

The background is a dark, textured surface. On the left, there is a large, complex wireframe structure resembling a star or a flower, composed of many thin, intersecting lines in shades of grey and yellow. To the right of this, a series of small, white footprints leads from the bottom left towards the center. Further right, there is another large, complex wireframe structure, similar to the one on the left but with a more dense, grid-like pattern. A small, red, scribbled shape is visible near the bottom center, and a small, white, scribbled shape is visible near the top center. The overall aesthetic is technical and mysterious.

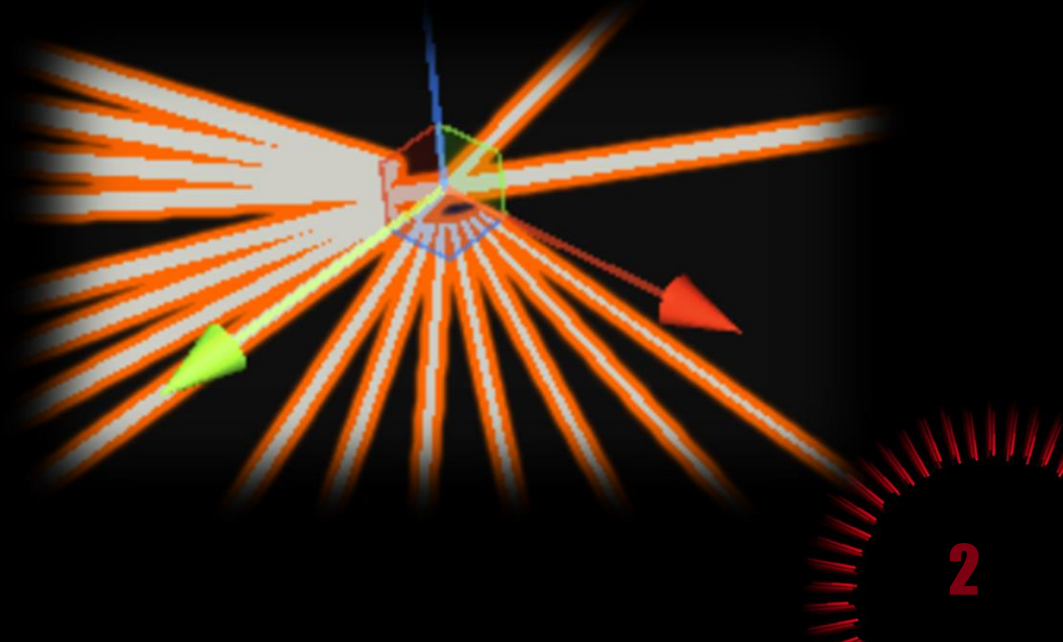
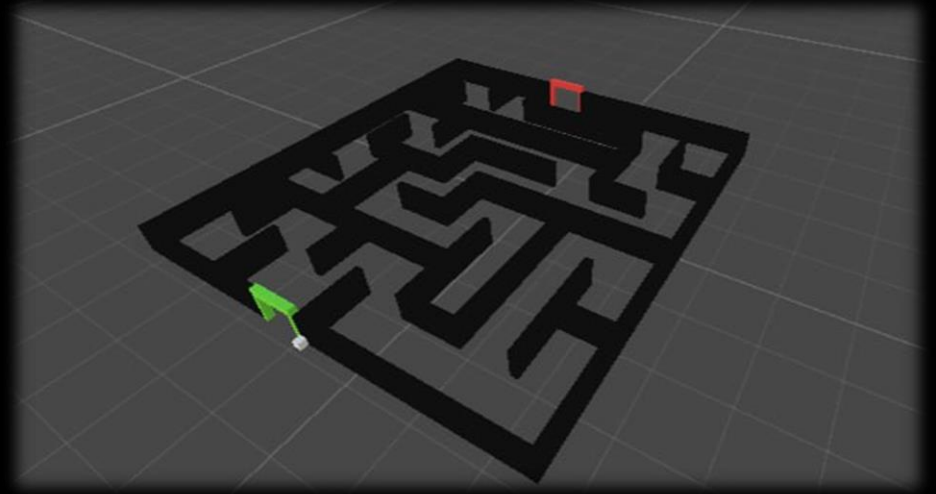
IN THE DARK

VR GAME

Developed by:
Maksim Peshkov

Concept

- The player must escape from an abandoned maze, with the core challenge being complete darkness - absolute zero visibility. Controlling the protagonist, players must navigate to the exit.
- To overcome this lightless labyrinth, they rely on echolocation: their footsteps generate visible sound waves that radiate outward as pulsating light beams, bouncing off walls and obstacles.
- Upon reaching the finish point, the player completes the maze level and wins.



