

Night of Erebus

MVP Game Development Presentation





The Team

Designers:

- Najd AlQurish (team leader)
- Rabab Alherz
- Sama Kinsara

Artists:

- Nora AlFifi (lead)
- Maha AlSharif

Programmers:

- Ebrahim Sahbi (lead)
- Raneem AlShreef





Introduction

Brief Concept Introduction

Night of Erebus is a visual novel mix of cozy and horror with puzzles, 2.5D perspective. It will Test the player's morals in helping people leading to two different endings.

Genre

Cozy, horror, puzzles, multiple endings

Target Audience

18+





Overview

Gameplay Goals and Objectives

Showcase some problems the people facing in their life and how a word of encouragement and support may help.

Counterways, how harsh words could be devastating to the receiving person.

The different point of views of each person, what they show and what they hide.

Unique Selling Points

- Multiple endings
- Fun yet simple puzzles
- Player agency (player can choose the MC path)
- Unique isometric view

Link to Gameplay / Trailer (Yes play it!)

<https://drive.google.com/file/d/1HXkAAwob8ULIwL6EFbkGLogTB4UlrewA/view?usp=sharing>





Game Design

Core Mechanics and Features

- The player can walk, talk with NPCs.
- Point and click to solve puzzles, drag and drop.
- Choices with dialogue.
- Multiple endings.

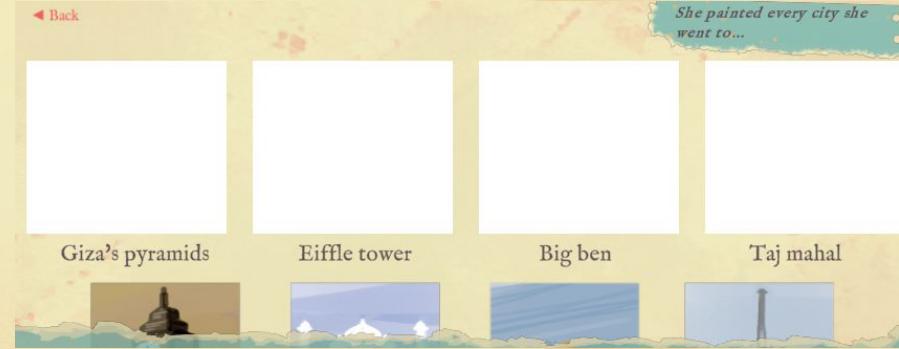
Game Progression (Challenges, Levels, Enemies, etc.)

- Progress through story by finishing up levels (or dreams, as they are in the game)
- No minions, but rather boss encounters in each dream.
- Puzzles are the main gameplay, only if the player lets it be that way.





Puzzle design





Game Design

Narrative

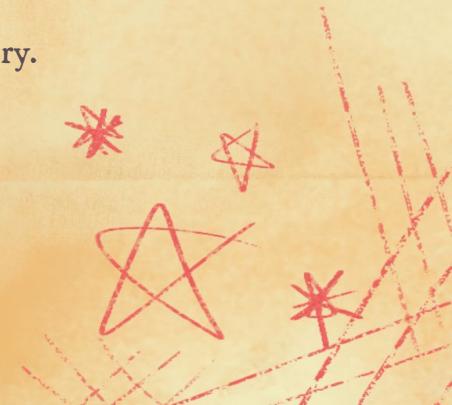
- The contrast between the dialogue during day time vs dream world.
- Narrative-based, even when encountering the villain.
- How the MC goes through her days while interacting with NPCs and how she thinks about them.
- The different interactions in good and bad routes and ends, and MC personality development

Player Motivation and Rewards

- Poke the curiosity in player, letting them wanting to know about the characters story.

