



FRAGMENTS

# HOW DEEP IS YOUR LOVE?

Trial

Self-acceptance

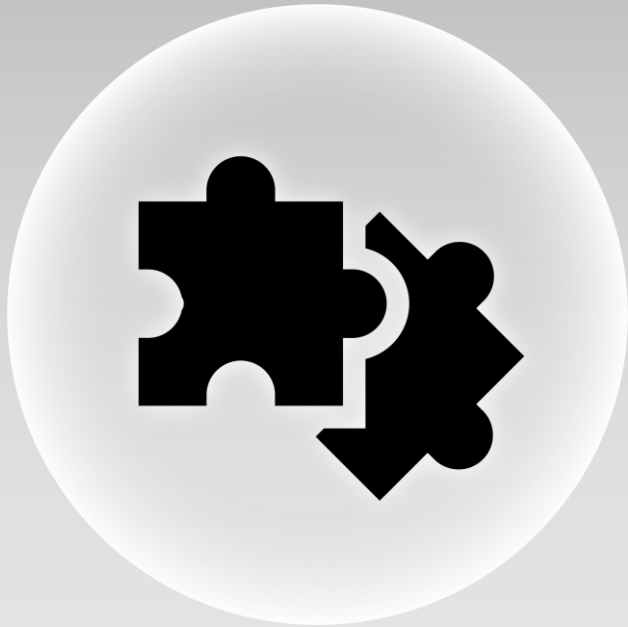
Past regrets

Working through

Reassembly



# BASICS



Puzzle game

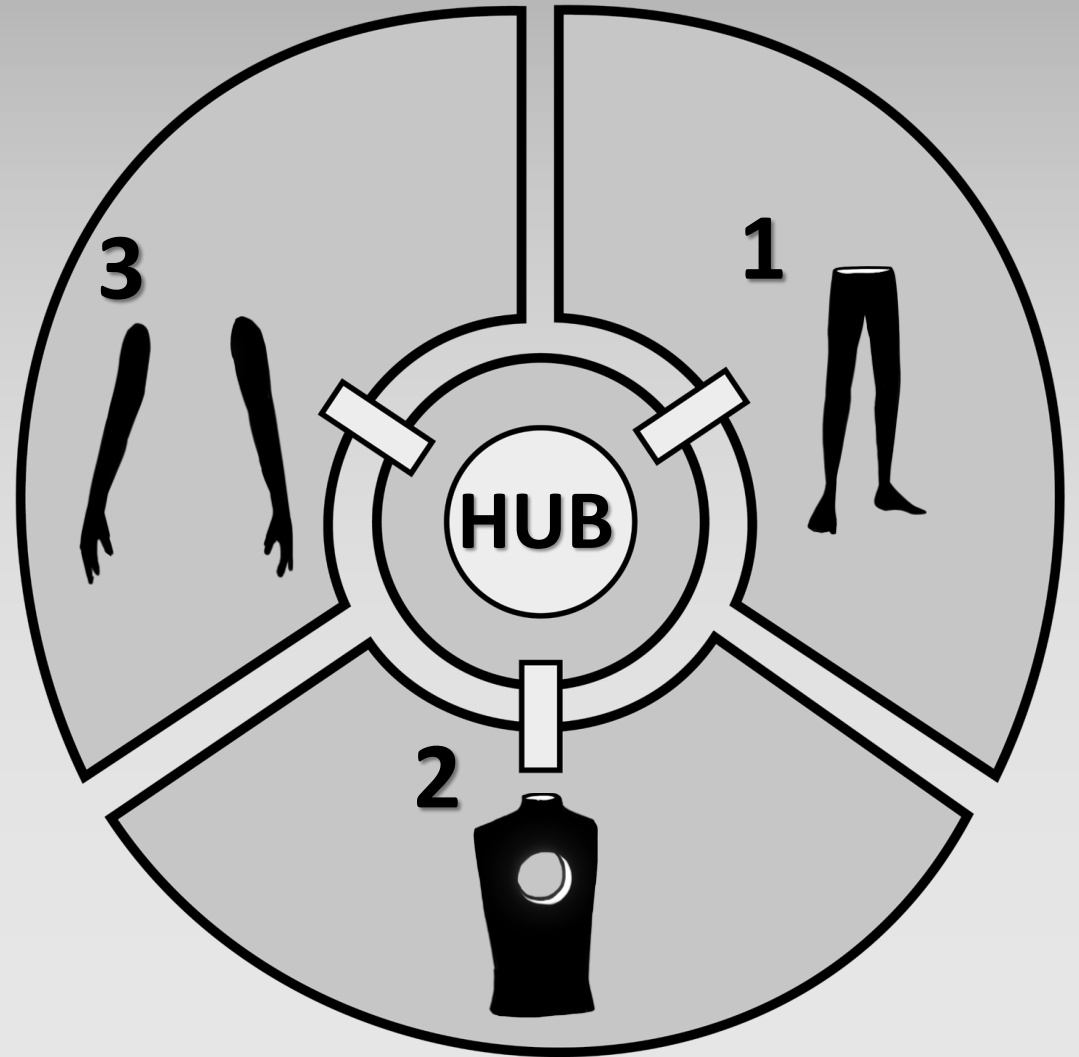


