**Crowdfunding Research Plan**

Past Projects

**Genre: Horror**

Nevermind (2015)

About:

FPS Developed by Flying Mollusk. Released on PC in 2015 and Xbox One in 2017. The player is an expert required to treat mental patients with a technique called neuroprobing. Each patient suffers from a mental trauma; thus, the technique helps them fix their issues by showing recollections of sections of memory. As the game advances, the environment becomes dangerous as their minds begin to fight back.

Gameplay Mechanics:

Player scared - > game screen becomes foggy and unsteady

Difficulty decreases - > Calming down

Intel RealSense -> Track users real time heart rate

Affectiva’s affdex -> Recognize real time user emotion to affect game events

Puzzle adventure elements -> navigate environments and solve puzzles before making progress

Development:

Early 2014, Kickstarter campaign asking for $250,000. Unsuccessful, earned $129,000. In October, asked for $75,000, received $76,525. Making it a success later in the year.

Trailer:

[Nevermind (imdb.com)](https://www.imdb.com/video/vi1302903833?playlistId=tt5960762&ref_=tt_ov_vi)

Friday the 13th: The Game (2017)

About:

Single & multiplayer game developed by IIIFonic, published by Gun Media.7 players at Crystal Lake against one controlling Jason Voorhees. Semi, open world game, with the aim being Jason must kill as many counsellors as possible before the time runs out. Players must escape from the map alive, with the help of completing map objectives by coordinating with players.

Development:

IIIFonic developed the game in UE4. The director organized a kickstarter and backerkit campaign. Backerkit raised $422,866 and kickstarter backed the game with $823,000 totalling to $1.246m making it the 179th most successful crowdfunded campaign. Gameplay footage was officially released during E3 in 2016.

Trailer:

[Friday the 13th: The Game - Release Date Trailer (2017) - YouTube](https://www.youtube.com/watch?v=Ukudmy9NjUY)

Perception (2015)

About:

Perception is a first-person survival horror adventure video game that has been developed by The Deep End Games. Perception was released for windows and then later for Playstation 4 and Xbox One.

The player in Perception has taken the role of Cassie Thornton, a woman who navigates through her mansion by echo sounds coming from different objects. The story is unravelled through these echoes and exploring new rooms inside the mansion. The player has a cane which allows them to view every room in the mansion. A mechanic with this cane is that if the player uses the cane for too long, then a ghost haunts the player.

Development:

A crowdfunding campaign was made for Perception in 2015, requesting US$150,000. The crowdfunding campaign was successful a month later with US$168,041 raised towards the game’s remaining development. Unfortunately, Perception received “mixed or average” according to review aggregator Metactritic.

Trailer:

[Perception Trailer](https://www.youtube.com/watch?v=L_1zUXv5l7M)

Source:

Wikipedia (2018) [Perception (video game) - Wikipedia](https://en.wikipedia.org/wiki/Perception_(video_game))

Shadow of the Eternals (2002)

About & Development:

Shadow of the Eternals is a spiritual successor to Eternal Darkness, keeping up with Eternal Darkness’ legacy. Precursor Games began a crowdfunding campaign, seeking $1.5million through PayPal, to create Shadow of the Eternals. In addition, Precursor Games launched a second crowdfunding campaign on Kickstarter, aiming to receive £1.35 million within 36 days, which is a very unrealistic goal. Halfway through their campaign, the company shut down both funding campaigns and they refunded the money back to the investors and promised to relaunch a new campaign a few weeks later. The game ended up never releasing, after the company facing many problems, including people form the company members being arrested for despicable acts.

Trailer:

[Shadow of the Eternals (2002) Trailer](https://www.youtube.com/watch?v=kelvhoR6QNc)

Wikipedia (2022) [Eternal Darkness - Wikipedia](https://en.wikipedia.org/wiki/Eternal_Darkness#Shadow_of_the_Eternals)

Design Phase

**Time Management: 3 hours minimum on select tasks per day**