Crowdfunding research

***Perception***

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 on 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.

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.

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

***Shadow of the Eternals***

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, in order 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.

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