

*Someone is knocking at the door, will you open it?*

Yes

No



*Do you get up to open the door or ignore it and go back to sleep?*

*Open door*

*Ignore & Sleep*

# *Beyond the Veil*



Start Game



Your dad is moving in boxes and asks for your help: "Liz, can you help me take these boxes in and unpack them?"  
[Click to continue...](#)



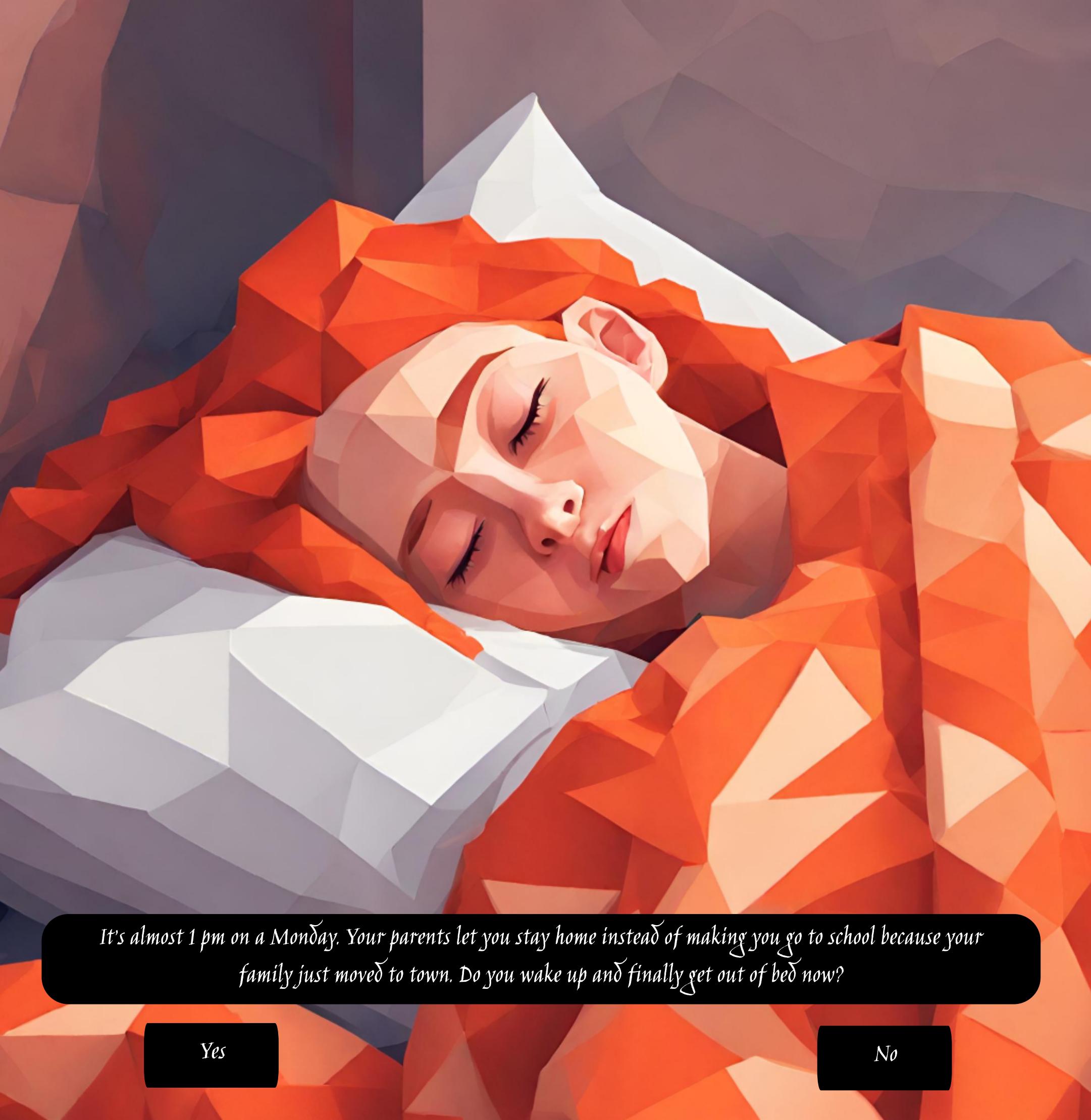
*And just like that, the time goes by. Click to continue...*



