**Crowdfunding Plan**

Past Projects

**Genre: Horror**

Nevermind (2015)

About:

FPS Developed by Flying Mollusk. Released on PC in 2015 and Xbox One in 2017. The player is an expert required to treat mental patients with a technique called neuroprobing. Each patient suffers from a mental trauma; thus, the technique helps them fix their issues by showing recollections of sections of memory. As the game advances, the environment becomes dangerous as their minds begin to fight back.

Gameplay Mechanics:

Player scared - > game screen becomes foggy and unsteady

Difficulty decreases - > Calming down

Intel RealSense -> Track users real time heart rate

Affectiva’s affdex -> Recognize real time user emotion to affect game events

Puzzle adventure elements -> navigate environments and solve puzzles before making progress

Development:

Early 2014, Kickstarter campaign asking for $250,000. Unsuccessful, earned $129,000. In October, asked for $75,000, received $76,525. Making it a success later in the year.

Trailer:

[Nevermind (imdb.com)](https://www.imdb.com/video/vi1302903833?playlistId=tt5960762&ref_=tt_ov_vi)

Friday the 13th: The Game (2017)

About:

Single & multiplayer game developed by IIIFonic, published by Gun Media.7 players at Crystal Lake against one controlling Jason Voorhees. Semi, open world game, with the aim being Jason must kill as many counsellors as possible before the time runs out. Players must escape from the map alive, with the help of completing map objectives by coordinating with players.

Development:

IIIFonic developed the game in UE4. The director organized a kickstarter and backerkit campaign. Backerkit raised $422,866 and kickstarter backed the game with $823,000 totalling to $1.246m making it the 179th most successful crowdfunded campaign. Gameplay footage was officially released during E3 in 2016.

Trailer:

[Friday the 13th: The Game - Release Date Trailer (2017) - YouTube](https://www.youtube.com/watch?v=Ukudmy9NjUY)