DON‘T LOOK AT ME

GRUPPE 1

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GRUNDIDEE

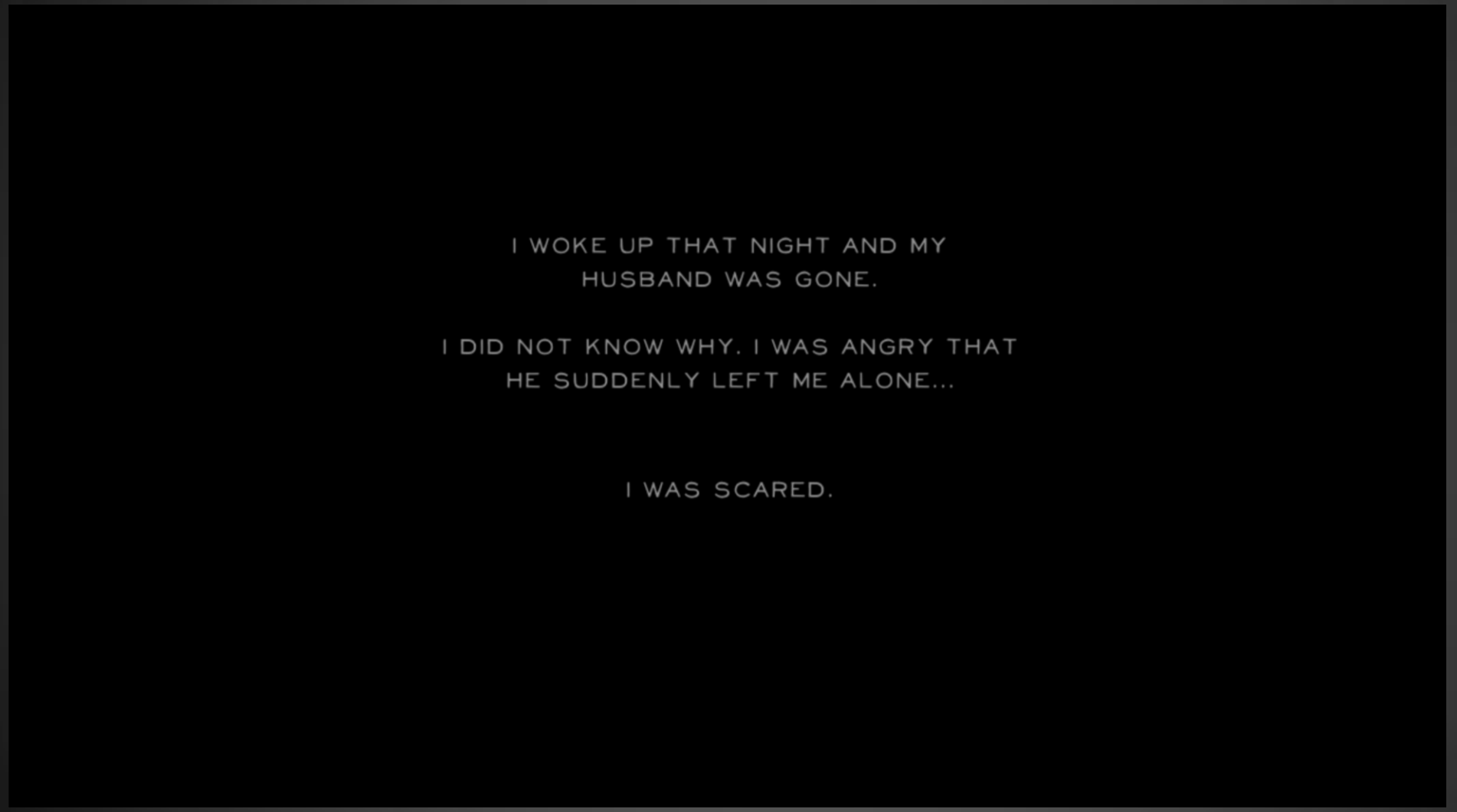
- **Spielidee:** First Person Horror Adventure Game mit treibender Rahmenhandlung, die zu einem festgelegten Ende führt.
- **Genre:** First Person Horror Adventure Zielgruppe: 16+, Interesse an Horror (Film, Spiel, Literatur)
- **Puppe**: führt durchs Spiel
- **Monster**: Bedrohung für den Spieler