*11 hours later, day turns into night. Click to continue...*



*Only to wake up 40 minutes later because of a noise coming from the hall. Click to continue...*



*It's almost 1 pm on a Monday. Your parents let you stay home instead of making you go to school because your family just moved to town. Do you wake up and finally get out of bed now?*

Yes

No



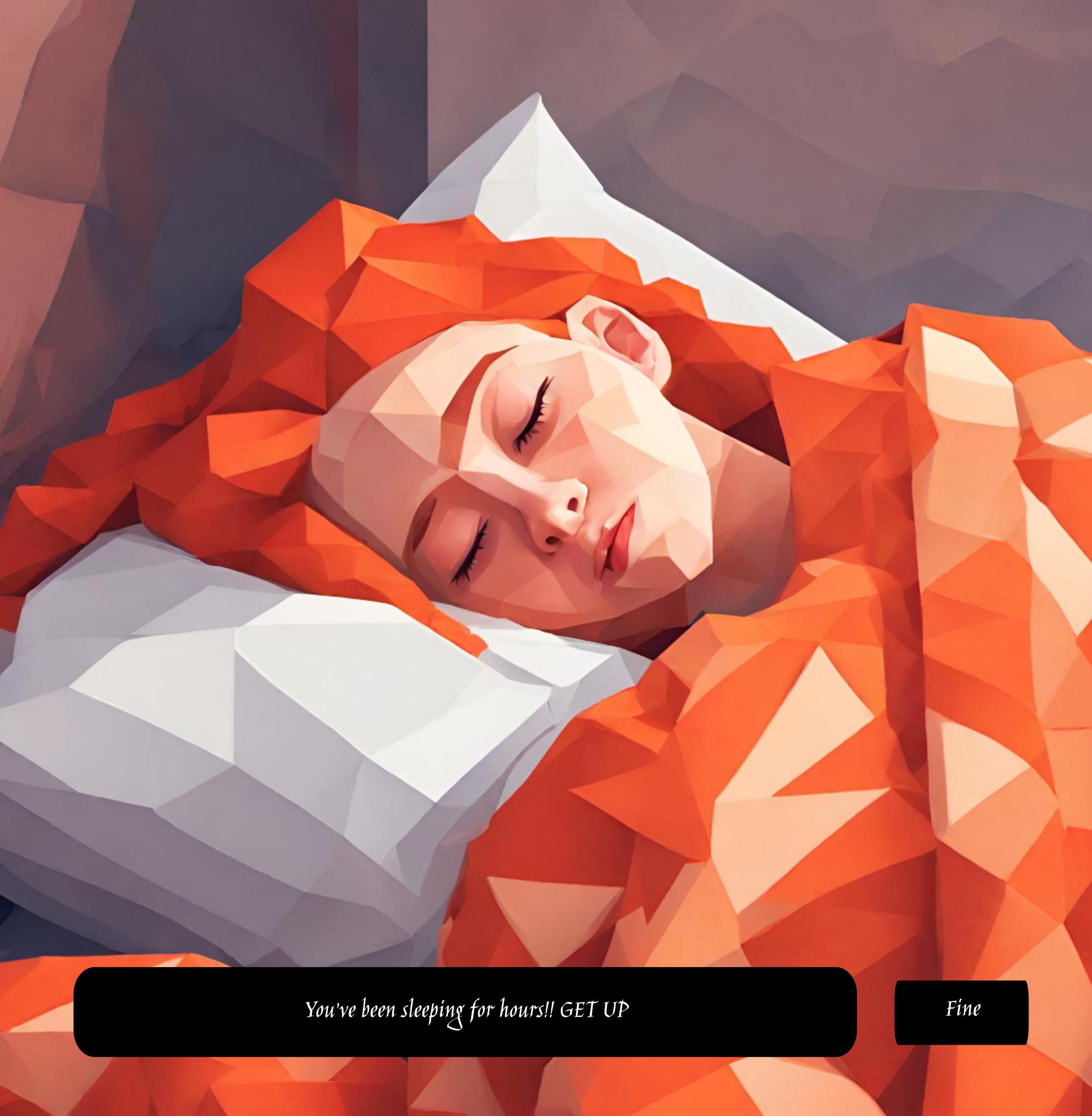
*Let's go downstairs for a late breakfast. Click to continue...*



