

RESEARCH

Sources: The Last of Us; Little Nightmares; Until Dawn

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.

PURPOSE STATEMENT

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.

BRAINSTORMING

1.) I want my game to be 3D with a simple, artistic, and block-y design rather than realistic and detailed.

2.) I want the game to have jump scares and puzzle sessions where the player has to solve a puzzle under a certain amount of time.

3.) I want the player to be able to interact with in-game NPCs and hidden clues in objects.

4.) I want the game to have at least two endings, the good ending- where the player wins, and the bad ending- where the player loses. The player should be able to choose between certain options/actions given to them that pop up occasionally.

5.) I want the game to be self timed when it comes to day and night in the game. This means that the player doesn't choose when they enter the alternate reality.