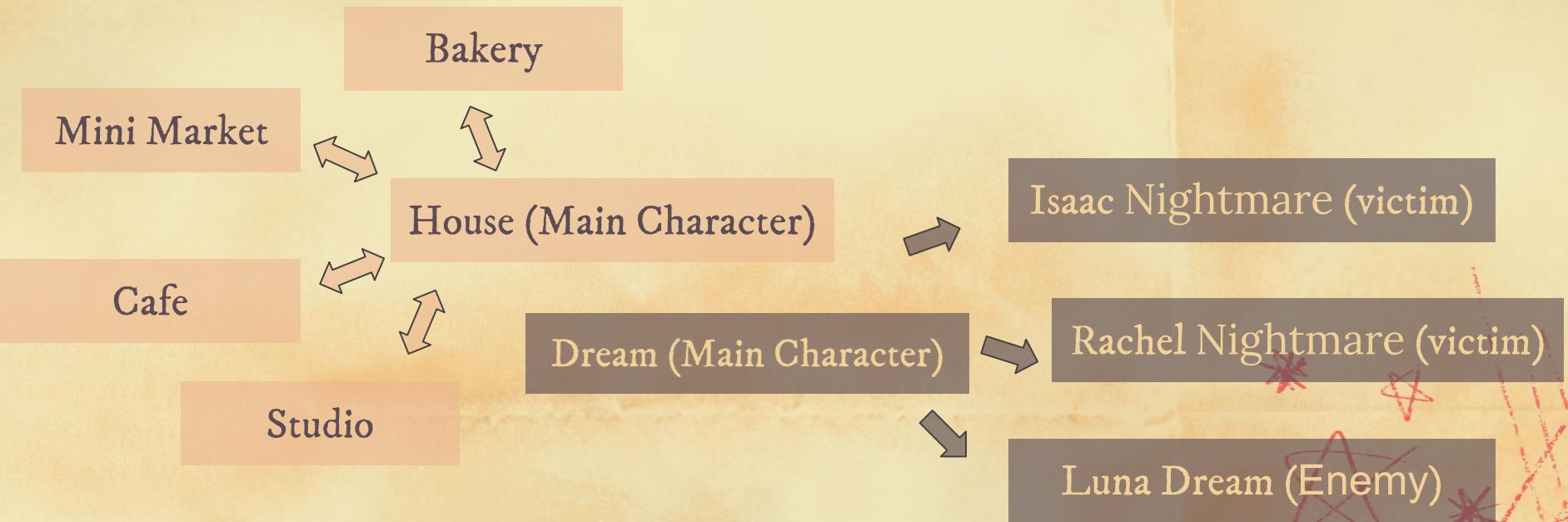
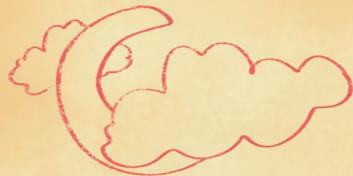
Game World

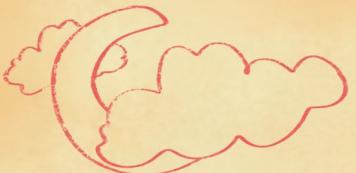
- Real world: European city, present time period
- Dreams/Nightmares world: Based on memories and feelings of the characters



Game Design

Level Design





Game Design

Level Design



Morning Time



Night Time



Game Design

Level Design



Game Design

Level Design



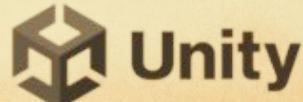
Game Art



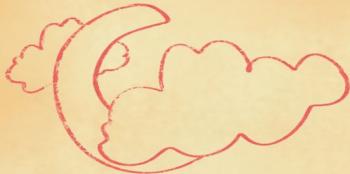
Visual Style

Our Game is heavily inspired by Persona 3 character and environment style, its an isometric 3D with simple design and minimum details, as we wanted the focus to be on the rich story and narrative gameplay to be able to have as many characters and locations as possible.