Third person

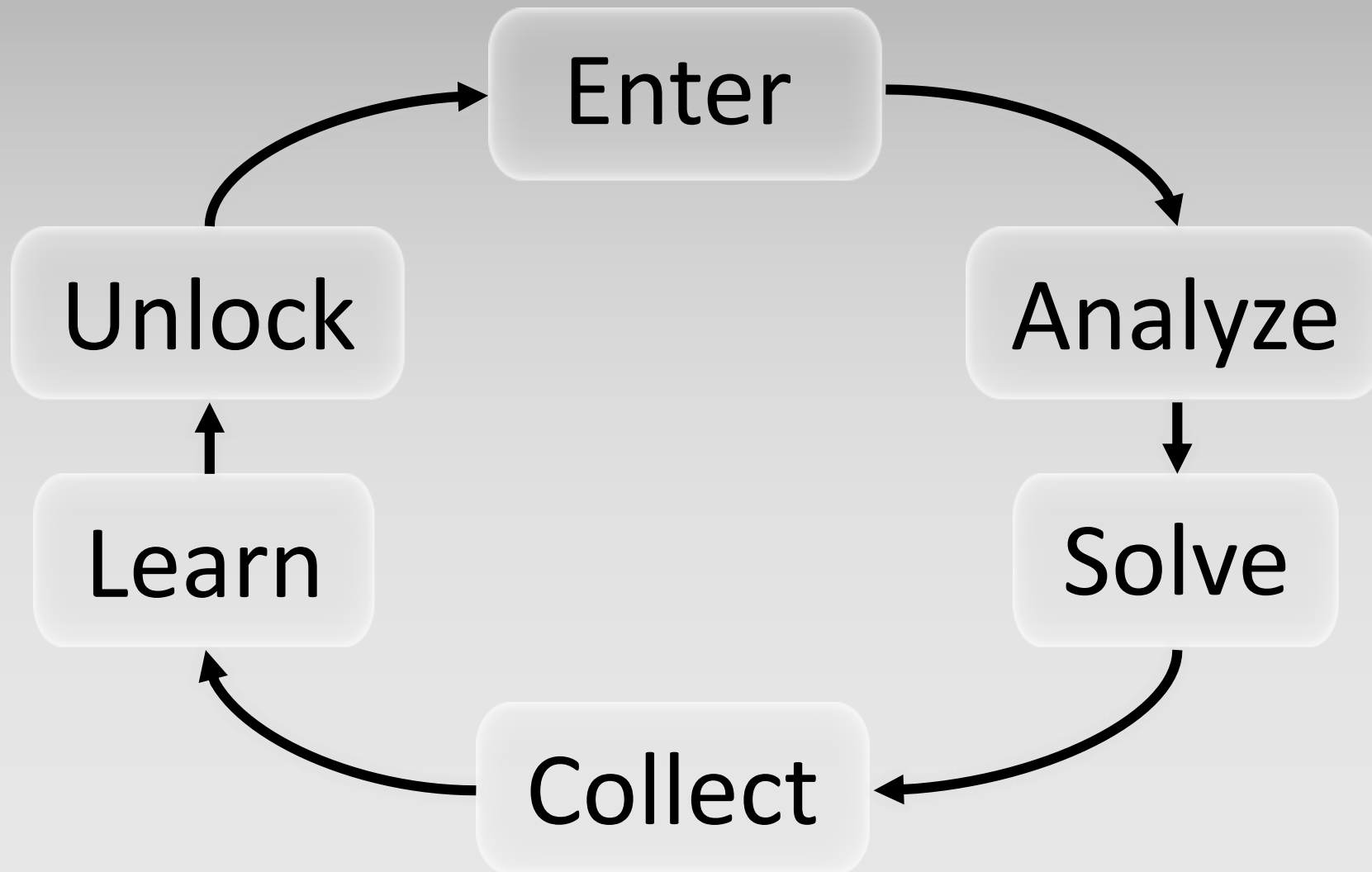


PC

# STRUCTURE



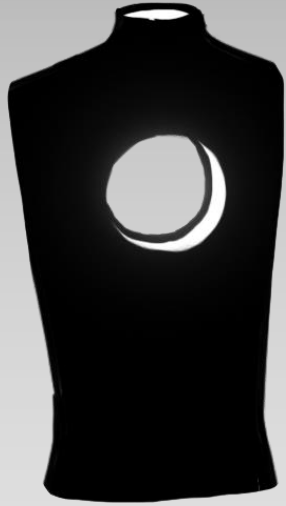
# GAMEPLAY



# GAMEPLAY



Wall run



Push objects



Hook



