

ESCAPE THE GAME DEATH



THEME: Stuck in the loop

TEAM NAME: Shark Studio

GAME DESCRIPTION:

Escape Death is a challenging top-down single player game in which you are stuck in a loop of ongoing suicidal thoughts. Escape these nightmares by committing to these thoughts and ending it all before you awake. Beware, if not all nightmares have been committed till sunrise you will end up dead after waking because of depression.

TEAM

LEADER:



Alexandra Lobanova

ARTISTS:



Valentina Dmitrieva



David Hrebik



Sebastian Schistek

PROGRAMMERS:



Tamas Illes



Wolfgang Brunner

ROLES

- | | |
|-------------------------------------|---|
| - Project management | - Level design |
| - Main character development | - Ui design |
| | - Environment props |
| <hr/> | |
| - Main environment assets | - Lighting |
| - Main texturing | |
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| - Environment assets | - Gameplay assets |
| | - Rigging |
| <hr/> | |
| - Concept art | - Sound, music research |
| - 2D Animation scenes | - Trailer Production |
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| - Movement | - Animation with Alexandra |
| - Item Interaction System | - Level Design |
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| - Movement, Area Interaction System | - UI programming (Main Menu/ InGame etc.) |

ESCAPE THE GAME DEATH

BEDROOM



SIMPLE LOW POLY STYLE

CONCEPTS

MAIN CHARACTER



ESCAPE DEATH

THE GAME



MAIN CHARACTER MODEL



ESCAPE THE GAME

DEATH

MOOD BOARD

1.



2.



- SOMETHING COLD, BUT
STILL COZY

3.



ESCAPE THE GAME DEATH

STYLE BOARD

1.

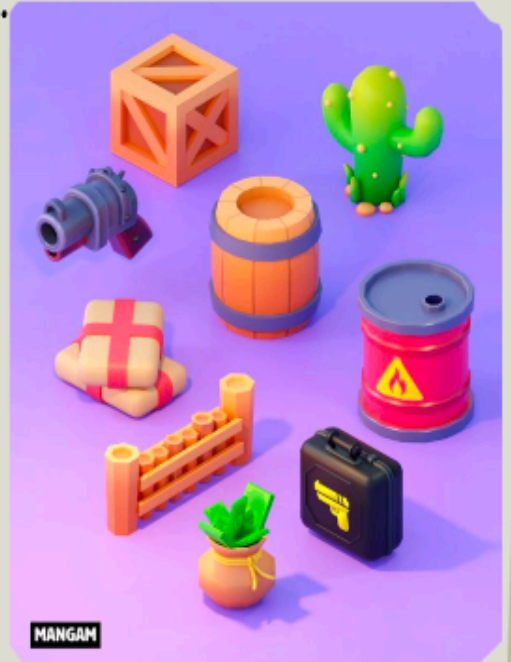


- STYLIZED, CARTOONY

2.



3.



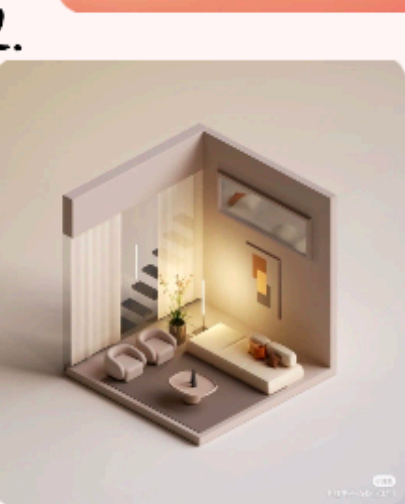
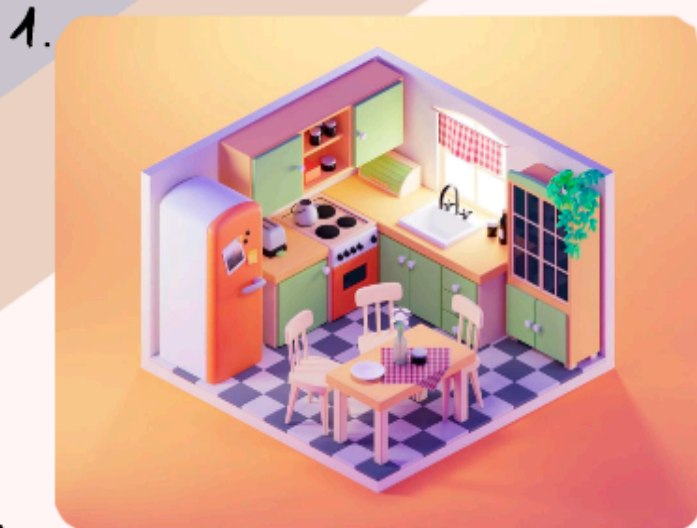
4.



ESCAPE THE GAME

DEATH

ROOMS



REFERENCE BOARD

MAIN CHARACTER

1.



2.



3.



4.





REFERENCE BOARD:

MAIN CHARACTER:

1. <https://twitter.com/taiga080521/status/1421348419969294339>
2. <https://www.artstation.com/artwork/9WymR>
3. <https://www.behance.net/gallery/44945365/DIG-DIG>
4. <https://www.deviantart.com/zedig/art/character->

ROOMS:

1. <https://dribbble.com/shots/16519338-Kitchen-Illustration>
2. <https://www.pinterest.at/pin/345862446396476557/>
3. <https://www.artstation.com/artwork/68vGzw>

RETRIEVAL DATE: 25.10.22

SOURCES

MOOD BOARD:

1. <https://twitter.com/fengzhudesign/status/1452826853056696324>
2. <https://twitter.com/fengzhudesign/status/1395645310139977729>
3. <https://twitter.com/FengZhuDesign/status/>

STYLE BOARD:

1. <https://www.artstation.com/artwork/4X9wnn>
2. <https://www.artstation.com/artwork/xJArmW>
3. <https://dribbble.com/shots/16015655-Stylized-Game-Assets>
4. <https://www.artstation.com/artwork/EaZNOv>