DISSOCIATED

INDIE CREW

A psychological horror game about perception, truth, and denial.

OPENING SLIDE

Where logic ends, madness begins.

Dissociated is a first-person psychological horror game where the player is a detective that investigates a missing tenant - but the more logically they analyze the space, the more unstable it becomes.

- Single location
- Investigation-driven horror
- Reality reacts to certainty, not fear

Developed by:
- Feryel Kermiche – 74450
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CORE CONCEPT

- A first-person psychological horror game.

- Play as Detective Adrien Vale exploring a missing tenant's apartment.

- As the investigation progresses, the space begins to subtly contradict itself, challenging the player's assumptions and conclusions.

PLAYER EXPERIENCE

**What the player does:**

- Explore a realistic apartment

- Inspect objects, notes, and spaces

- Draw conclusions from environmental clues

What the player feels:

- Confidence → doubt → unease

- Familiarity turning hostile

- The sense of being observed by the space itself

LEVEL DESIGN & SETTING

- The game takes place primarily in a single apartment and its surrounding hallway.

- The compact layout is designed to feel increasingly restrictive over time, encouraging close inspection and repeated traversal.
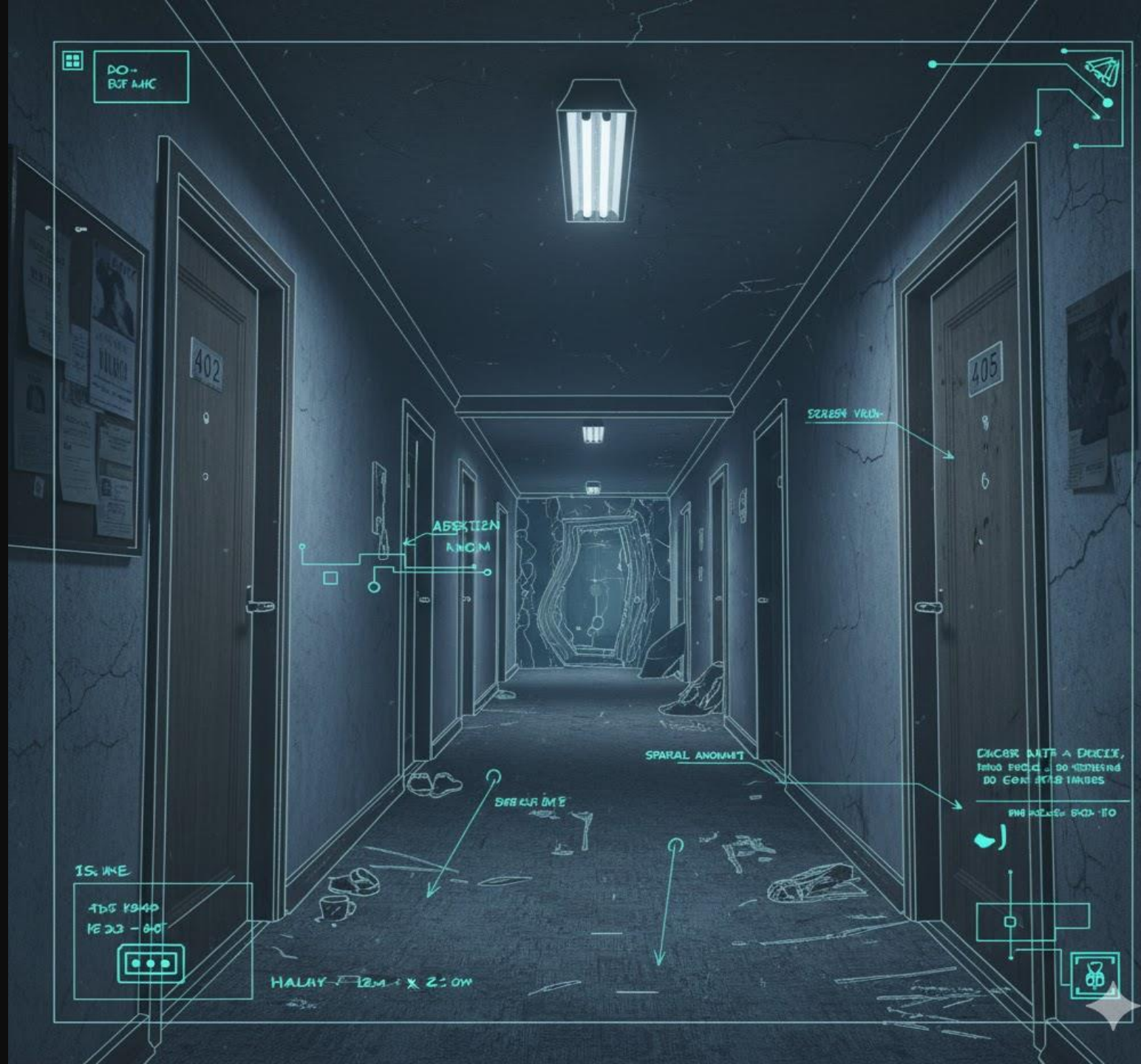
THE SETTING AS THE ANTAGONIST