References & Visual Style

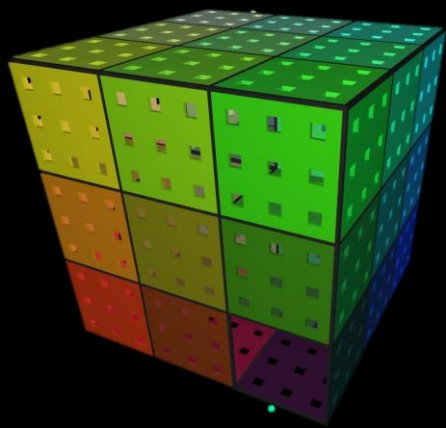


Primary Inspiration: Dark Echo (Steam)

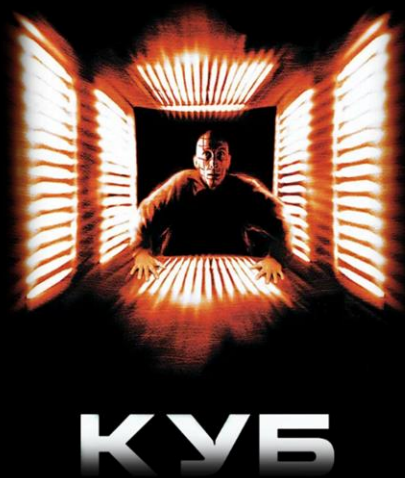
DARK ECHO

References & Visual Style

Additional References:



Browser-based 3D game



The Cube (film)



THE CLIMB (VR)

References & Visual Style

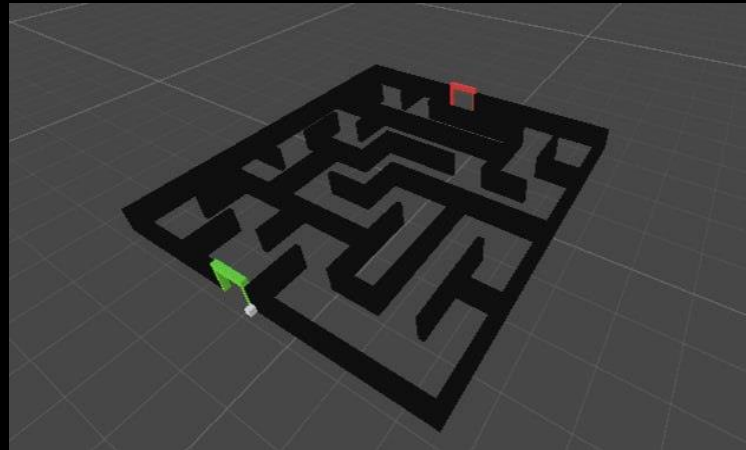


Visual Style:

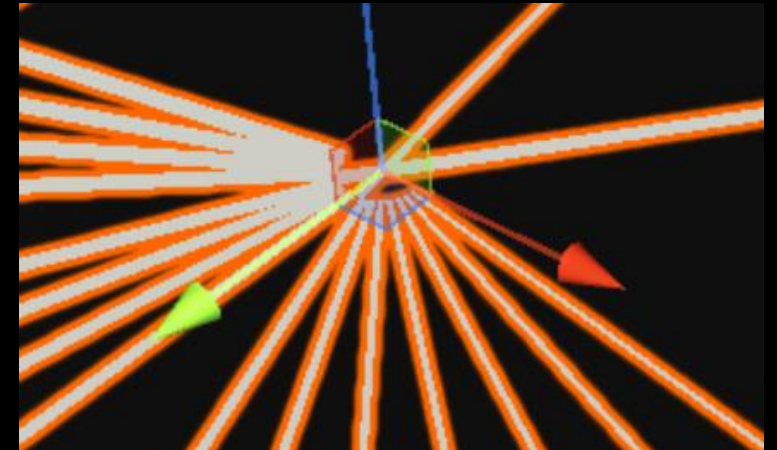
IN THE DARK

PLAY

Dark Echo-inspired UI

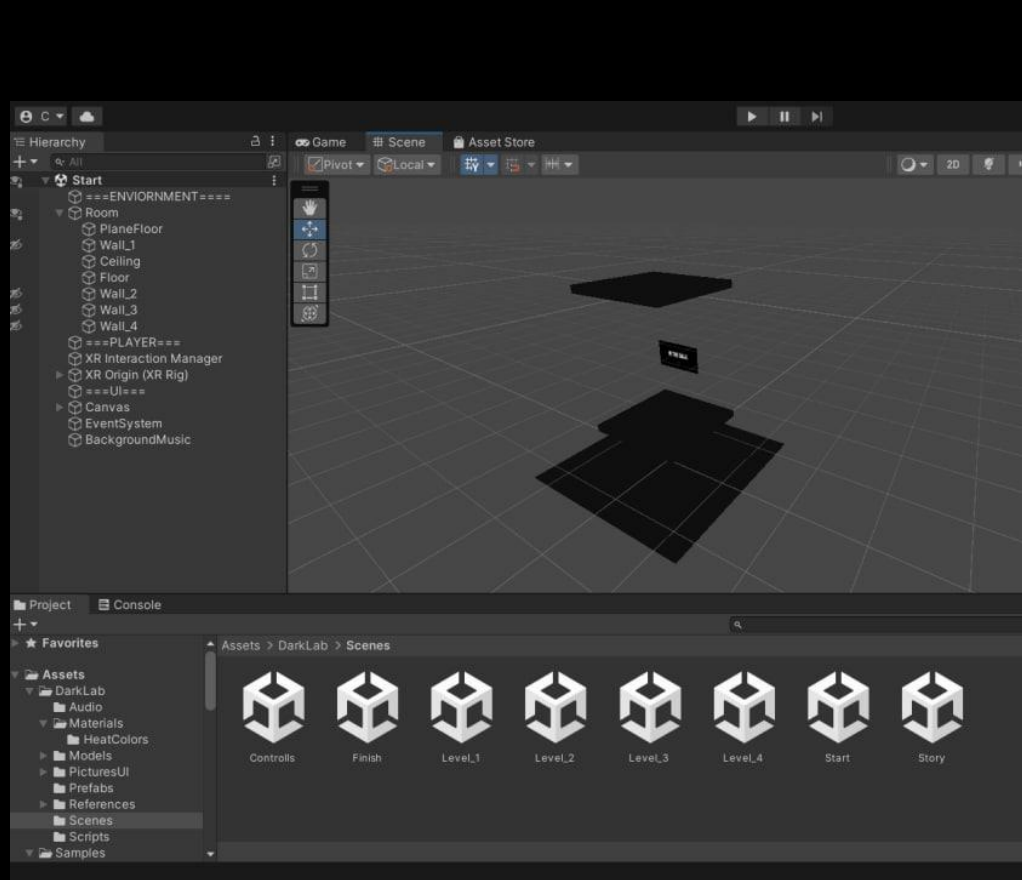


