



ASUNDER



HOW DEEP IS YOUR LOVE?

Self-acceptance

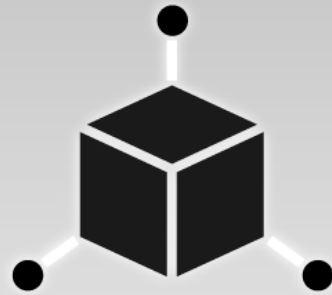
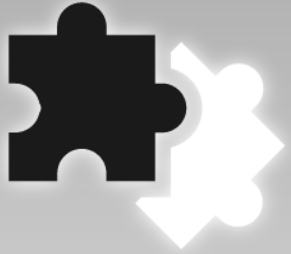
Past regrets

Reassembly





BASICS





Mid-core

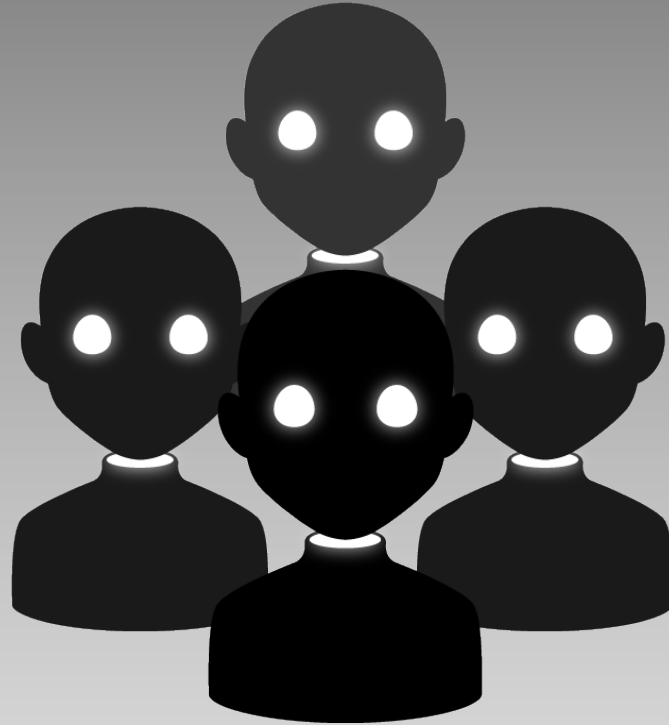
25 – 35

Limited leisure
time

All genders