Programs Used



Characters



Our Game consist of 3 main characters :

Raven

The protagonist

Isaac & Nada

Non playable supporting characters



Raven



Isaac



Nada

NPC Characters



Daniella



Justin



Rachel



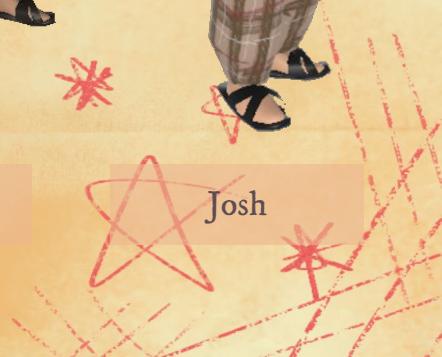
Luna



Grandparents



Josh



NPC Characters



Isaac Dream Form



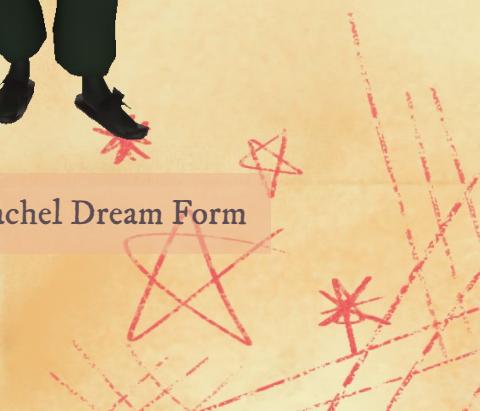
Monster Form



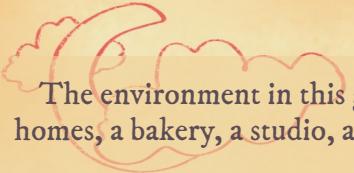
Covert Form



Rachel Dream Form



Environment



The environment in this game is minimal and yet rich with cozy design and atmosphere, we have the main dream platform, a number of homes, a bakery, a studio, a mini market and an outside of a cafe, we wanted to create many locations to keep the player engaged & excited to explore the game.



Sample of Day locations

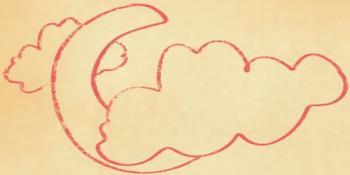


Environment

Sample of Nightmare locations



Environment



Environment



Environment



Nightmare locations of some of the victims



UI Elements

With UI elements, I, Nora created character profiles for their dialogues , as well as create all of puzzle items artworks.

UI character Sprites for dialogues

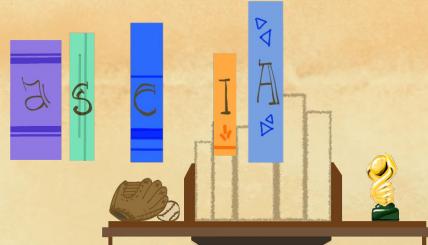


UI Elements



With UI elements, I also created all of puzzle items artworks based on the designers Request

Sample of UI Puzzle elements/items :



UI Elements



To enhance the UX, I designed the dialogue box, buttons, backgrounds and puzzles mouse cursor

Sample of UI:



Night of Erebus

- New Game
- Load
- Settings
- How to play
- Credit
- Exit

◀ Back

Color palette



Credit

Designers

Najd Alqurish
Sama Kinsara
Rabab Alherz

Artists

Nora Alfifi
Maha Alsharif

Programmers

Ebrahim Sahbi
Raneem Alsheef

Special Thanks

Atheer Alayzari
Instructors, Family and
Friends

BGM created using

Groove pad: House at night
Groovy Loops: Raven's Dream
Nightmares
Bad end

Softwares

Blender
Zbrush
Gimp
Substance painter
Unity



UI Elements



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Sample of UI:

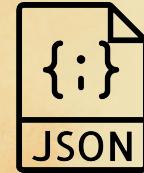




Game Programming

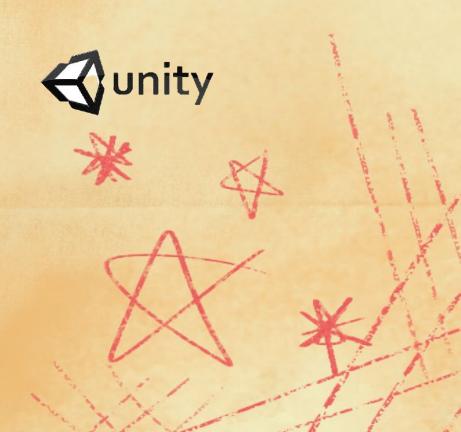
Game Engine and Tools

- Unity
- C#
- Json File
- JsonEditor
- Svn
- Cinema machine
- 2D sprite



C#

 unity





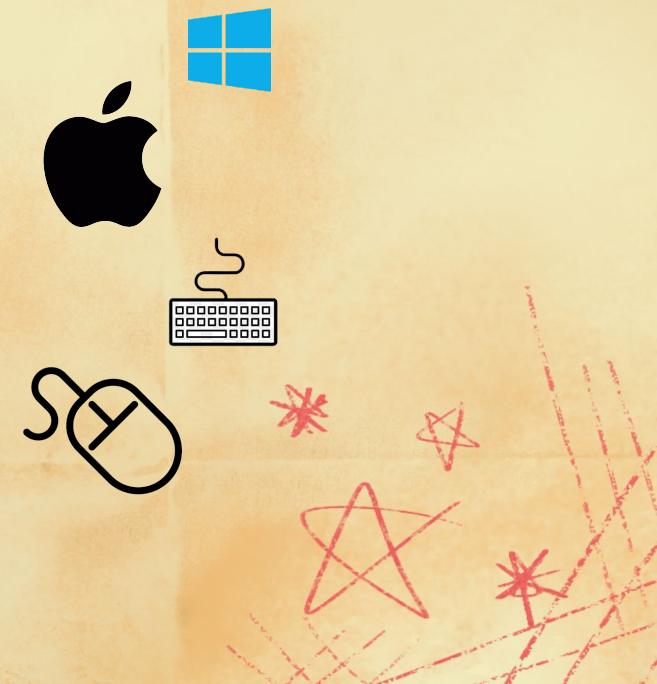
Game Programming

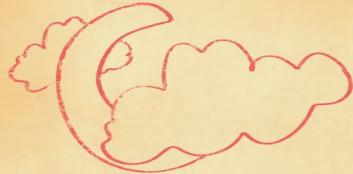
Platforms

- Windows
- Mac

Input Devices

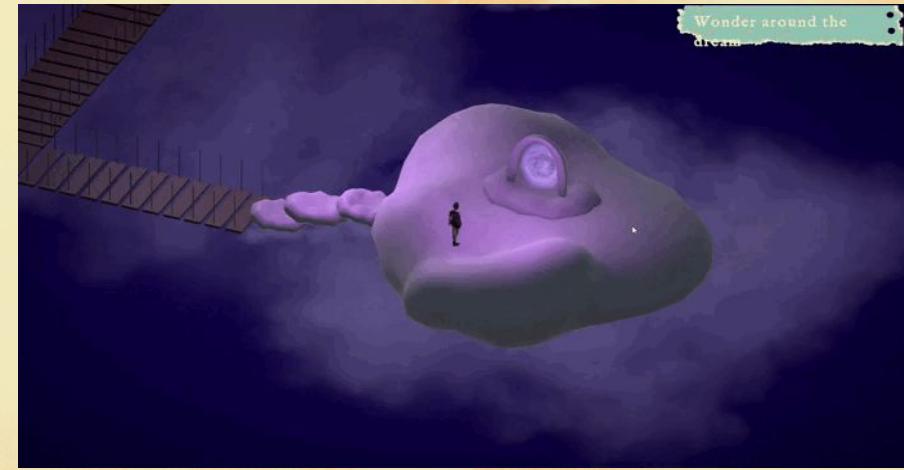
- Keyboard
- Mouse

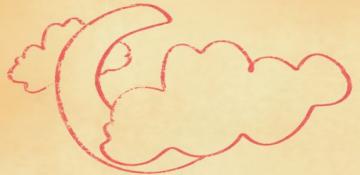




Game Features

- Movement