**First-person
3D perspective**

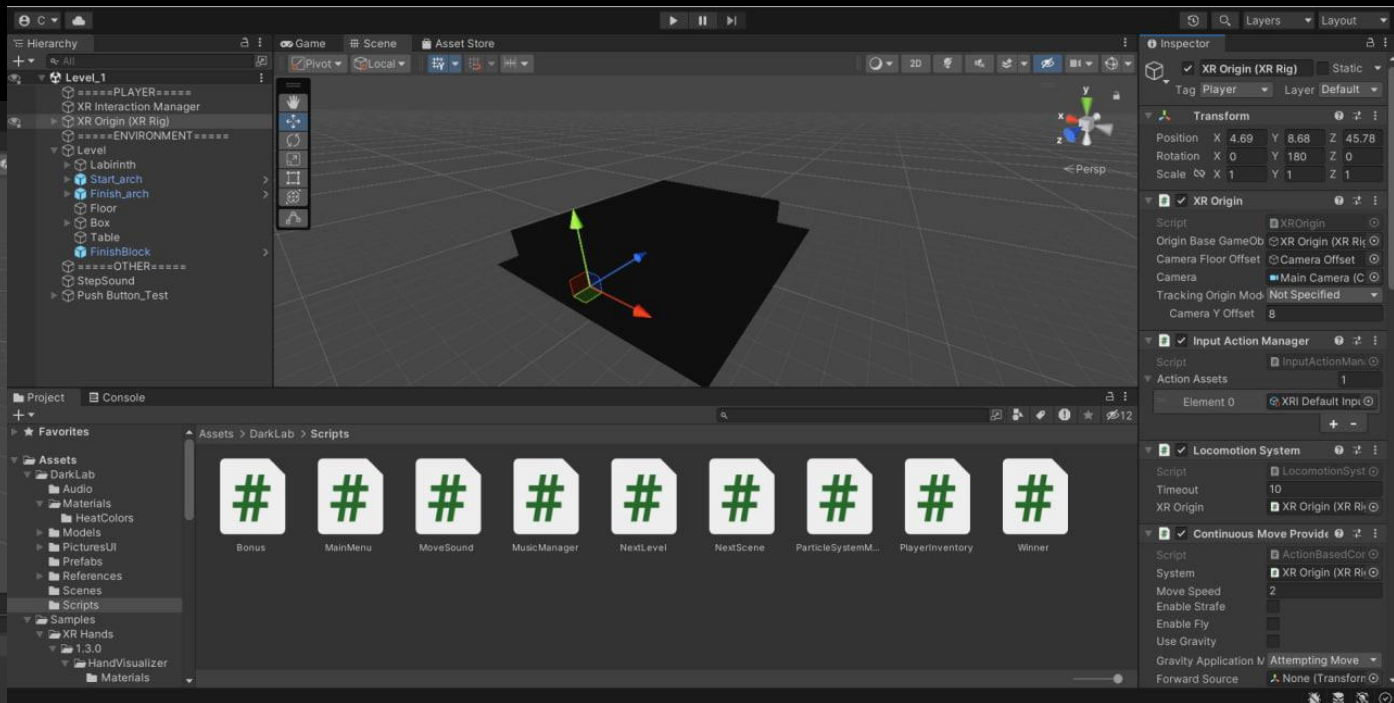


**Glowing sound
wave effects**