Implicit storytelling

Mental phenomena



TARGET AUDIENCE



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

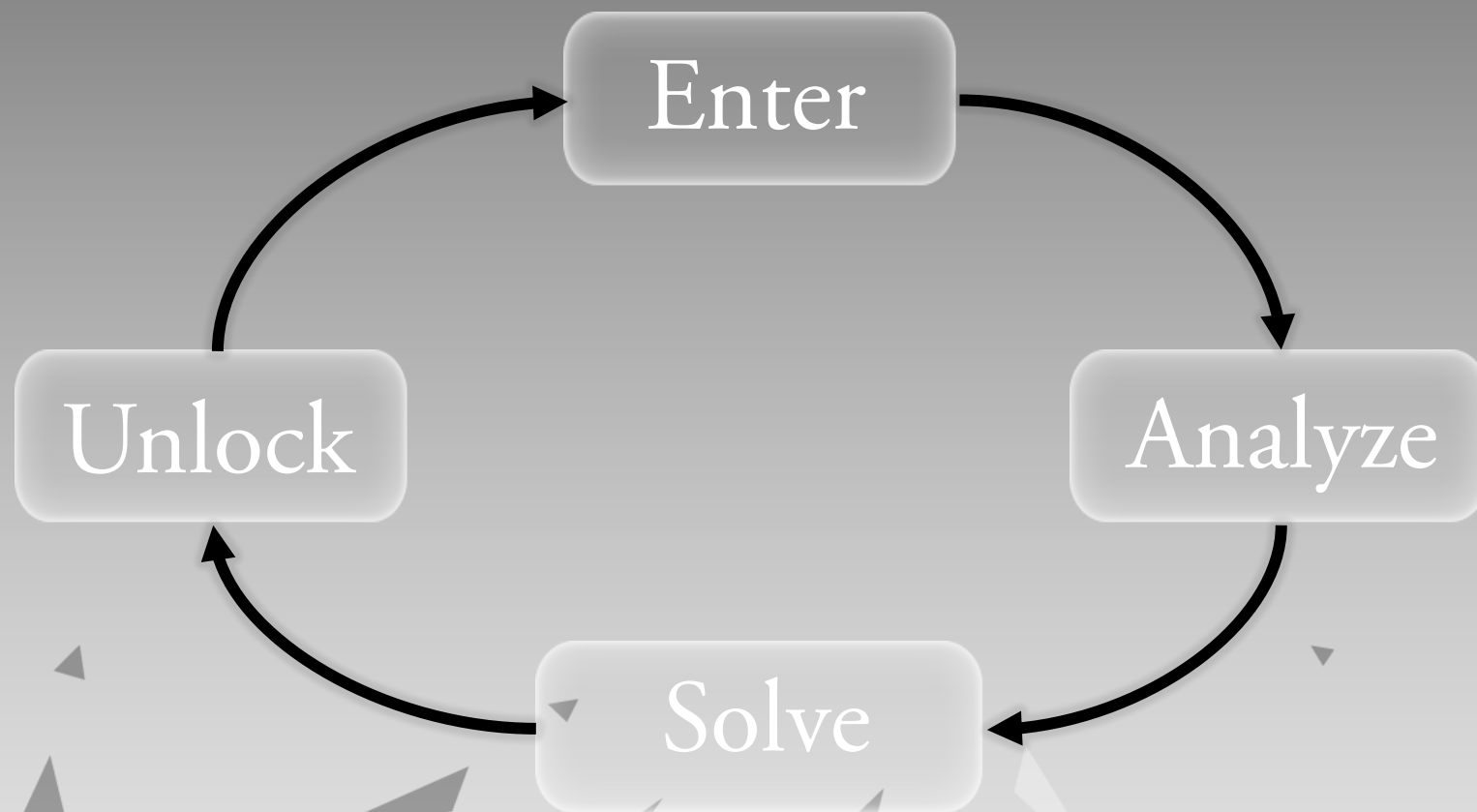
Polish



STRUCTURE

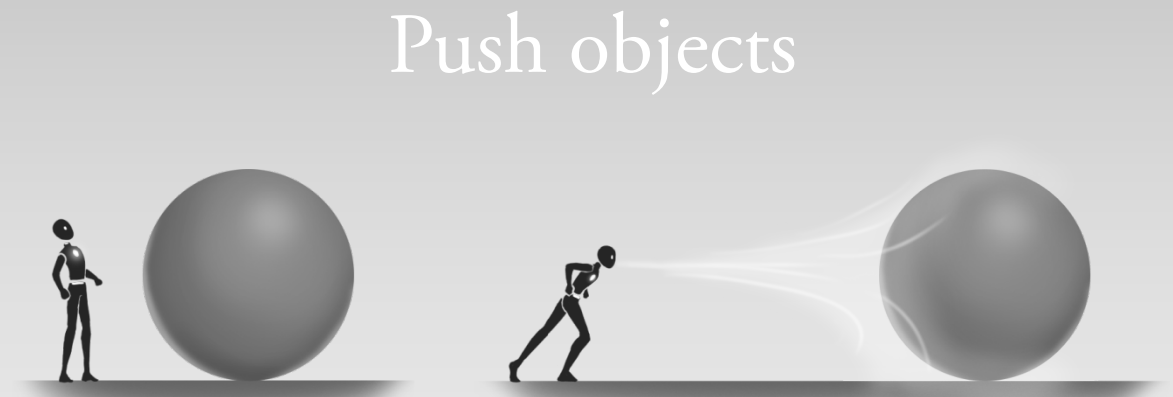
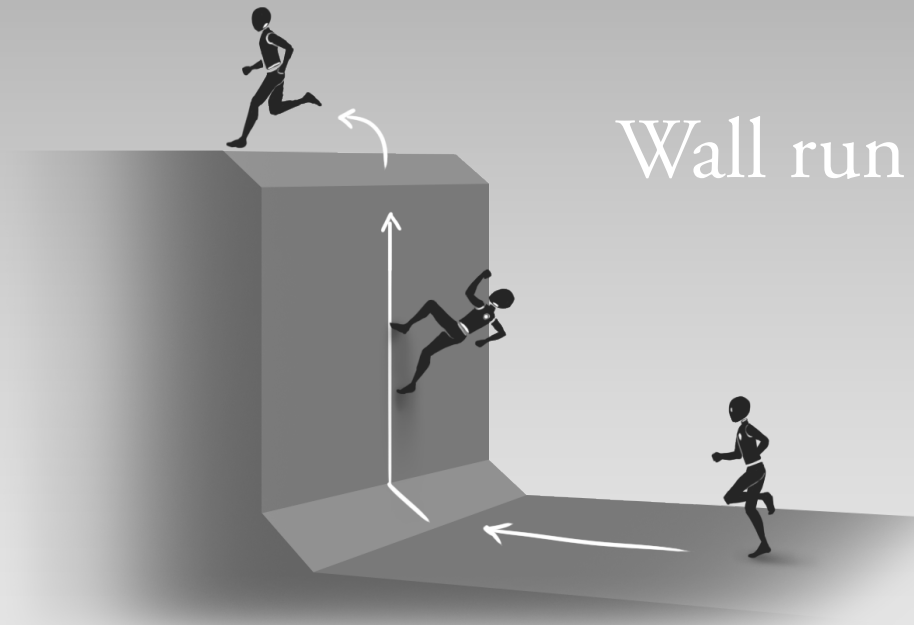