- Animation system
- Ai





Game Features

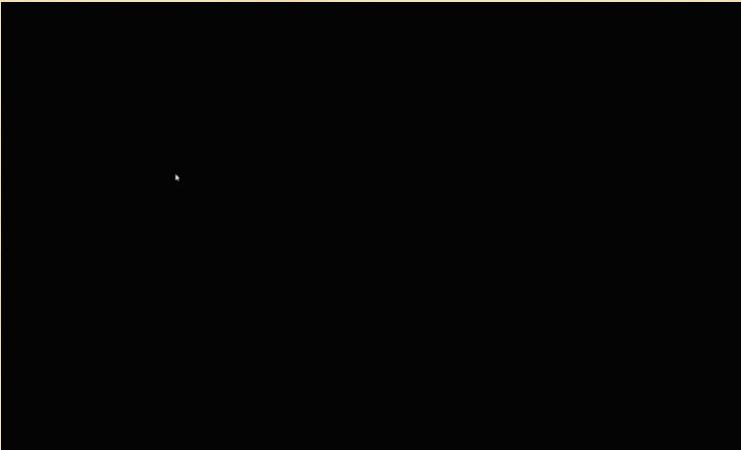
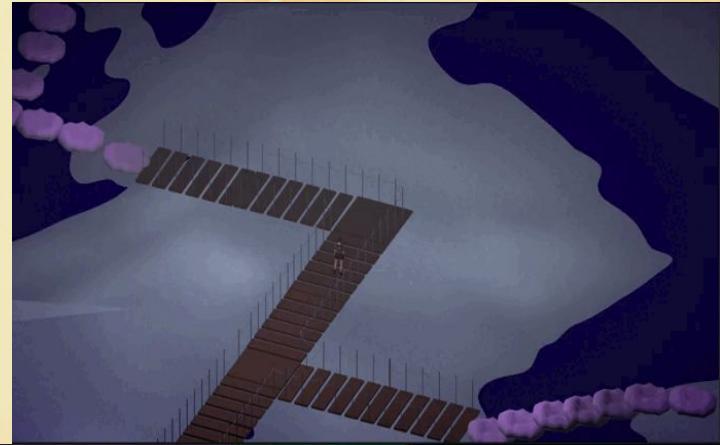
- Interact with objects
- UI Interaction system
- Drag and drop puzzle





Game Features

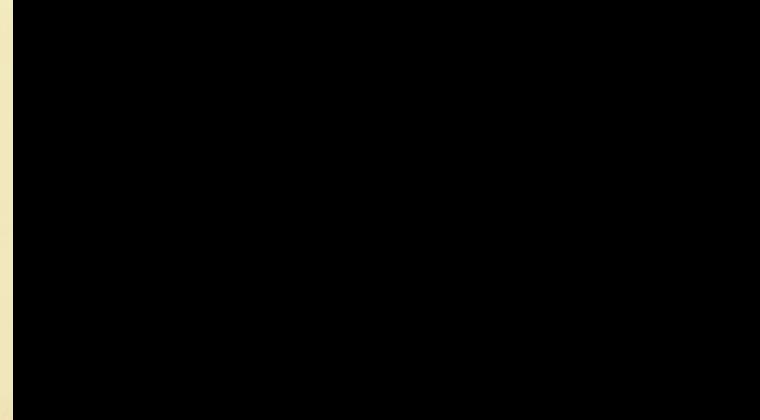
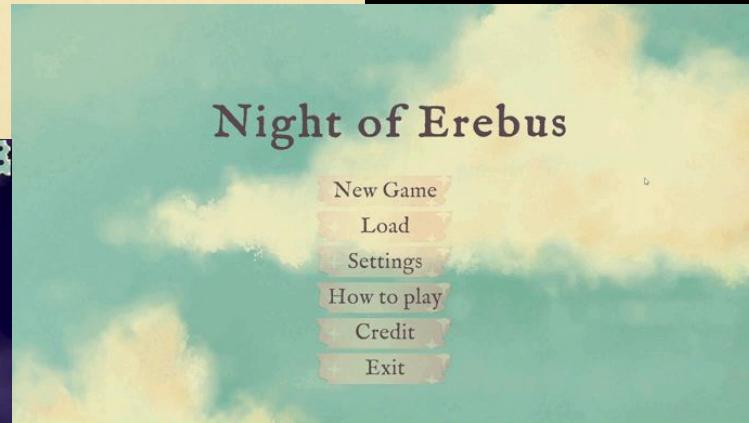
- shaders
- Dialogue system





Game Features

- Save & load system
- Settings





Technical Challenges

- Svn conflict
- long load time
- Fixing bugs
- Dialogue content





Thank you!

Any questions?