Developing

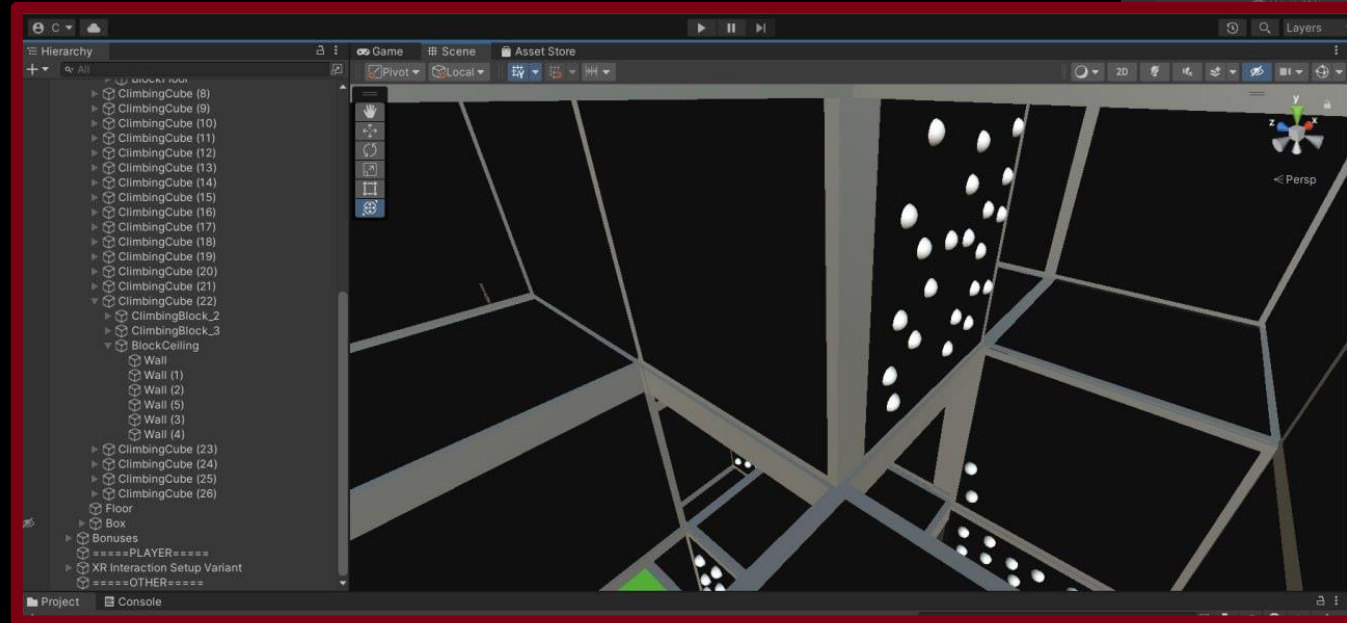


UI Scene

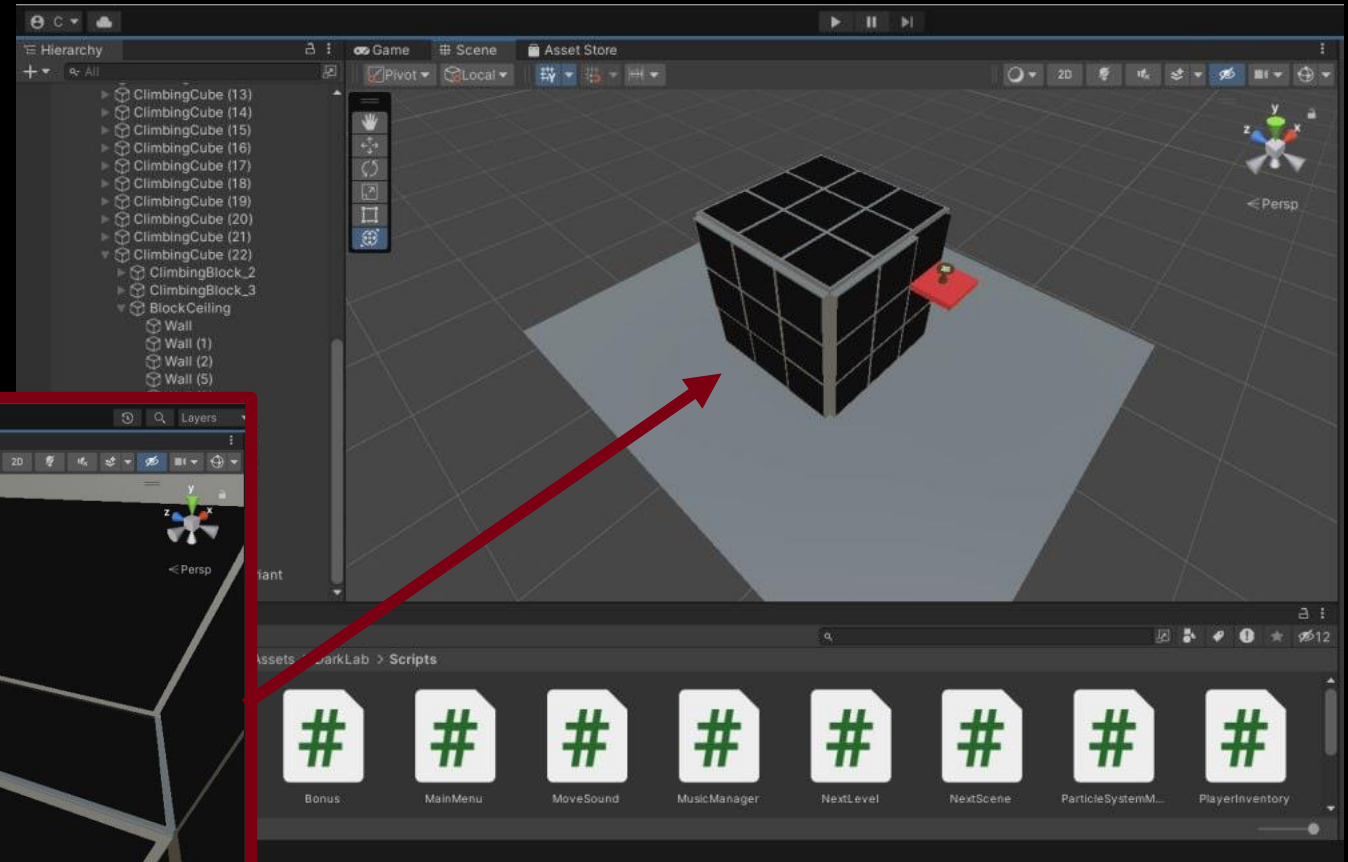