GAMEPLAY



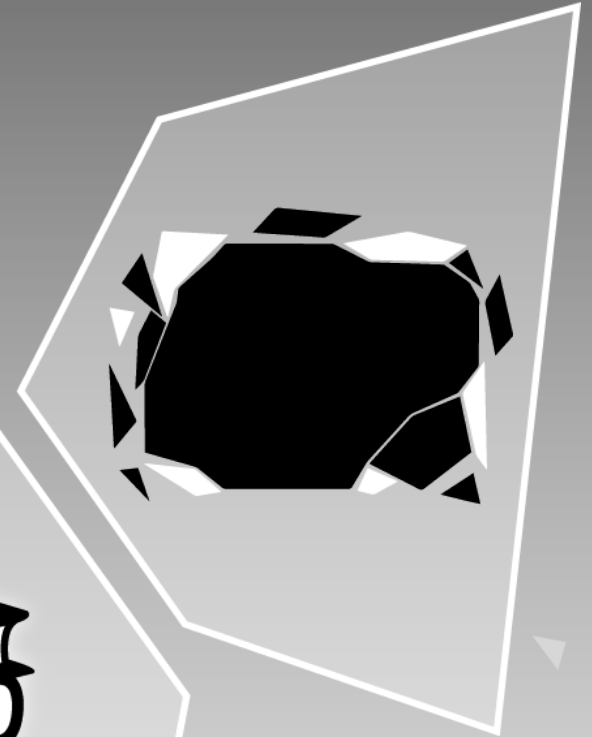
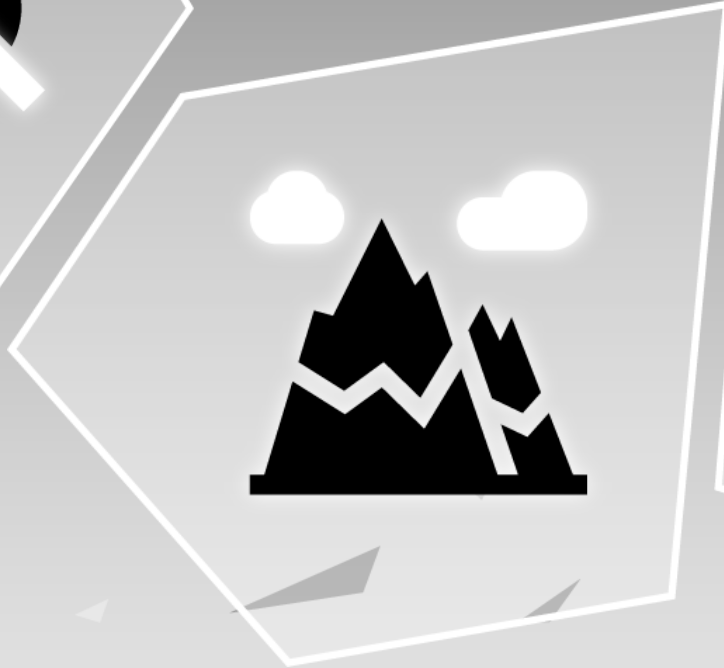