The apartment functions as an active narrative space rather than a passive setting.

The environment gradually shifts from a neutral setting into a source of narrative tension.

The apartment plays a central role in the investigation, responding subtly to the player's actions.

Rather than remaining static, the space changes in response to the investigation.

GAMEPLAY STRUCTURE

- Gameplay is structured around investigation threads composed of multiple clues.

- Completing a thread leads to a deduction that advances the narrative and alters the environment.

- The story is told entirely through environmental details, written material, and player interaction.
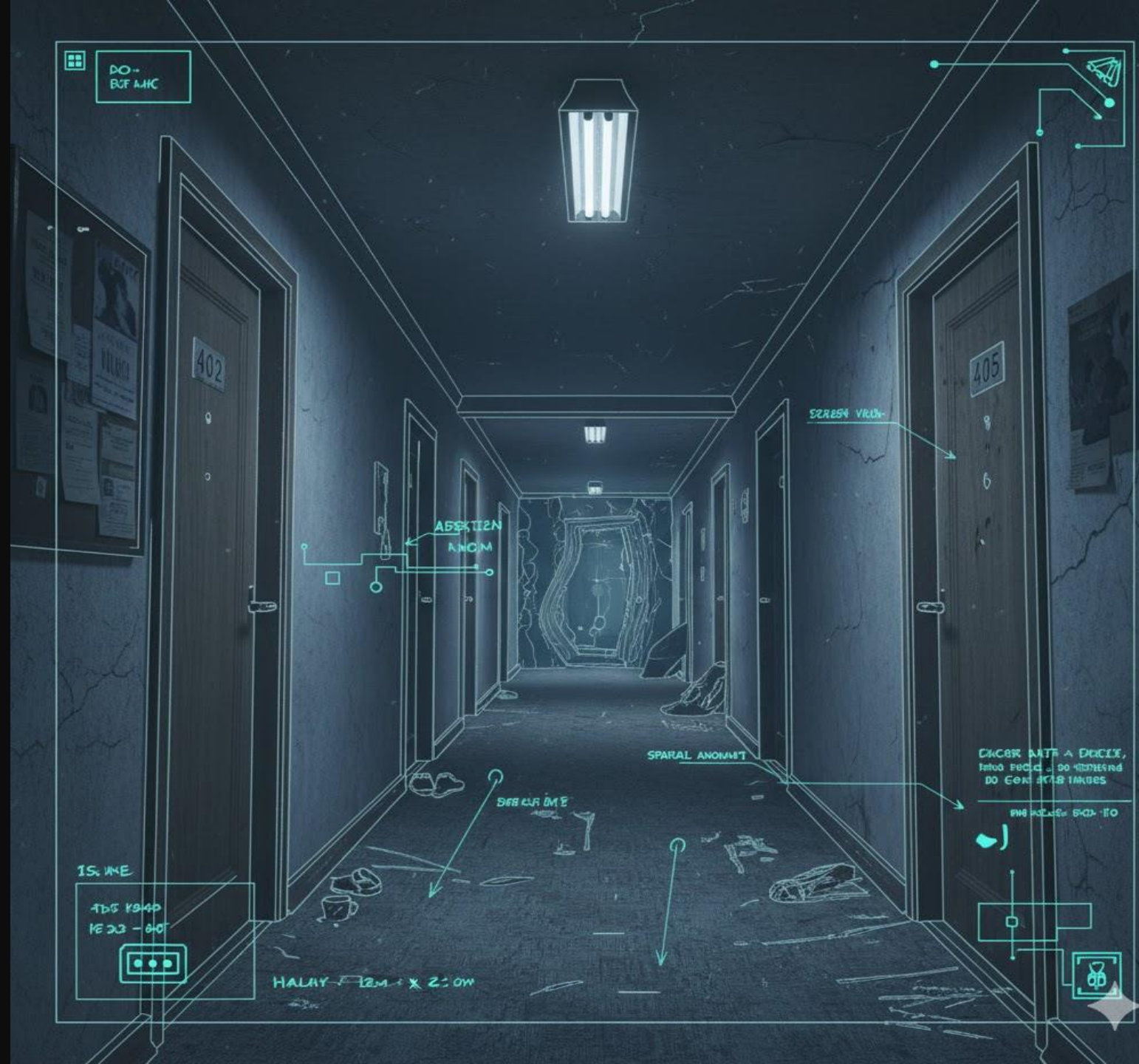
Visual & Audio Direction