Maze Levels

Developing

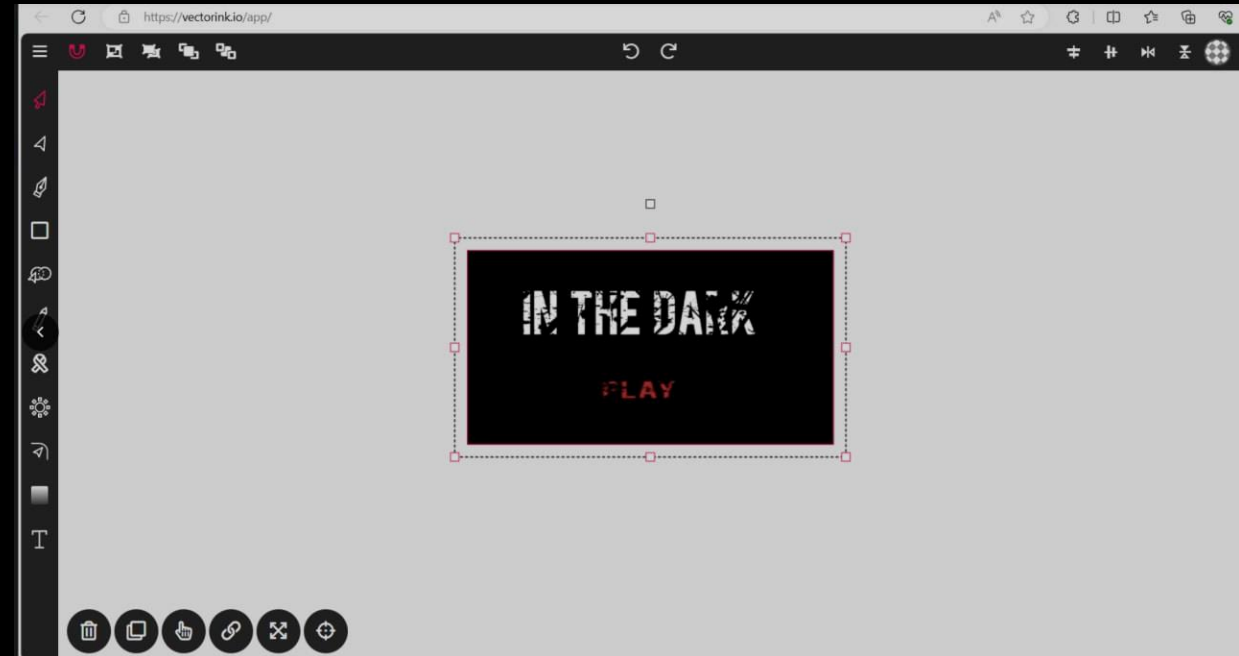
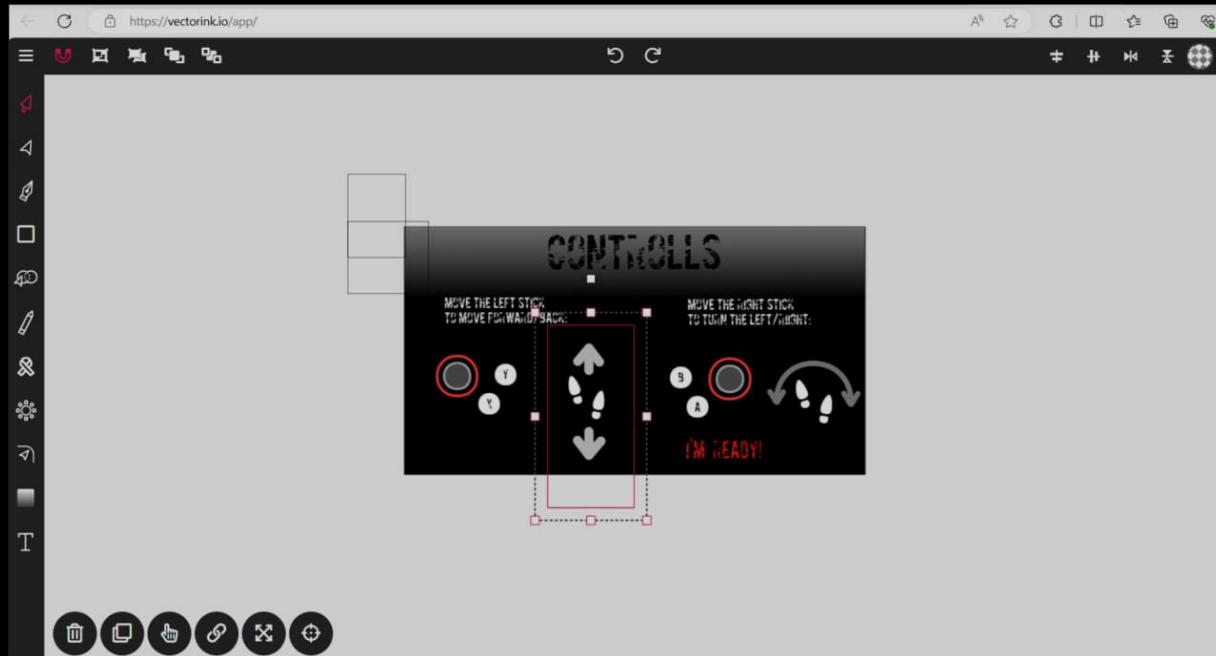