DEMO

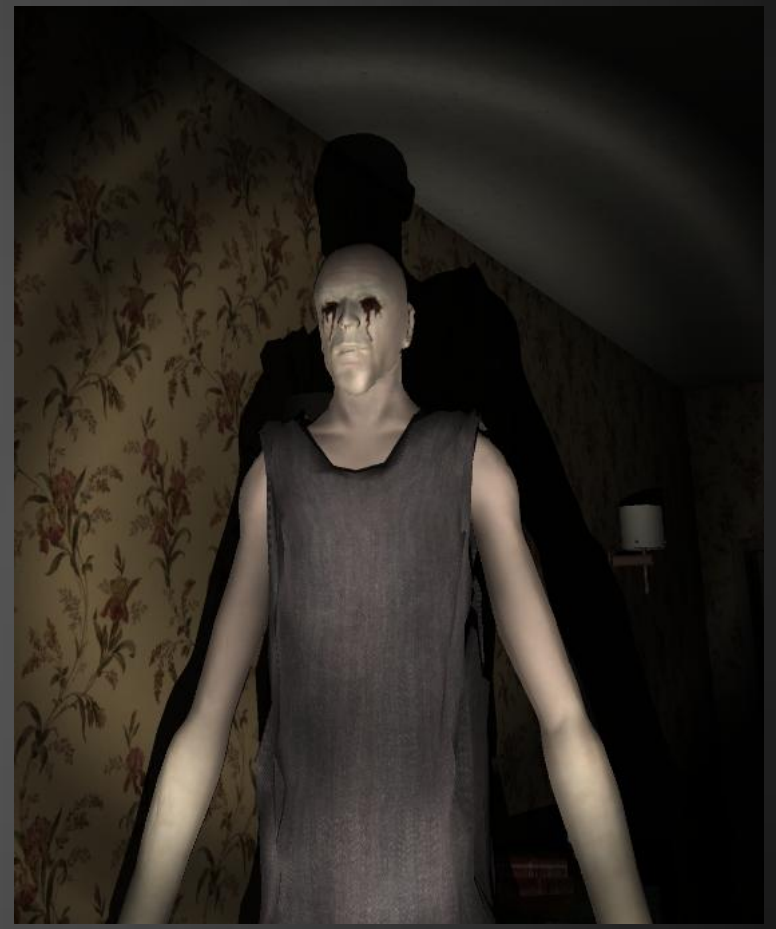
DON'T LOOK AT ME!