VISUAL & AUDIO DIRECTION

- Visuals prioritize realism and restraint

- Lighting, colour temperature, and post-processing are used to gradually shift the tone from familiar to unsettling, without relying on exaggerated effects.

- Lighting shifts: warm → cold → distorted.

- Sound design: 3D whispers, change in background music to ambient tension.

- Audio cues are used sparingly to reinforce uncertainty rather than to signal danger directly.

Story Overview

Act 1: The Report : The detective arrives, assesses the scene, finds the clues, and confronts the physical reality of the apartment.

Act II: The Breakdown : The logic falls apart. We dive into the Detective's mind, then Elena's mind, with the truth revealing itself.
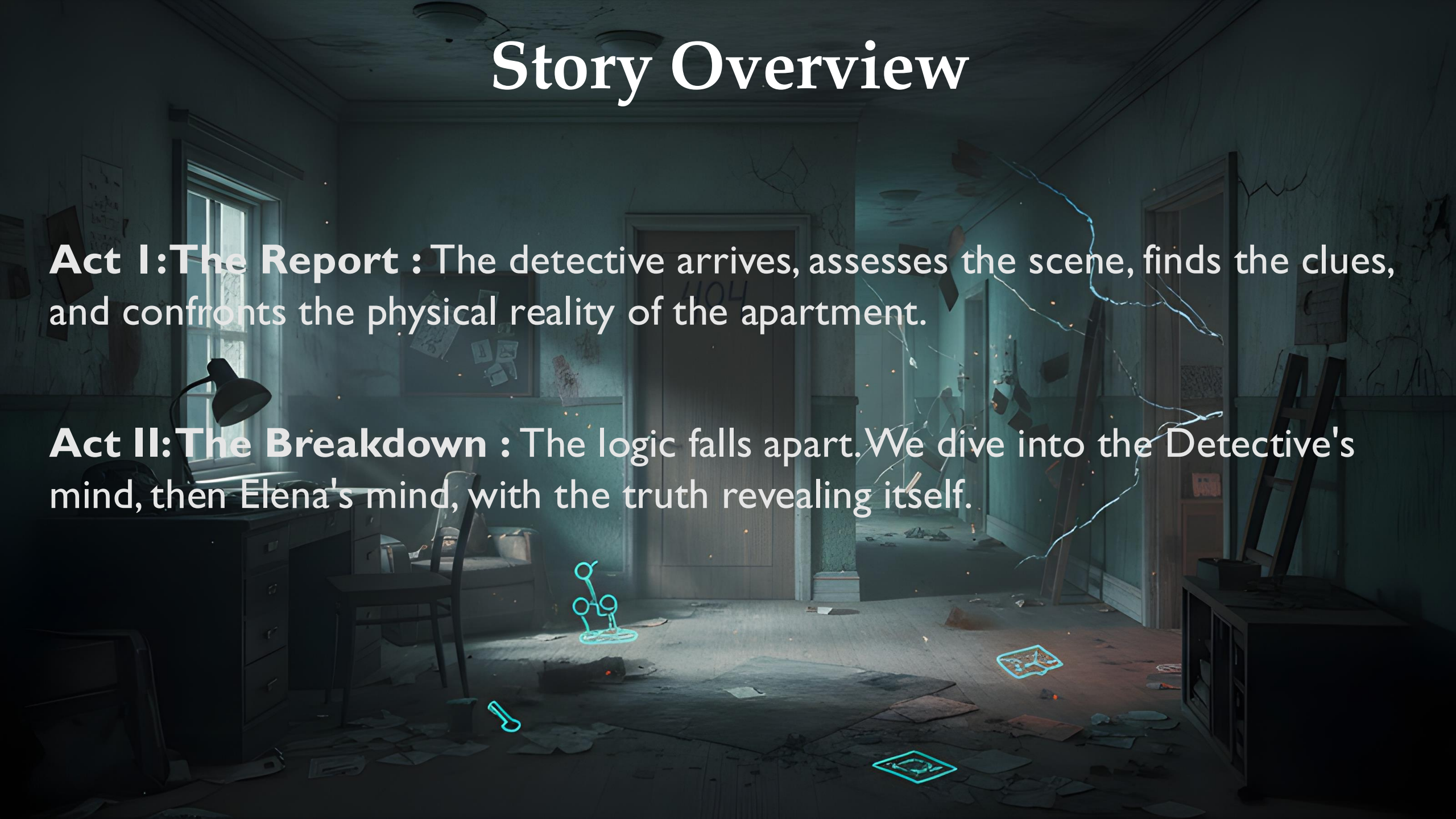
Technical Focus

