BEYOND THE OFFICE

START

GAMERS

AMRITH SARAS

OUR SCRIPTER

DIYA JOTHISH

OUR UI DESIGNER

ABRAHAM T

OUR LEVEL DESIGNER

ABHAY T P

TESTER AND DEBUGGER

2D- TOP-VIEW

UNITY 6

PLATFORMER

RETRO VISUALS

PUZZLES

THE LORE...

Abhay's world shattered in an instant when his wife died in a brutal car crash. Consumed by grief, he began to lose himself in a fog of hallucinations. One fateful morning, he awoke at his desk to an eerie, silent office—frozen in time, the air thick with a haunting melody. Panic surged through him as he tried to escape, but the door wouldn't budge. A voice echoed through his mind. "Solve the paradoxes, and you'll escape."

Trapped in a twisted, shifting labyrinth, Abhay faced riddle after riddle, each one more disorienting than the last.

The clock was ticking, and Abhay had to confront his past or be lost forever.

WHO DID WHAT:

AMRITH SARAS:

BEHIND THE HAUNTING OF ABHAY LIES THE BRILLIANCE OF AMRITH, THE CODER WHO SCRIPTED CODES, CREATING THE GAME'S EERIE, IMMERSIVE WORLD. WITH RELENTLESS DEDICATION, AMRITH CRAFTED THE SHIFTING ENVIRONMENT, DESIGNED MIND-BENDING PARADOXES, AND DEVELOPED AN AI THAT REACTS TO EVERY DECISION, MAKING THE EXPERIENCE FEEL ALIVE AND UNPREDICTABLE.

HIS TECHNICAL EXPERTISE BALANCED CHALLENGE WITH REWARD, KEEPING PLAYERS ON EDGE WHILE HONORING THE EMOTIONAL JOURNEY OF ABHAY. THE GAME BECAME MORE THAN JUST A PUZZLE—IT BECAME AN UNFORGETTABLE EXPERIENCE. AMRITH'S VISION AND TALENT WERE THE HEARTBEAT OF THE GAME'S SUCCESS, TURNING A DARK CONCEPT INTO A GRIPPING REALITY.

WHO DID WHAT:

DIYA JOTHISH:

BEHIND THE HAUNTINGLY INTUITIVE 2D ENVIRONMENT OF THE GAME IS DIYA, THE UI DESIGNER WHOSE CREATIVITY BROUGHT THE GAME'S DARK WORLD TO LIFE. WITH AN EYE FOR DETAIL AND A DEEP UNDERSTANDING OF THE PLAYER'S EMOTIONAL JOURNEY, DIYA METICULOUSLY CRAFTED A VISUAL EXPERIENCE THAT NOT ONLY CAPTIVATES BUT INTENSIFIES THE EERIE ATMOSPHERE. EVERY BUTTON, TRANSITION, AND VISUAL ELEMENT WAS DESIGNED TO PULL PLAYERS DEEPER INTO ABHAY'S TWISTED REALITY.

DIYA'S ABILITY TO BLEND FORM WITH FUNCTION CREATED AN INTERFACE THAT FELT AS NATURAL TO NAVIGATE AS IT WAS IMMERSIVE TO EXPERIENCE. EACH SCREEN, EACH SUBTLE MOVEMENT, HEIGHTENED THE TENSION AND SUSPENSE, ENSURING THAT THE PLAYER'S EMOTIONS WERE NEVER FAR FROM THE EDGE.