SCRIPTING

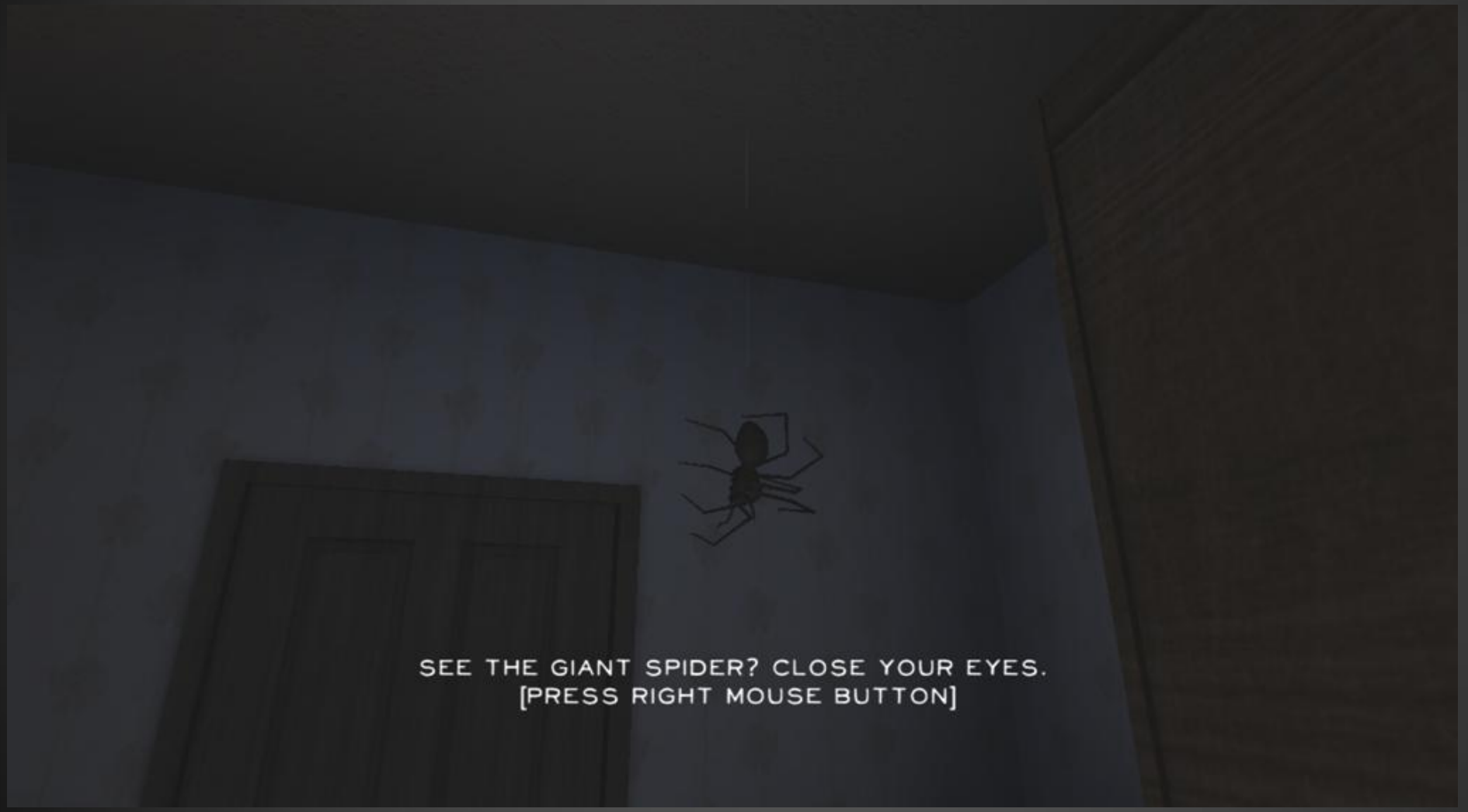
STORYTELLING



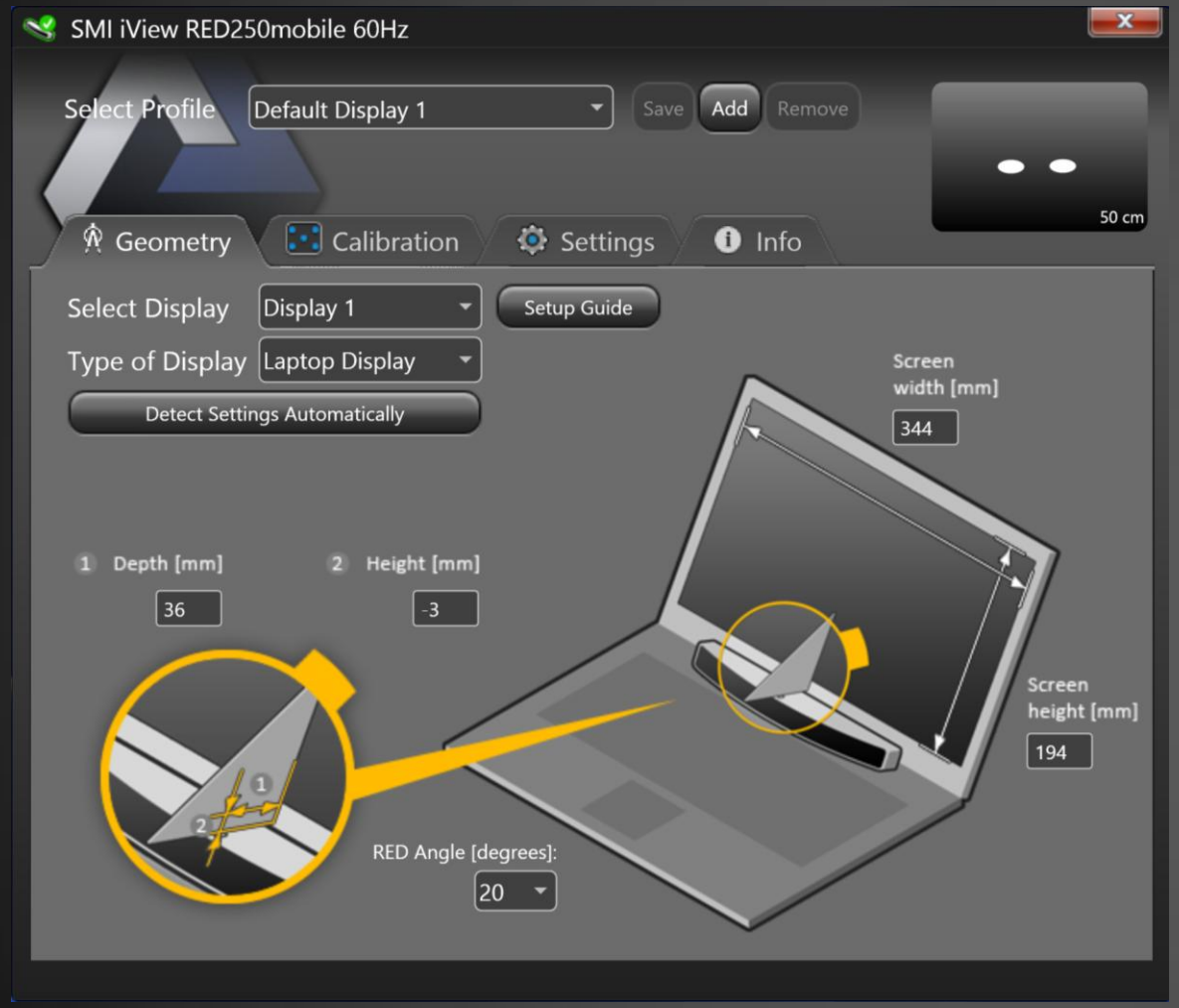
MONSTER



AUGEN SCHLIESSEN



