



DON'T LOOK AT ME

GRUPPE 1

INGA BREHM, BENJAMIN EDER , JENS FAKESCH, CHRISTIAN GUERRERO,
XAVIER LOEFFELHOLZ, MAI-ANH NGUYEN, BIANKA ROPPELT

GRUNDIDEE

- ▶ **Spielidee:** First Person Horror Adventure Game mit treibender Rahmenhandlung, die zu einem festgelegten Ende führt.
- ▶ **Genre:** First Person Horror Adventure Zielgruppe: 16+, Interesse an Horror (Film, Spiel, Literatur)
- ▶ **Puppe:** führt durchs Spiel
- ▶ **Monster:** Bedrohung für den Spieler

DEMO



DON'T LOOK AT ME!

SCRIPTING



DON'T LOOK AT ME!

STORYTELLING

I WOKE UP THAT NIGHT AND MY
HUSBAND WAS GONE.

I DID NOT KNOW WHY. I WAS ANGRY THAT
HE SUDDENLY LEFT ME ALONE...

I WAS SCARED.

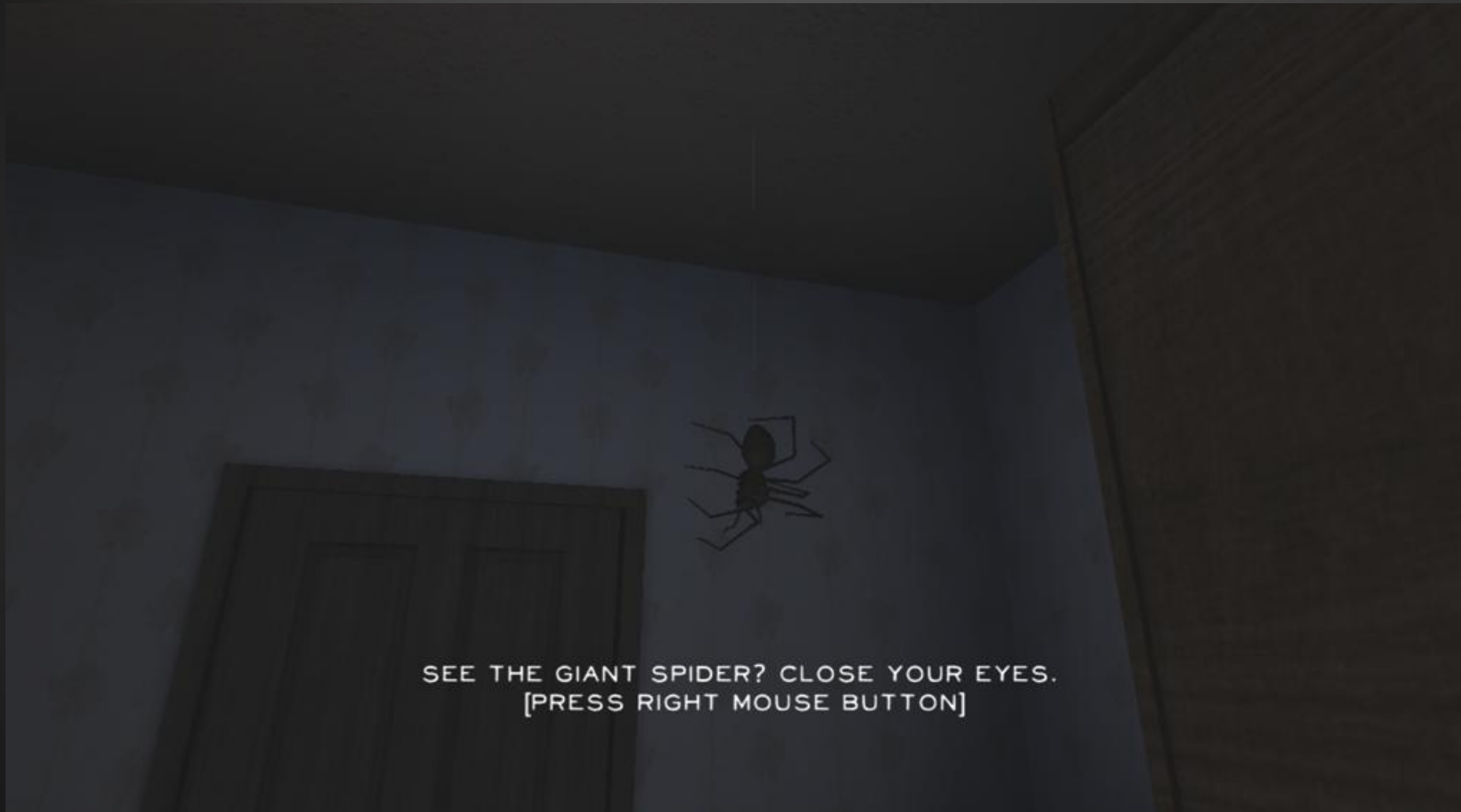
DON'T LOOK AT ME!