Where is everybody? Click to search around...



*Well, that wasn't a smart choice, why would your dad even be out this late? The zombies got to you and you're injured now. But wait, zombies? Where did they come from? Click to learn more...*



*You've been sleeping for hours!! GET UP*

*Fine*



*Exhaustion takes over your body and you pass out on the couch. Click to continue...*



*Someone is knocking on the door again. "Liz, Liz!" Sounds like your dad. Click to continue...*

# PURPOSE STATEMENT

\*This prototype was made to represent a game I hope to develop soon.\* The game "Beyond the Veil" is a 3D horror and apocalypse-based video game about a character who finds them self in an unusual situation where they travel between parallel worlds during their sleep and fight to survive against unknown dangers while also having to solve a mystery; this game is intended to encourage teens to use critical thinking skills, challenge their own emotions and engagement levels, and enjoy themselves by having fun.

## RESEARCH- THIS GAME IS INSPIRED BY:

### THE LAST OF US

- An American action-adventure game created by Naughty Dog and Published by Sony Interactive Entertainment.
- About characters who have to fight against zombies and navigate the harsh conditions of a post-apocalyptic world to survive.
- Delivers a compelling narrative and intrigues players by invoking empathy for the characters.
- I've never played the game or watched the show but I've seen many clips and heard about it from friends so I'm a little familiar with the story.
- Although Beyond the Veil (name of game) is also about a zombie apocalypse, unlike the Last of Us, it uses parallel worlds where the dangers and the mysteries of the world is only visible to the eye when the character goes to sleep and enters the alternative world.

### LITTLE NIGHTMARES

- A horror adventure game created by Tarsier Studios, Supermassive Games, and Alike Studio.
- About a character named Six who is exploring a mysterious world called The Maw.
- Creates a haunting atmosphere and delivers a unique gaming experience with engaging & beautiful visuals as well as challenging puzzles.
- I haven't played the game by myself but I've watched my friends play, reviewers describe it as a game of hide and seek with additional scares and surprises.
- I hope for Beyond the Veil to have challenging puzzles and decent graphics inspired by Little Nightmares.