ABILITIES





NARRATIVE



NARRATIVE



Cowardice



POSITION IN MEDIA HISTORY



World of the mind

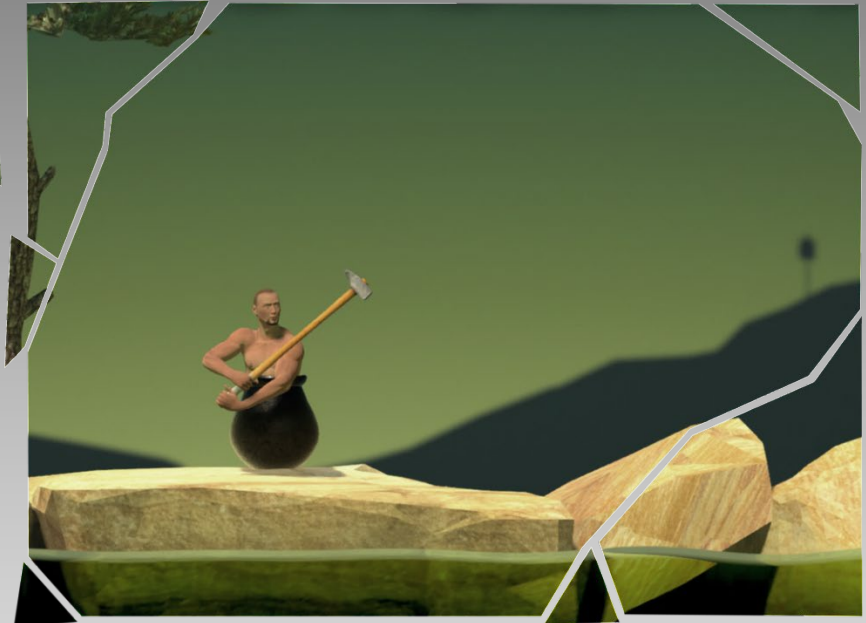


Visual storytelling

POSITION IN MEDIA HISTORY



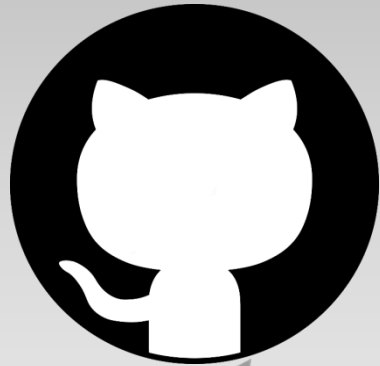
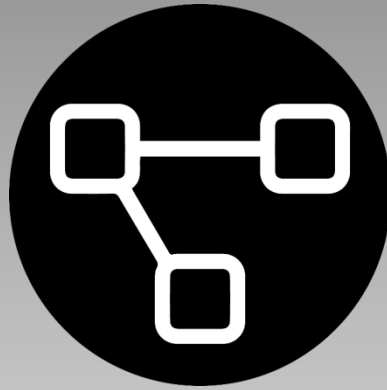
Mental health