Inside



Outside

Developing

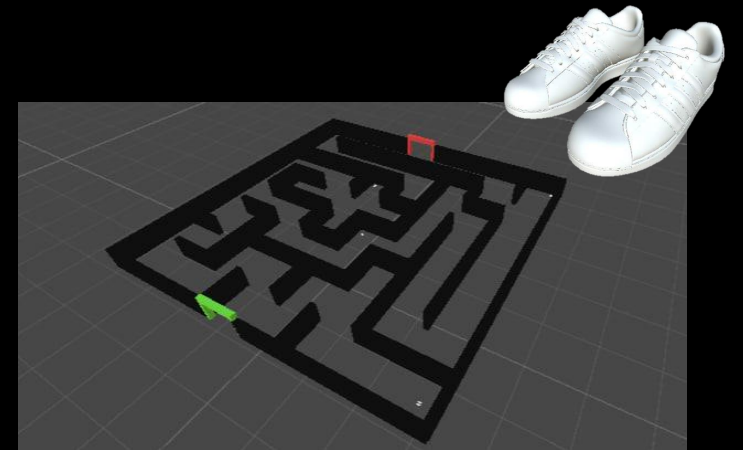
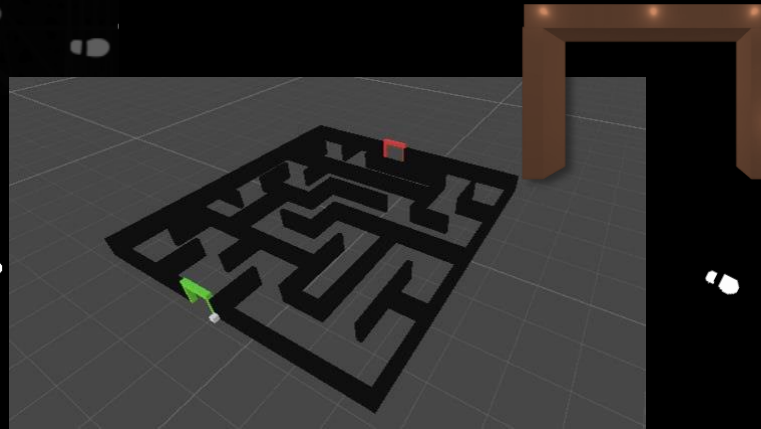