EYE TRACKING



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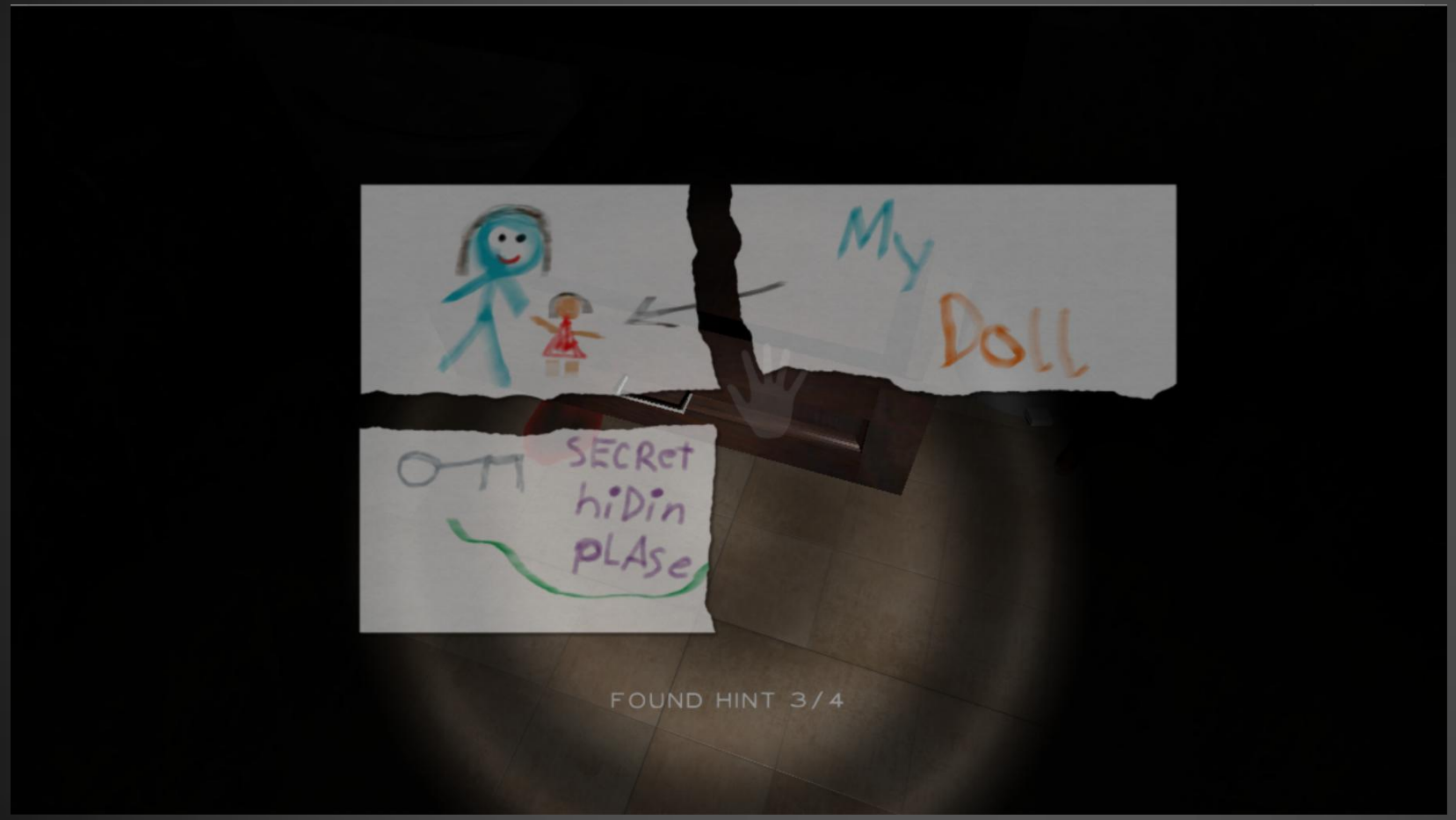
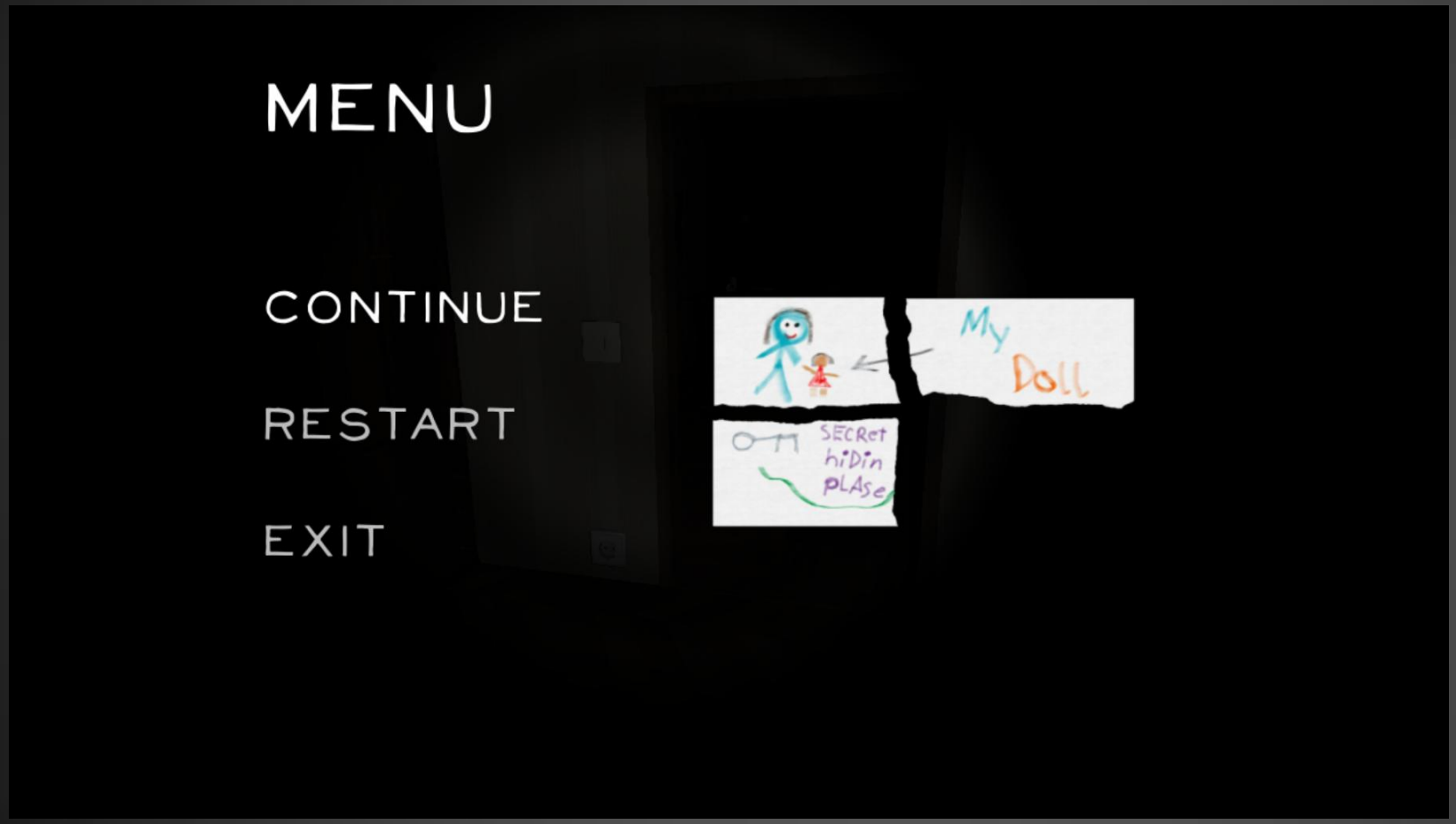
INTERAKTION

HINWEISE



MENU



VIEL SPASS BEIM SPIELEN

SCREENSHOTS

SCREENSHOTS

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