# NARRATIVE



Environmental  
storytelling



No conversation



Short stories

# NARRATIVE



Cowardice

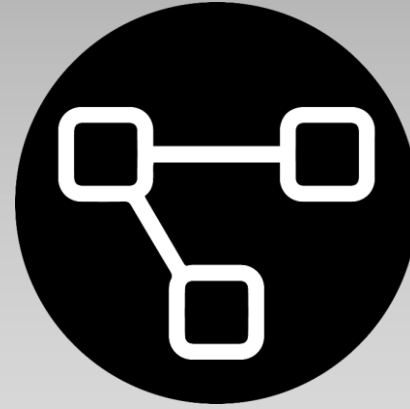


Running  
away





# TECHNICAL APPROACH



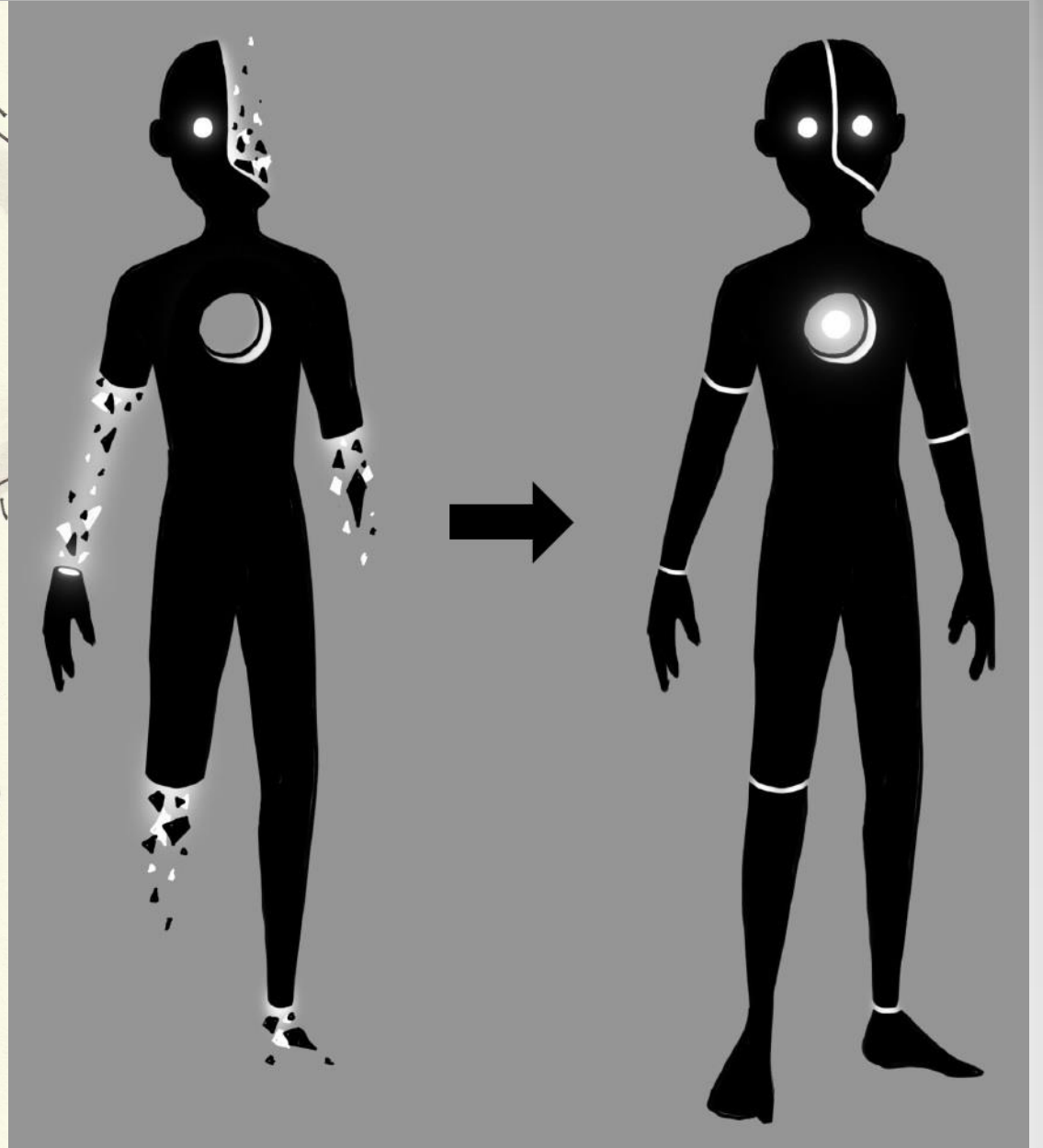