- Developed in Unreal Engine 5 using Blueprint-based systems.

- The project focuses on a limited environment and controlled scope, allowing for detailed iteration on atmosphere, interaction, and narrative pacing.
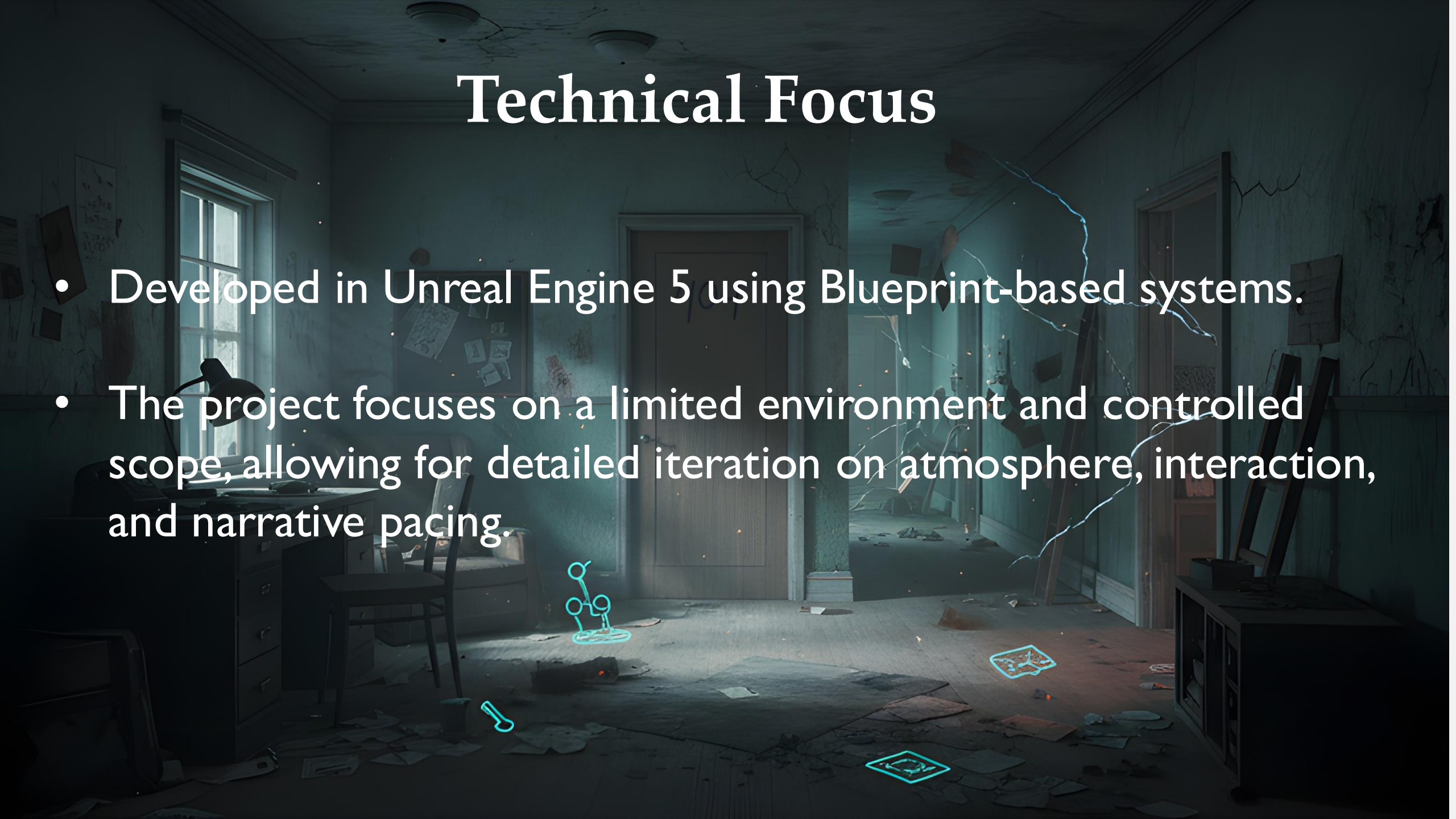
Unique Selling Point