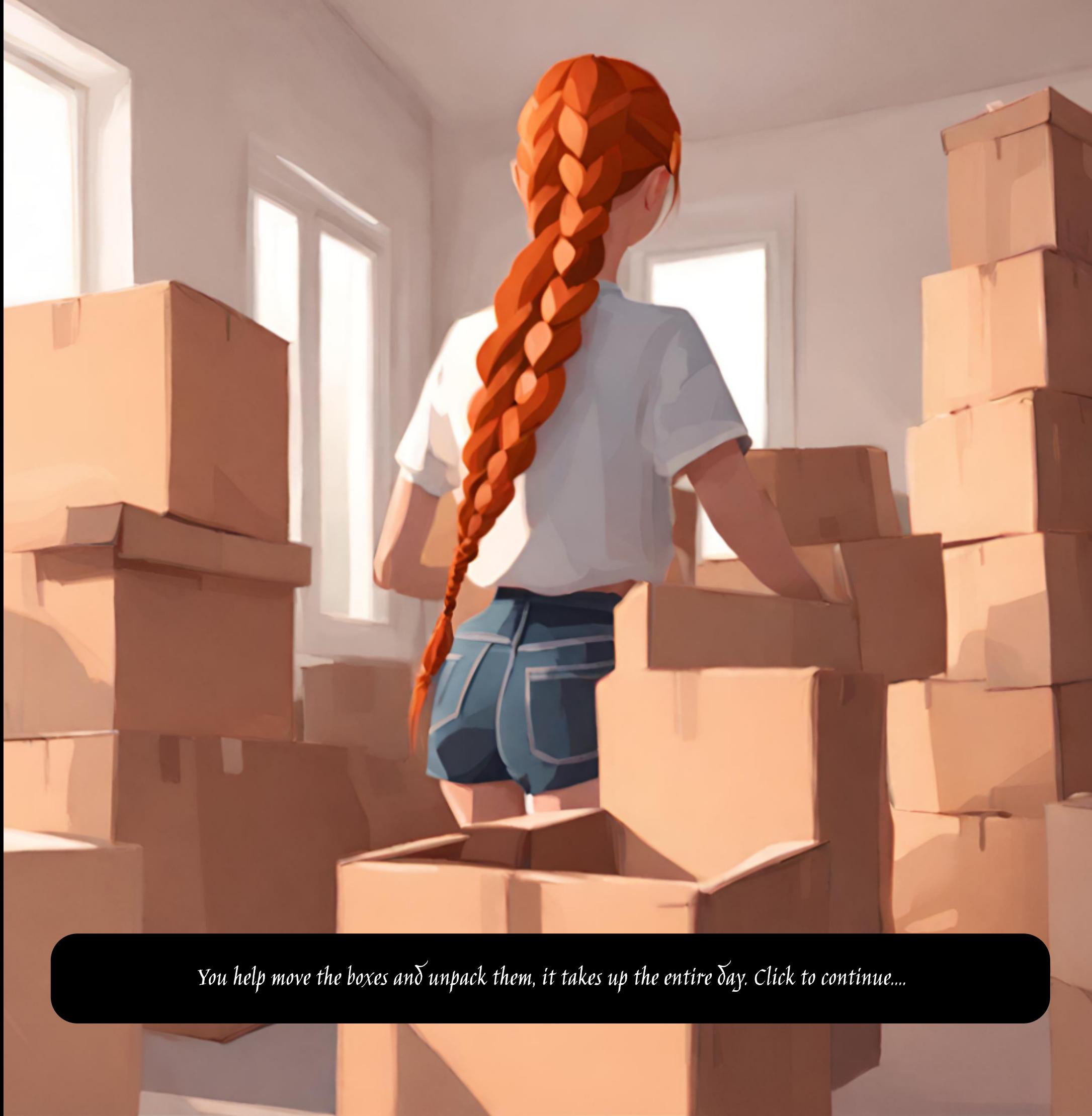
### UNTIL DAWN

- An interactive drama and survival horror game with branching narratives created by Supermassive Games and Sony Computer Entertainment.
- About characters who have to survive on Blackwood Mountain when they find themselves trapped and not alone in their ski lodge.
  - Includes a dynamic story line where the player's choices affect the outcome.
- Develops a tense and addictive atmosphere through a cinematic setting and the use of the butterfly effect.
- I haven't played this game and I'm unfamiliar with it, however, reviewers describe it as a psychological thriller.
- I hope for Beyond the Veil to include a dynamic story line and multiple endings just like Until Dawn, despite the concepts being very different.