WHO DID WHAT:

ABRAHAM THOMAS

BEHIND THE TWISTED AND MIND-BENDING LEVELS OF THE GAME IS THE BRILLIANT MIND OF ABRAHAM, THE DESIGNER WHO SHAPED EACH HARROWING STAGE WITH UNMATCHED CREATIVITY. WITH A DEEP UNDERSTANDING FOR PACING AND ATMOSPHERE, ABRAHAM CRAFTED LEVELS THAT NOT ONLY CHALLENGED PLAYERS BUT PULLED THEM DEEPER INTO ABHAY'S UNSETTLING JOURNEY. EACH ROOM, EACH RIDDLE, WAS DESIGNED TO EVOKE TENSION AND WONDER, ENSURING THAT EVERY STEP FELT LIKE A NEW DESCENT INTO MADNESS.
ABRAHAM'S ABILITY TO BALANCE COMPLEXITY WITH ACCESSIBILITY KEPT PLAYERS ON THE EDGE OF THEIR SEATS, ALWAYS STRIVING TO UNCOVER THE NEXT MYSTERY.

WHO DID WHAT:

ABHAY T.P.

BEHIND THE FLAWLESS EXECUTION OF THE GAME IS ABHAY, THE TESTER AND DEBUGGER WHOSE METICULOUS ATTENTION TO DETAIL ENSURED A SEAMLESS EXPERIENCE FOR EVERY PLAYER. WITH AN UNWAVERING COMMITMENT TO PERFECTION, ABHAY TIRELESSLY HUNTED DOWN EVERY BUG, GLITCH, AND ISSUE, ENSURING THAT THE GAME'S DARK WORLD FUNCTIONED FLAWLESSLY. HIS SHARP EYE FOR INCONSISTENCIES AND HIS ABILITY TO IDENTIFY EVEN THE SMALLEST FLAW MADE HIM THE GUARDIAN OF THE GAME'S INTEGRITY.

ABHAY'S EXPERTISE WASN'T JUST ABOUT FIXING BUGS, IT WAS ABOUT ENHANCING THE OVERALL EXPERIENCE. HIS WORK ENSURED THAT THE GAMEPLAY REMAINED SMOOTH, THE PUZZLES DIDN'T BREAK, AND THE EERIE ATMOSPHERE WAS NEVER INTERRUPTED. EVERY CHALLENGE WAS MADE MORE IMMERSIVE, EVERY TWIST MORE GRIPPING.

KEY FEATURES:

GAME OVERVIEW

BEYOND THE OFFICE IS A 2D TOP-DOWN PUZZLE GAME DEVELOPED USING UNITY. THE GAME FOLLOWS THE STORY OF ABHAY, WHO FINDS HIMSELF TRAPPED IN A MYSTERIOUS OFFICE. TO ESCAPE, PLAYERS MUST SOLVE A SERIES OF CHALLENGING PUZZLES. THE GAME PRESENTS AN IMMERSIVE AND SUSPENSEFUL EXPERIENCE AS ABHAY NAVIGATES THROUGH VARIOUS OBSTACLES AND PUZZLES, LEADING TO HIS EVENTUAL FREEDOM. THE GAMEPLAY IS ENRICHED WITH ATMOSPHERIC BACKGROUND MUSIC, SPECIAL EFFECTS, AND UNEXPECTED TWISTS THAT CREATE AN ENGAGING EXPERIENCE FOR PLAYERS.

GAMEPLAY MECHANICS

THE GAME BEGINS WITH THE PROTAGONIST, ABHAY, TRAPPED INSIDE AN OFFICE. PLAYERS MUST GUIDE HIM THROUGH THE OFFICE AND SOLVE PUZZLES TO UNLOCK THE PATH TO FREEDOM. UPON EXPLORATION, ABHAY ENCOUNTERS TWO DOORS, EACH LEADING TO A DIFFERENT PUZZLE.

PUZZLE 1: THE MAZE

THE FIRST PUZZLE REQUIRES ABHAY TO NAVIGATE A MAZE. THE OBJECTIVE IS TO FIND THE CORRECT PATH THROUGH THE MAZE, WHICH WILL BRING HIM CLOSER TO ESCAPING THE OFFICE.