- Single-location design focused on environmental iteration rather than expansion.

- Investigation systems based on interpretation, not objective correctness; clues do not always resolve into a single, stable conclusion.

- Gradual, subtle spatial and sensory inconsistencies.

- Narrative delivered through fragmented and conflicting written material.

- Written materials (notes, diaries, lists) are intentionally contradictory, presenting multiple internal perspectives without confirming which is reliable.

- Horror driven by restriction and uncertainty instead of direct confrontation.

Core Gameplay Loop

- Explore
  Navigate the apartment freely, including jumping and crouching, to observe spaces and identify points of interest.

- Interact
  Examine objects and environments using a single interaction input (E), triggering inspections, clues, or narrative text.

- Collect
  Gather key items and written materials into a limited inventory, each contributing to investigation threads or progression.

- Deduce
  Review collected clues through a dedicated deduction log (B), gradually completing investigative threads.

- Use
  Apply inventory items to the environment (doors, objects, hidden mechanisms) to unlock new spaces or narrative states.

- Progress
  Completing deductions or using key items triggers environmental changes, new objectives, or story advancement.

Inputs:
Movement + Jump | Ctrl: Crouch | E: Interact | I: Inventory | B: Deduction Log | F: Flashlight | P: Pause

Target Players

Target Audience:

Players aged **18-35**, fans of narrative-driven and atmospheric horror experiences.
They enjoy slow-burn tension, exploration, and games that challenge perception and logic.

Reference Titles:

- *P.T.* (Kojima Productions) — environmental dread & looping spaces.
- *Observer* (Bloober Team) — psychological decay within confined settings.
- *Layers of Fear* (Bloober Team) — spatial storytelling through visual distortion.

Also inspired by:
Films like *Perfect Blue, The Lighthouse, Coherence,* and psychological comics that blur memory and identity.

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Road Map

Semester Plan

Phase	Duration	Deliverables
Weeks 1–2	Pre-production	Research references, write story outline, blockout apartment layout.
Weeks 3–4	Prototype	Implement sanity & interaction systems, lighting and sound test.
Week 5	Playtest	Gather internal feedback, analyze pacing and tension.
Weeks 6–7	Refinement	Improve asset quality, polish transitions, add UI and puzzle feedback.
Week 8	Final Demo	Deliver playable vertical slice with stable build and presentation video.

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Collaboration / Support

Currently Lacking:

•Sound Designer / Composer to enhance ambient tension and create reactive soundscapes.

•Play-testers to provide emotional and pacing feedback.

•3D Artist for prop detailing and apartment storytelling assets.

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About Us

The students/producers list:

- Feryel Kermiche – 74450
- Amine Maamri - 74436

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THANK YOU.

Thank you for your time and consideration.

UNDEAL
ENGINE

The experience awaits.