



ASUNDER

# HOW DEEP IS YOUR LOVE?

Self-acceptance

Past regrets

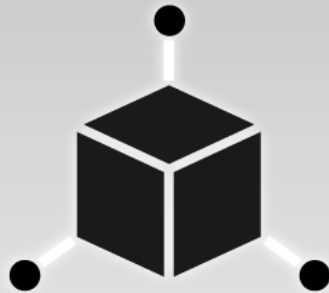
Reassembly

An abstract geometric pattern composed of numerous triangles of varying sizes and shades of gray, scattered across the right side and bottom of the image, creating a sense of movement and complexity.

# BASICS



Puzzle game



3D



Third-person



PC

# TARGET AUDIENCE

Mid-core

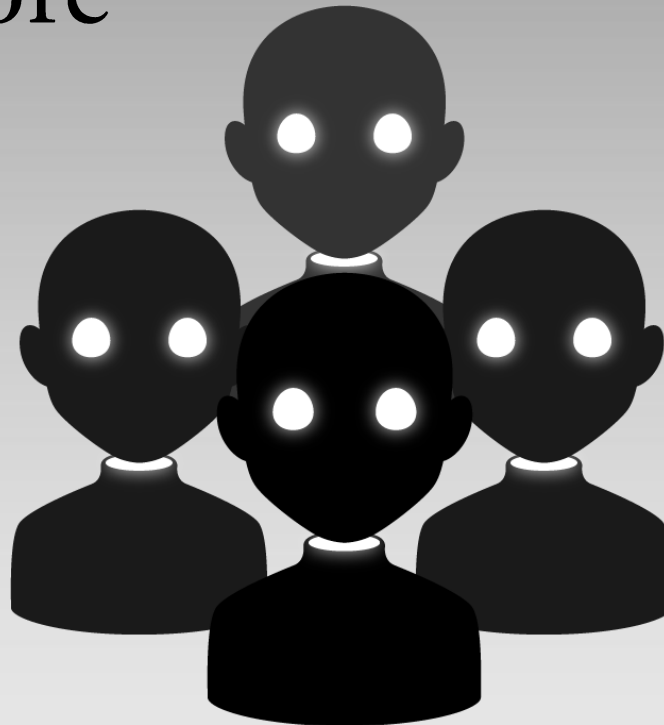
25 – 35

Limited leisure  
time

All genders

Implicit storytelling

Mental phenomena



# PRODUCTION PLAN

June 9, 2019

Final concept

June 23, 2019

Vertical slice of first level

July 7, 2019

Basic versions of other levels

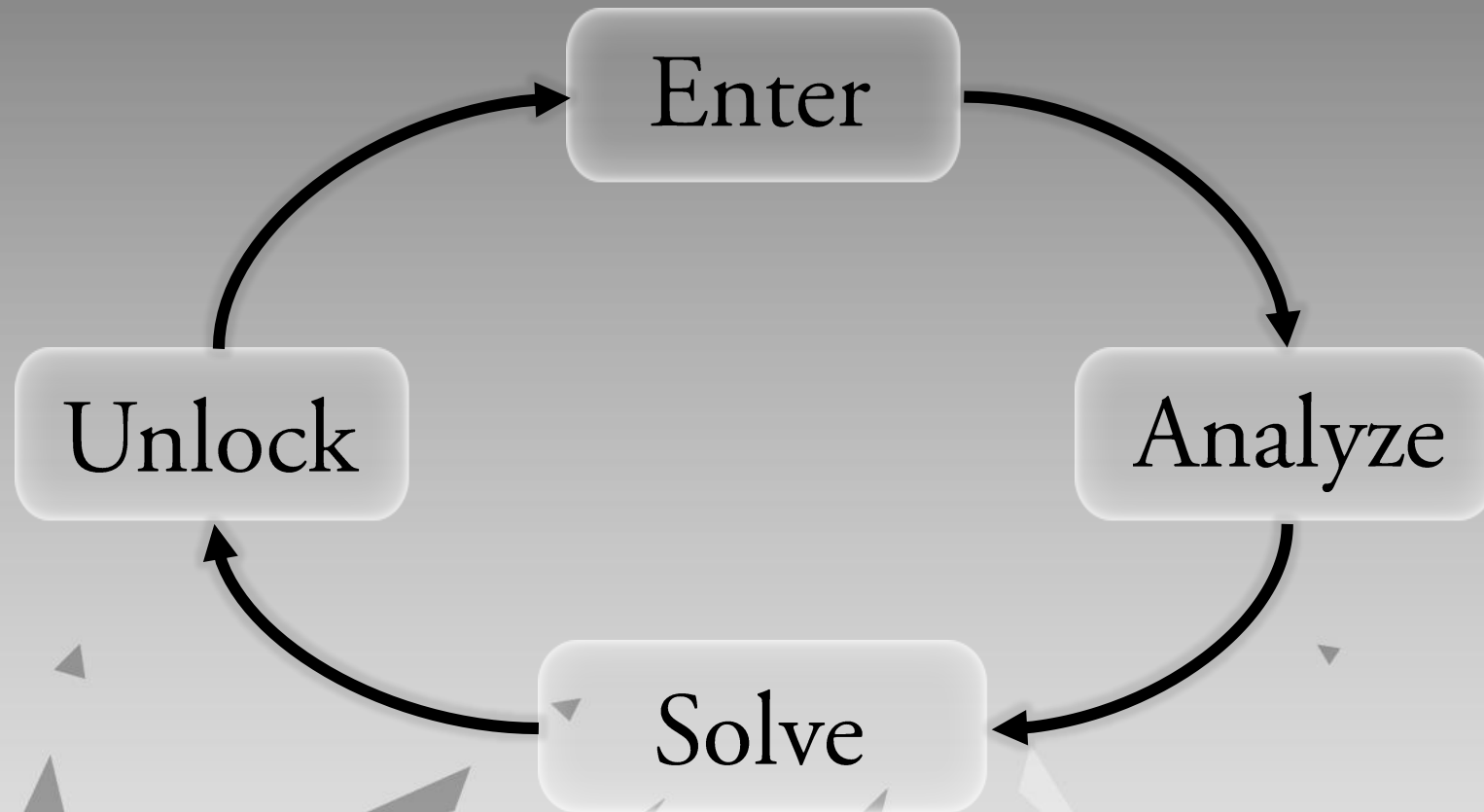
July 16, 2019

Polish

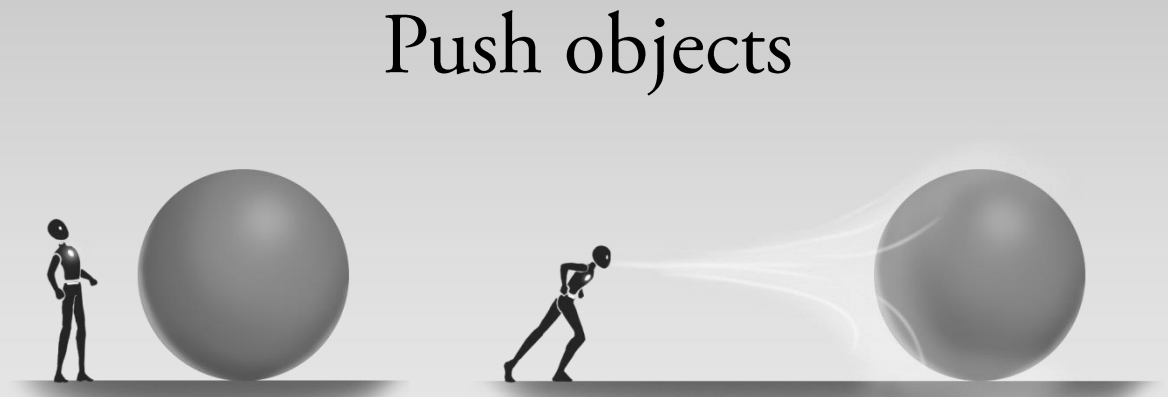
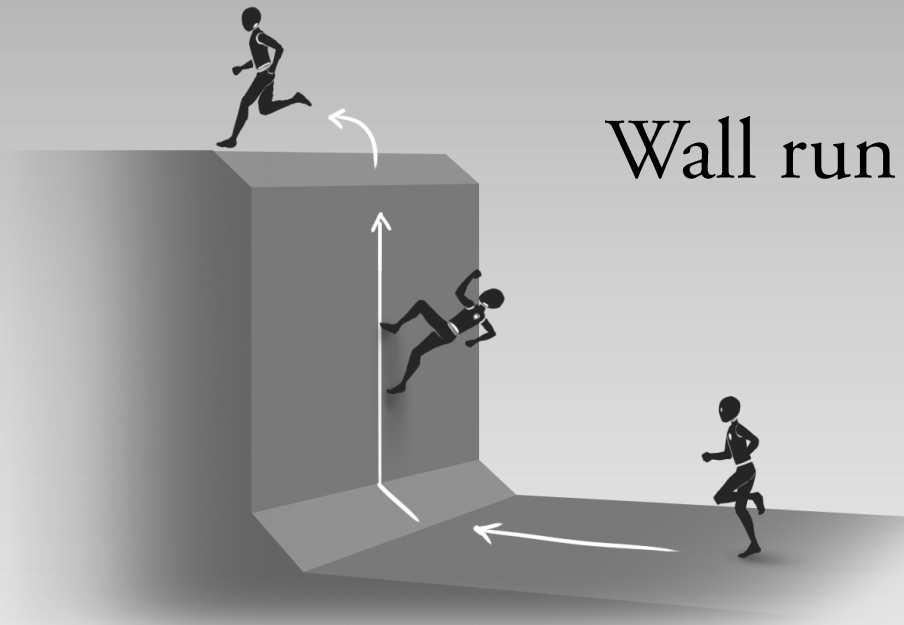
STRUCTURE