MONSTER



DON'T LOOK AT ME!

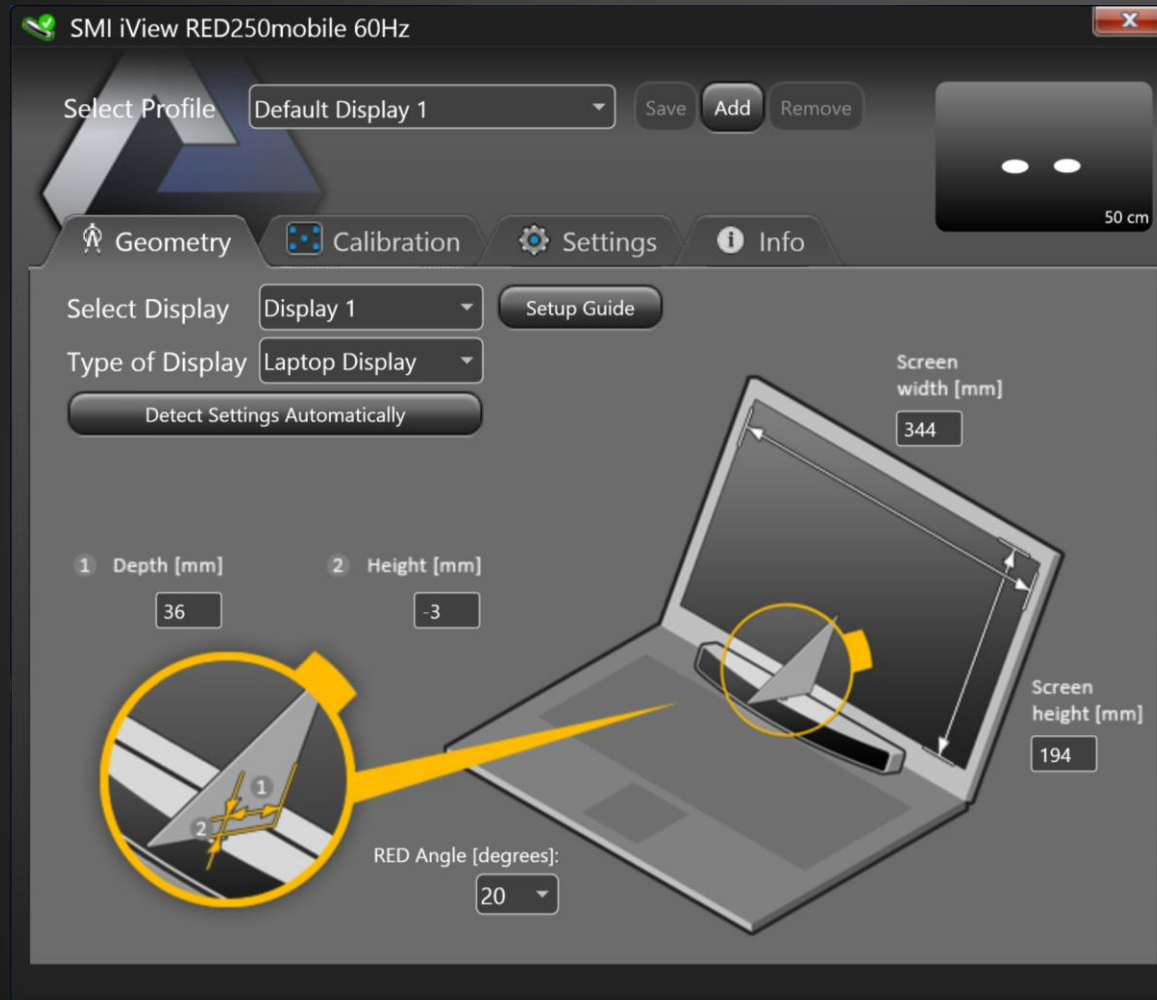
AUGEN SCHLIESSEN



SEE THE GIANT SPIDER? CLOSE YOUR EYES.
[PRESS RIGHT MOUSE BUTTON]

DON'T LOOK AT ME!

EYE TRACKING



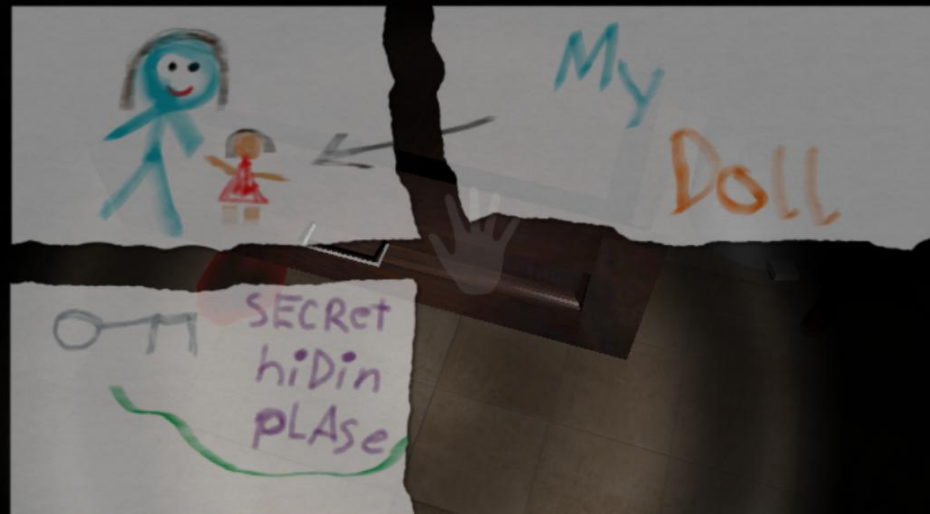
DON'T LOOK AT ME!

INTERAKTION



DON'T LOOK AT ME!

HINWEISE



FOUND HINT 3/4

DON'T LOOK AT ME!

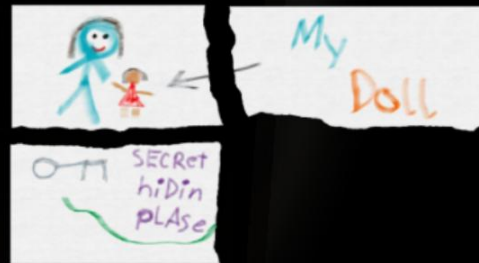
MENU

MENU

CONTINUE

RESTART

EXIT



DON'T LOOK AT ME!





VIEL SPASS BEIM SPIELEN

SCREENSHOTS



DON'T LOOK AT ME!

SCREENSHOTS



DON'T LOOK AT ME!

SCREENSHOTS



DON'T LOOK AT ME!

SCREENSHOTS



DON'T LOOK AT ME!