PUZZLE 2: THE SEQUENCE OF DOORS

THE SECOND PUZZLE INVOLVES A SET OF DOORS THAT NEED TO BE ACCESSED IN A SPECIFIC SEQUENCE. SUCCESSFULLY SOLVING THIS PUZZLE WILL UNLOCK THE WAY OUT, ALLOWING ABHAY TO ESCAPE THE OFFICE.

DEVELOPMENT TOOLS AND TECHNOLOGIES

UNITY:

THE GAME WAS DEVELOPED USING UNITY, A POWERFUL GAME DEVELOPMENT ENGINE. UNITY'S 2D FEATURES WERE UTILIZED TO CREATE A TOP-DOWN PERSPECTIVE, ENSURING A SMOOTH AND IMMERSIVE GAMEPLAY EXPERIENCE FOR PLAYERS.

C#:

ALL GAME FUNCTIONALITIES, INCLUDING MOVEMENT, PUZZLE MECHANICS, AND INTERACTIONS, WERE IMPLEMENTED USING C#, UNITY'S PRIMARY SCRIPTING LANGUAGE. THE CODE FOR THESE MECHANICS WAS KEPT SIMPLE AND EFFICIENT TO ENSURE SMOOTH GAMEPLAY AND INTUITIVE CONTROLS.

ASSETS AND RESOURCES:

THE ASSETS USED IN BEYOND THE OFFICE WERE SOURCED FROM FREE, OPEN REPOSITORIES AVAILABLE ONLINE, THE FOLLOWING PLATFORMS PROVIDED THE ASSETS FOR THE GAME:

1) ITCH.IO:

A SOURCE FOR FREE-TO-USE GAME ASSETS THAT CONTRIBUTED TO THE VISUAL ELEMENTS OF THE GAME.

2) CRAFTPIX:

ANOTHER PLATFORM OFFERING FREE GAME ART ASSETS THAT WERE USED TO ENHANCE THE GAME'S AESTHETIC.

3) GITHUB:

OPEN-SOURCE REPOSITORIES PROVIDED ADDITIONAL ASSETS, ENSURING A RICH AND DIVERSE VISUAL EXPERIENCE FOR PLAYERS.

THESE FREE ASSETS, SUCH AS CHARACTER SPRITES AND ENVIRONMENT DESIGNS, ALLOWED THE TEAM TO CREATE A UNIQUE GAME WORLD WITHOUT THE NEED FOR CUSTOM ASSET CREATION.
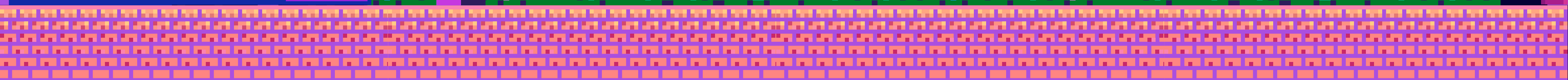
FEATURES

BACKGROUND MUSIC

THE GAME INCLUDES ATMOSPHERIC BACKGROUND MUSIC, DESIGNED TO ENHANCE THE IMMERSIVE AND EERIE AMBIANCE AS PLAYERS GUIDE ABHAY THROUGH THE OFFICE AND SOLVE THE PUZZLES.

SPECIAL EFFECTS

SPECIAL EFFECTS WERE INTEGRATED TO HIGHLIGHT KEY MOMENTS IN THE GAME, SUCH AS TRANSITIONS BETWEEN PUZZLES AND SUCCESSFUL INTERACTIONS. THESE EFFECTS ADD TO THE VISUAL AND EMOTIONAL IMPACT OF THE GAME.

TWISTS AND TURNS

AS PLAYERS PROGRESS, THEY ENCOUNTER UNEXPECTED TWISTS THAT ALTER THEIR PERCEPTION OF THE PUZZLES AND THE OFFICE ENVIRONMENT. THESE TWISTS KEEP THE PLAYER ENGAGED AND MAINTAIN THE SUSPENSE THROUGHOUT THE GAMEPLAY.

THANK YOU!!!