# GAMEPLAY



# ABILITIES





# NARRATIVE



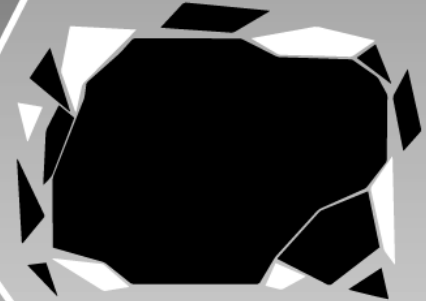
No text



Environmental storytelling



Short stories



Memories

# NARRATIVE



Cowardice



# TRENDS IN MEDIA HISTORY



World of the mind

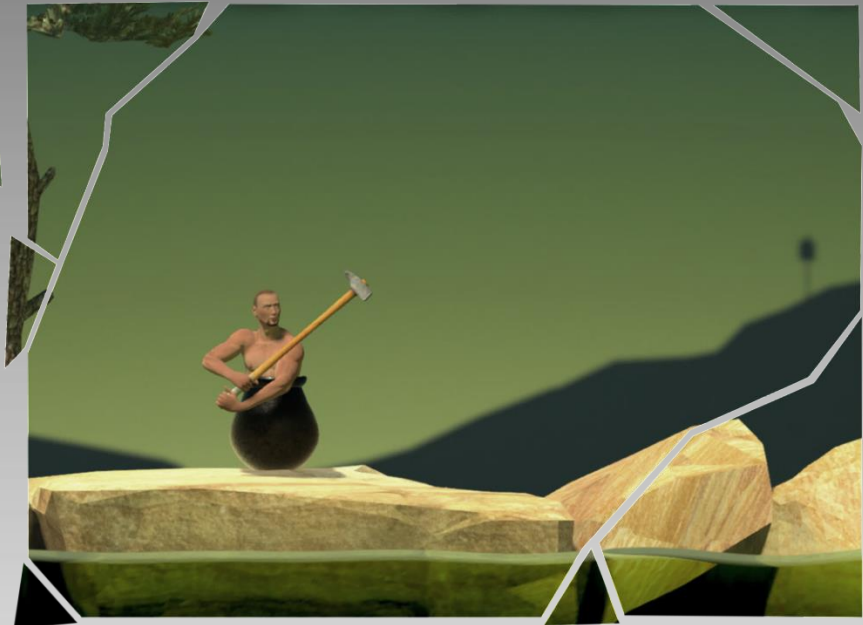


