

ASUNDER

is a third-person puzzle game about self-acceptance, taking place in the mind of the protagonist. The player has to reassemble their avatar by finding and reclaiming its missing body parts. Every reclaimed body part unlocks a new ability that is used to progress and connected to an overarching narrative of past regrets.

Genre:

Puzzle game

Platform:

PC

Target group:

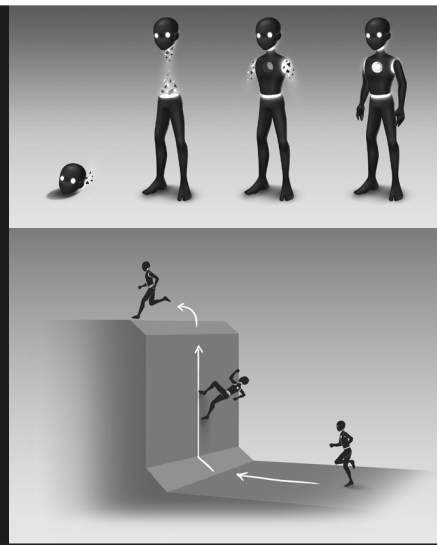
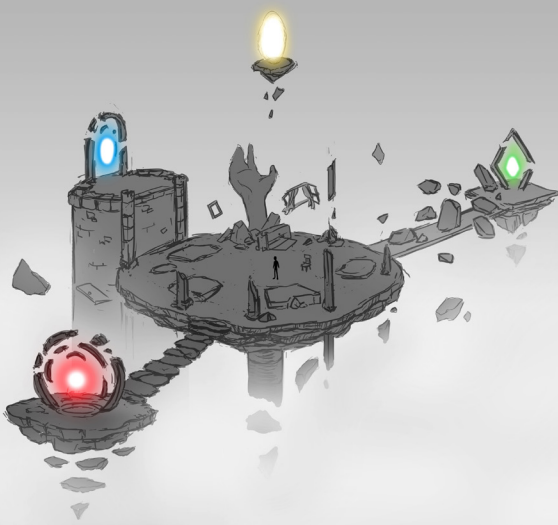
Mid-core audience in their 20s interested in implicit stories about mental phenomena, low price PC game market

Unique selling points:

Surreal world design, frequent variations in gameplay, close connection between narrative and gameplay, subtle environmental storytelling

Production Plan:

- 6.3.19: Decide on main concept
- 6.9.19: Finish main concepts
- 6.23.19: Have a rendition of the first level, protagonist, story completed
- 7.7.19: Have basic version of level 2 & 3, music and sound done
- 7.16.19: Polishing and Preparing for final presentation



Alexander Gerhards (Lead / Artist)
alexander.gerhards@mailbox.org

Daniel Baracotti (Game Designer)
daniel.baracotti@web.de

Lars Kalthoff (Game Designer)
larskalthoff@web.de

Trixia Quinzon (Artist)
trixiaquinzon@gmail.com

Thiago Morano Gerding (Programmer)
thiago.morano159@gmail.com