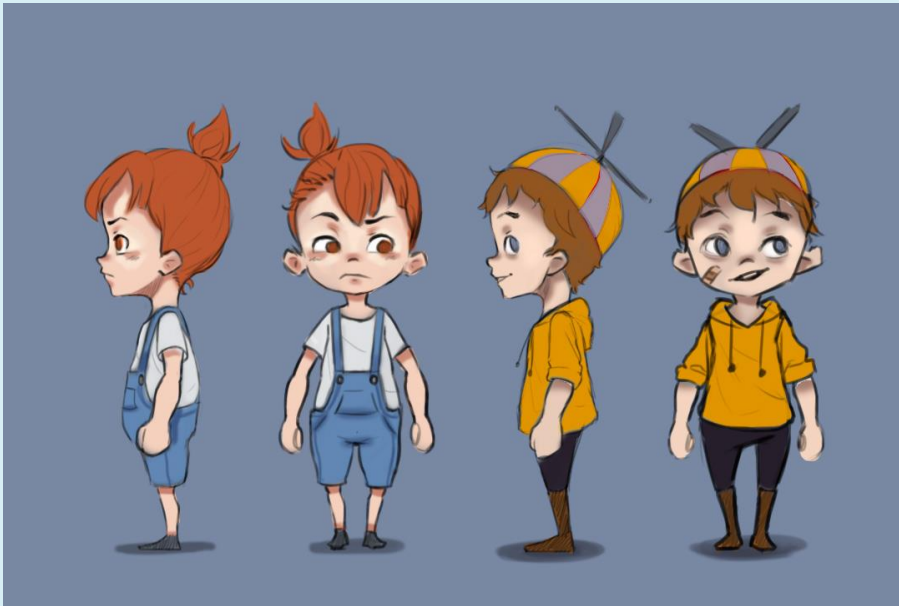


One screen one
set

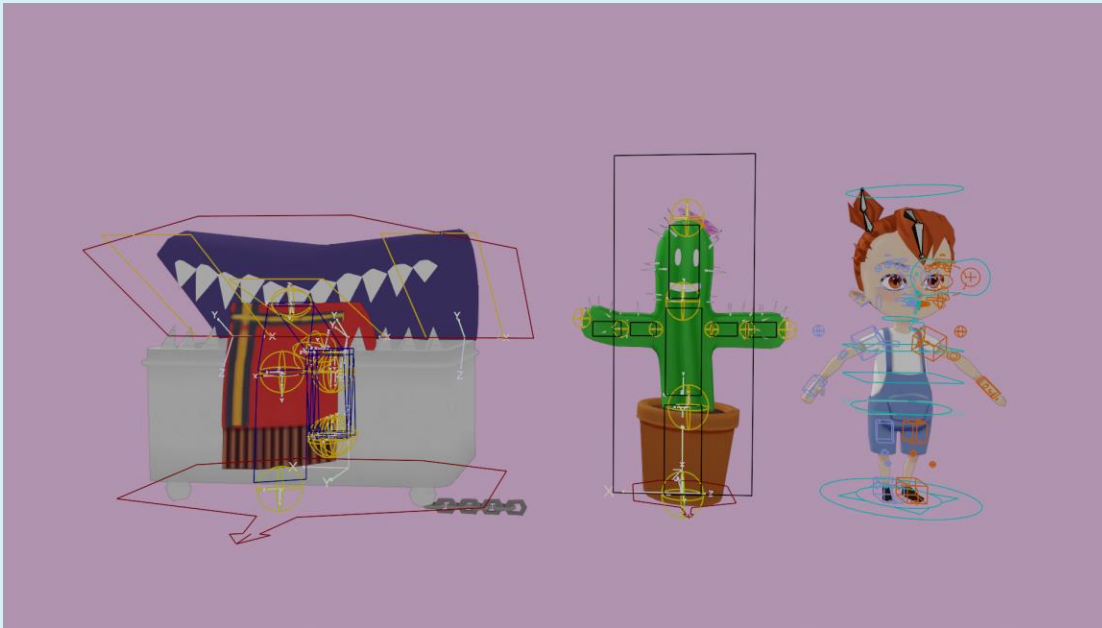
Core Game Loop



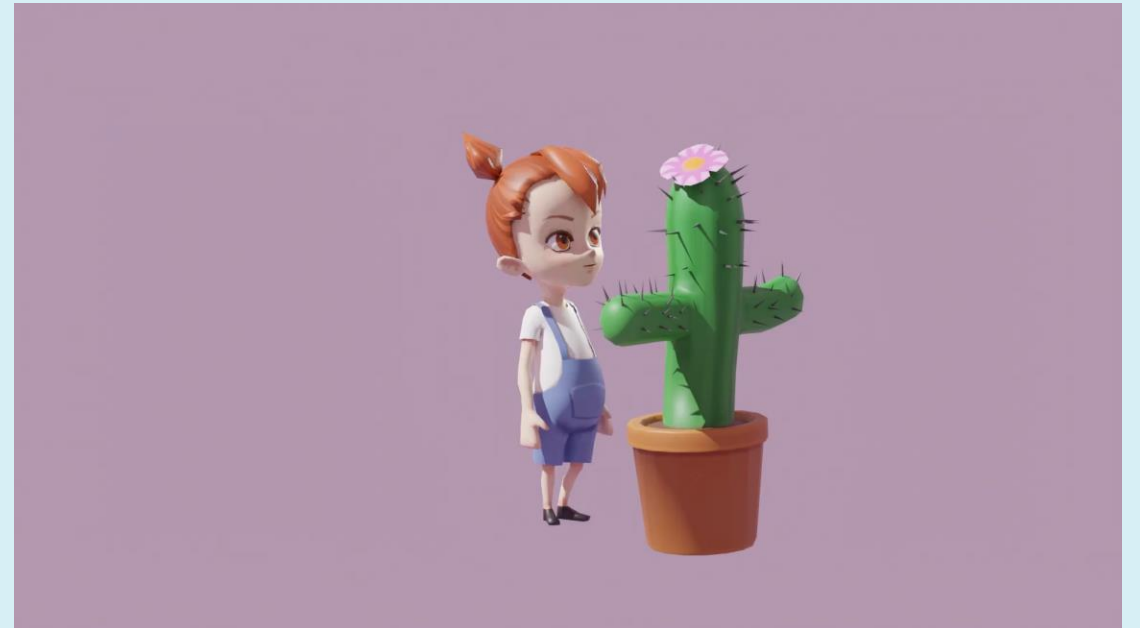
Characters



Character Animations

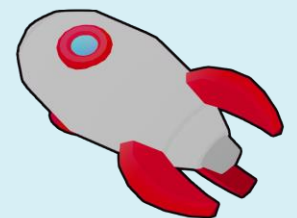
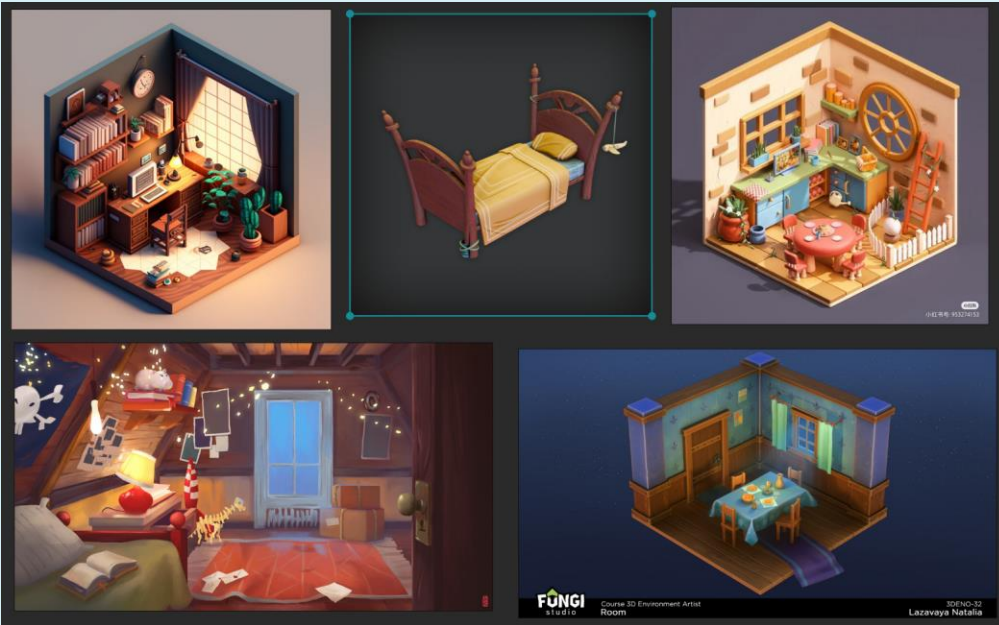


Rigging



Reusable Animation

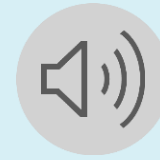
Environment



Sounds



Music



Wardrobe



Tape



Defining Dates

08.06.:

3 playable levels
for user testing

22.06.:

Included first
sound and
animations

29.06.:

5 playable levels
with polished
mechanics

11.07.:

Finished game
atmosphere!

Production pipeline and highlights, relevant technology challenges

Kombinieren mit dates, ganz ganz kurz sagen

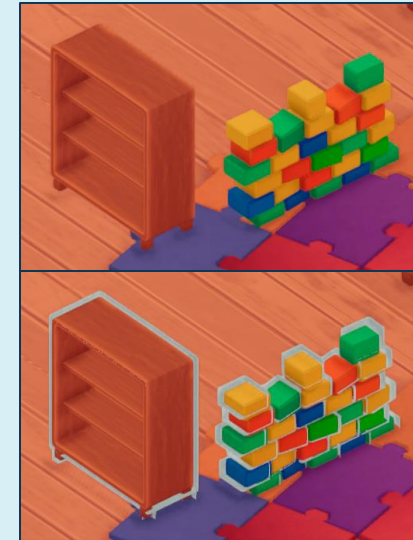
User Testing

Carried out every
2-3 weeks until
end of June

adjusted
mechanics

improved user
feedback

explored new
aspects of fun



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Available soon
on itch.io!