Developing UI design using online vector graphic editors

Game Lifecycle & UI

IN THE DARK

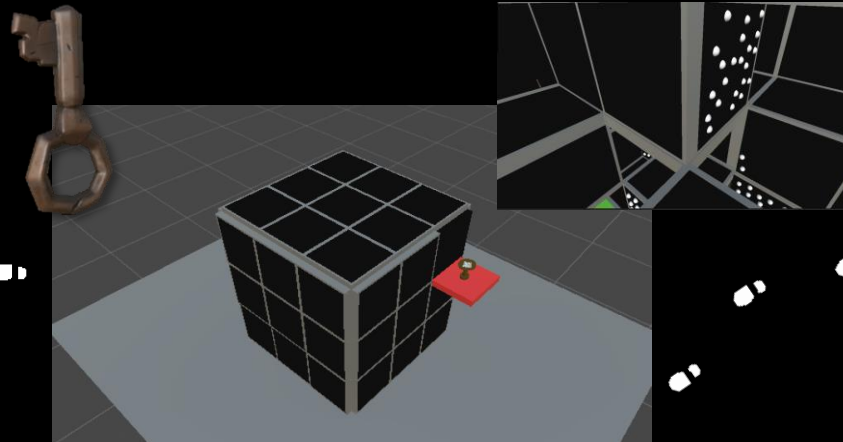
PLAY



CONGRATULATIONS!

YOU'VE ESCAPED

REPLAY



UI/UX



IN THE DARK

PLAY

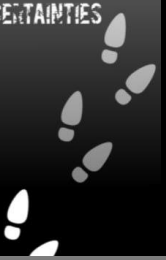
IN THE DARK

YOU FIND YOURSELF DEEP WITHIN AN ABANDONED LABYRINTH, FULL OF UNCERTAINTIES
YOUR TASK IS TO FIND THE EXIT, BUT THERE'S A CATCH...

THE LABYRINTH IS SHROUDED IN ABSOLUTE DARKNESS...

EVERY STEP YOU TAKE CREATES AN ECHO...

IT BOUNCES OFF WALLS, GIVING YOU AN IDEA OF WHAT SURROUNDS YOU...



SO, LET'S GO!

CONGRATULATIONS!

YOU'VE ESCAPED

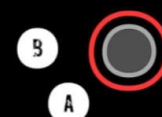
REPLAY

CONTROLS

MOVE THE LEFT STICK
TO MOVE FORWARD/BACK:



MOVE THE RIGHT STICK
TO TURN THE LEFT/RIGHT:



I'M READY!

Mechanics & Features

Core Mechanics:

Movement:

- Left controller: Move forward/backward
- Right controller: Rotate view

Echolocation:

- Footsteps emit pulsing light waves
- Waves reflect off

Physics:

- Solid walls (no clipping)
- Realistic footstep audio

Advanced Mechanics:

Progression System:

- Shoe Bonuses: Required to complete Level 2

Two-Level Structure:

- Level 1: Navigation test
- Level 2: Collection challenge

Mechanics & Features

Juice Mechanics:

The player cannot complete the level until all bonuses are collected.

Implementation of movable objects within the maze environment.

Implementation of a new level featuring object-manipulation mechanics for puzzle-solving and progression.



The background is black with several abstract line art elements. On the left, a large starburst shape is formed by numerous thin, grey lines radiating from a central point, with some lines colored yellow. To the right, there is a more complex, dense pattern of grey lines that resembles a stylized, elongated figure or a large, intricate star. A small, red, jagged shape is visible near the bottom center of this pattern. In the bottom right corner, there is a standard black and white QR code.

**Thank you
for attention**