Decoupled systems

Technical debt

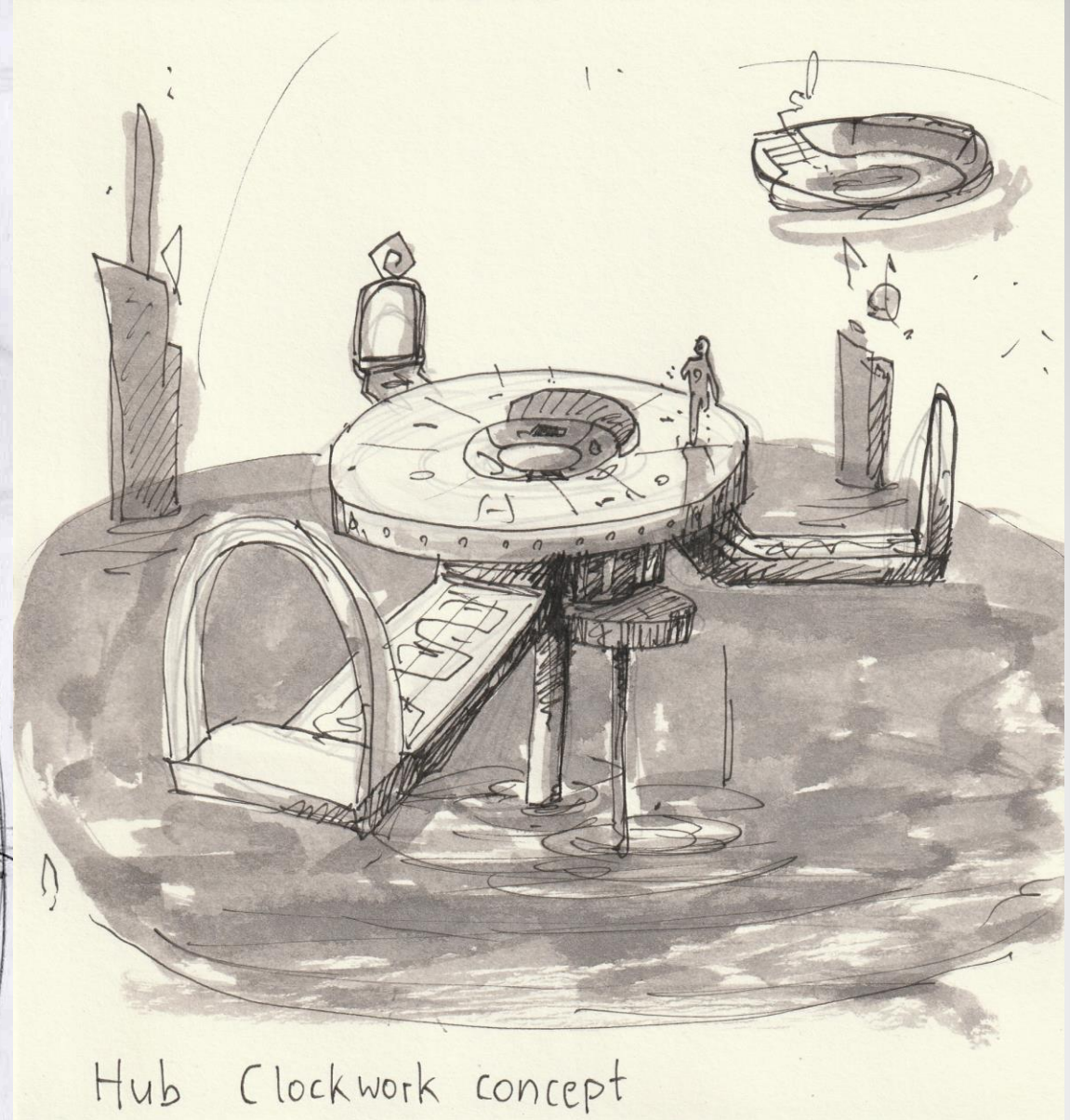
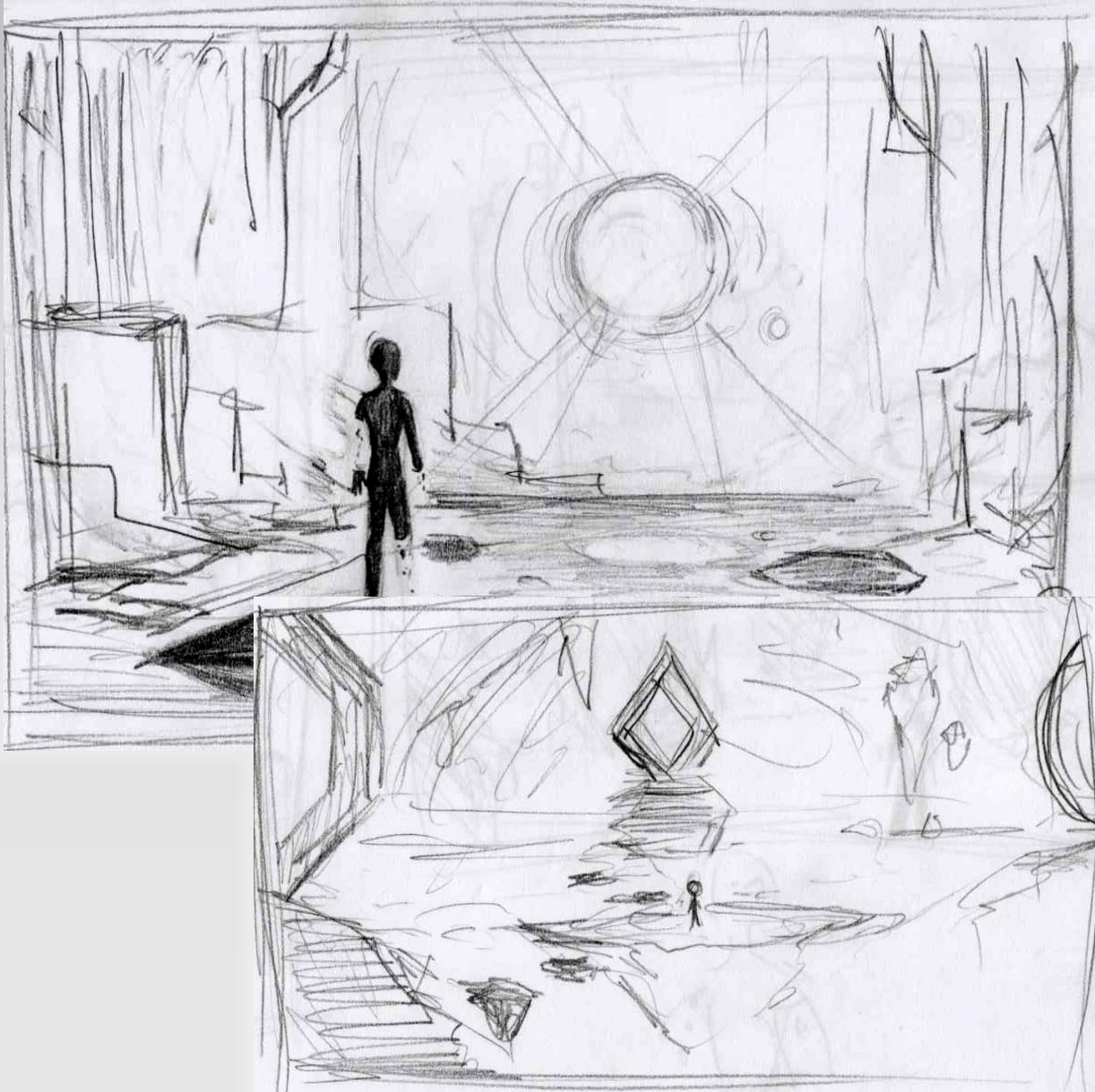




# Art



# Art



Hub Clockwork concept





# RIPOMATIC



# THANK YOU!

**Alexander Gerhards**  
Lead / Artist

**Lars Kalthoff**  
Designer



**Trixia Quinzon**  
Artist

**Daniel Baracotti**  
Designer / Sound

**Thiago Morano Gerding**  
Programmer