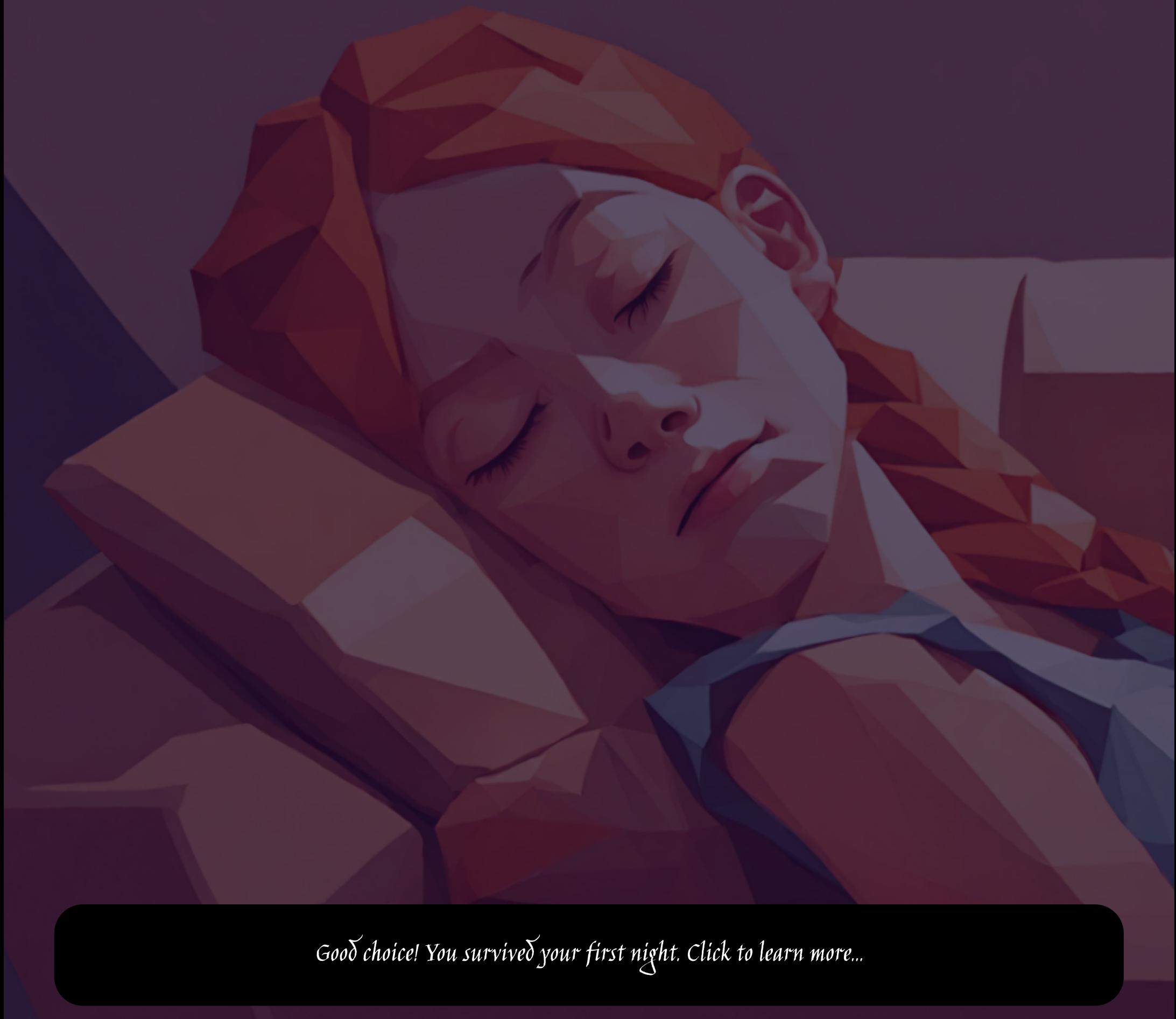


*It's just your dad, and he's getting impatient so go open the door.*

Okay



*You help move the boxes and unpack them, it takes up the entire day. Click to continue....*



*Good choice! You survived your first night. Click to learn more...*