Visual storytelling

# TRENDS IN MEDIA HISTORY



Mental health

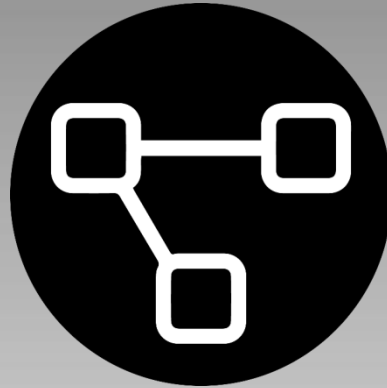


Self-acceptance

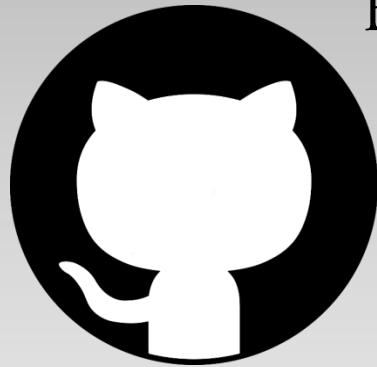
# TECHNICAL APPROACH



Unreal Engine

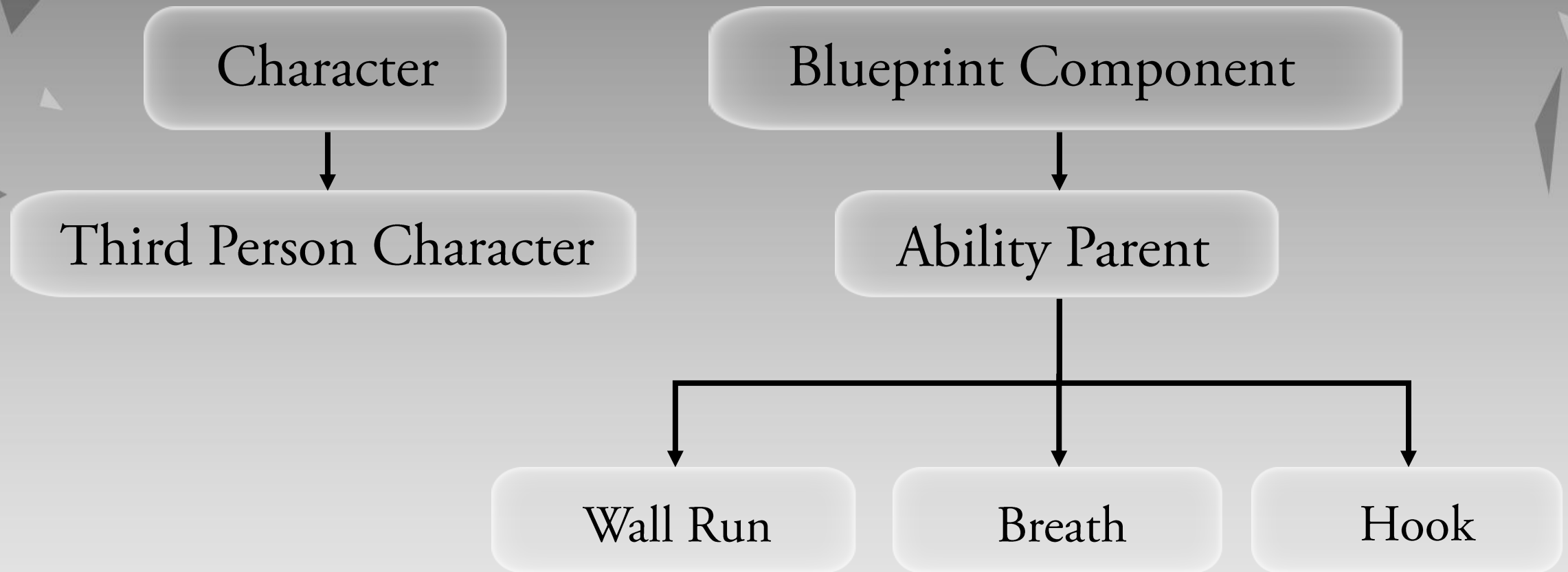


Blueprints (visual scripting)



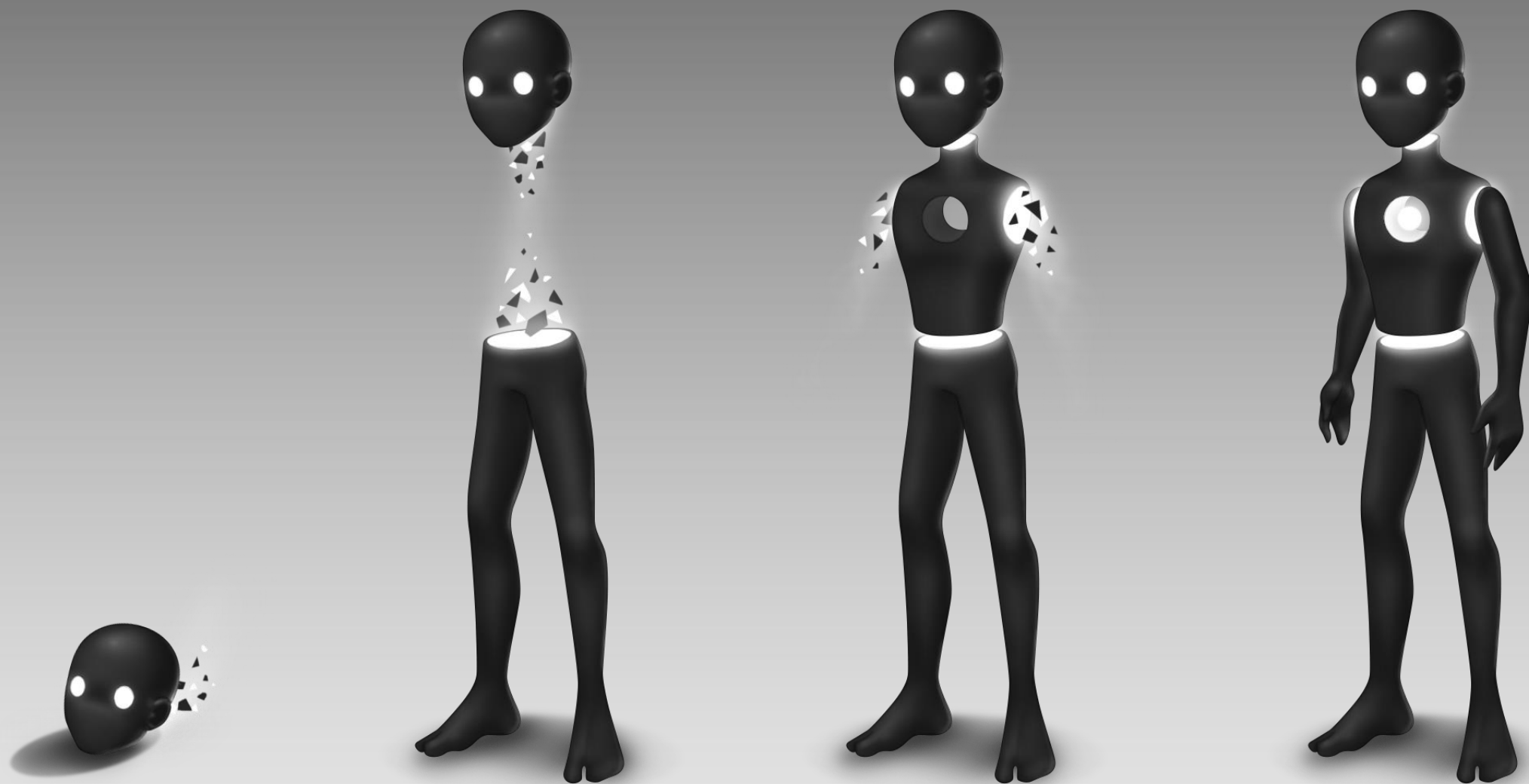
GitHub

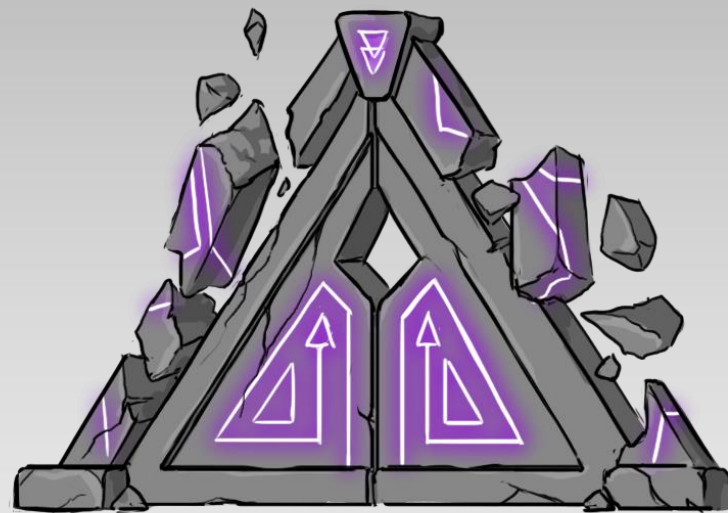
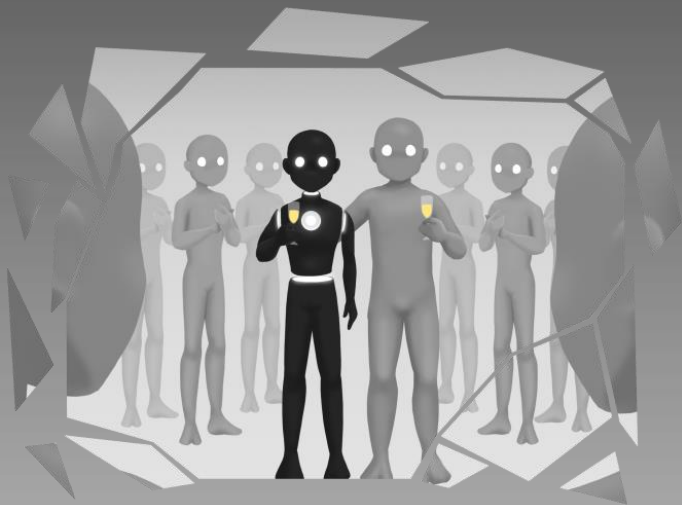
# CLASS STRUCTURE





# ART







# GAMEPLAY VIDEO



<https://youtu.be/AOJD10EGEEI>

# THANK YOU!



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GAME DESIGNER



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PROJECT LEAD & ARTIST



Trixia Quinzon  
ARTIST



Lars Kalthoff  
GAME DESIGNER



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PROGRAMMER