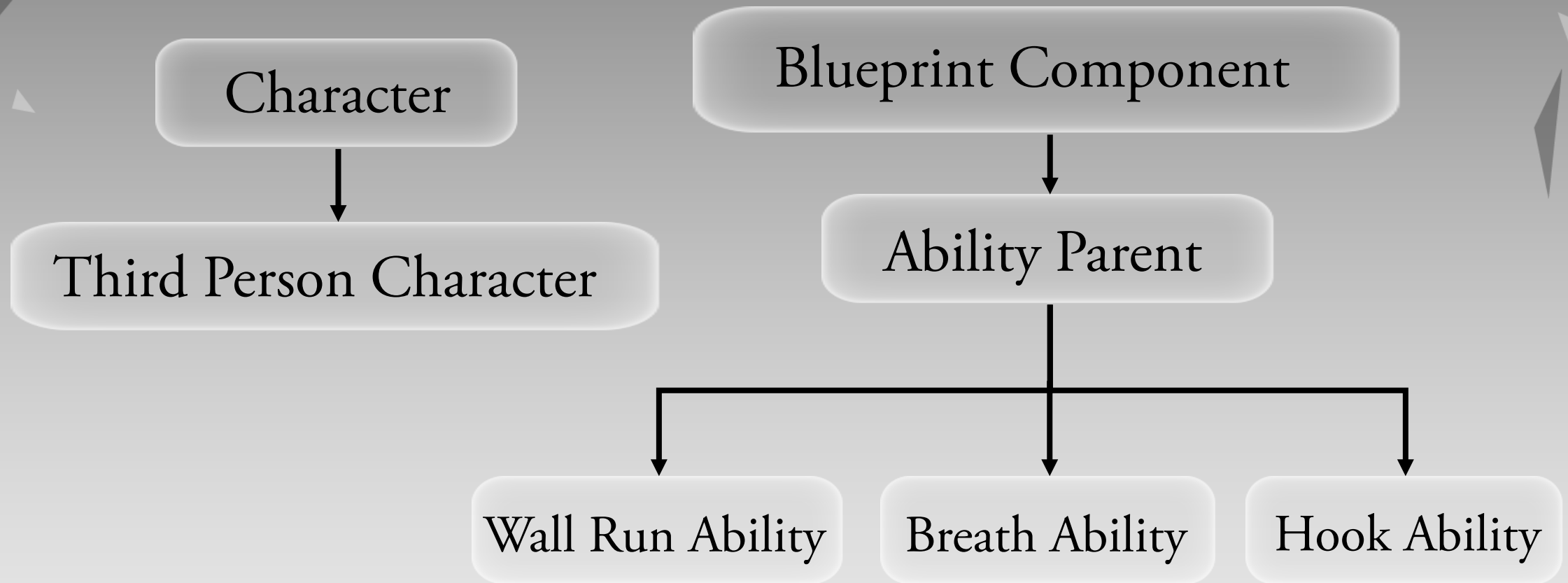
Self-acceptance



TECHNICAL APPROACH

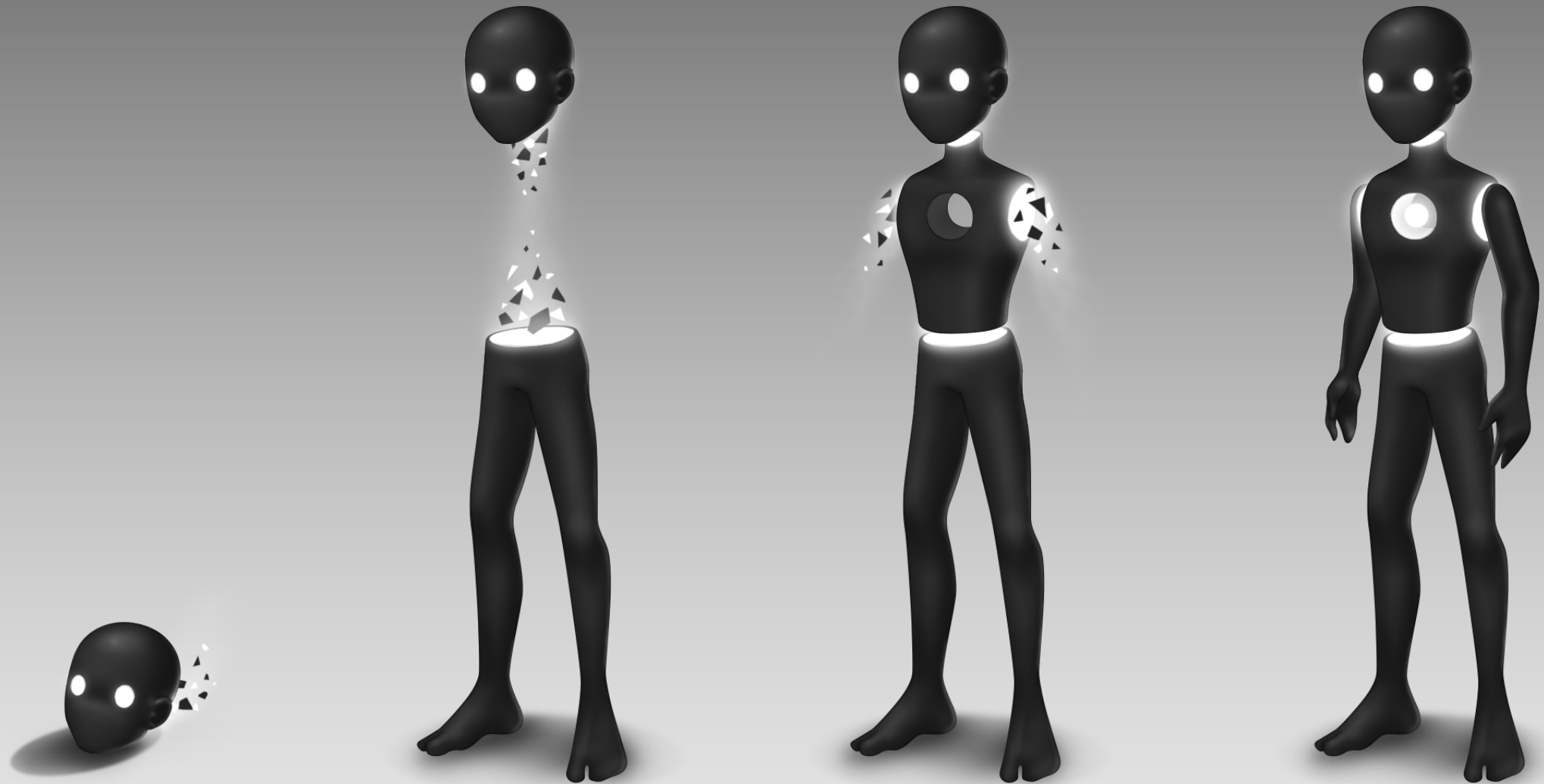


CLASS STRUCTURE

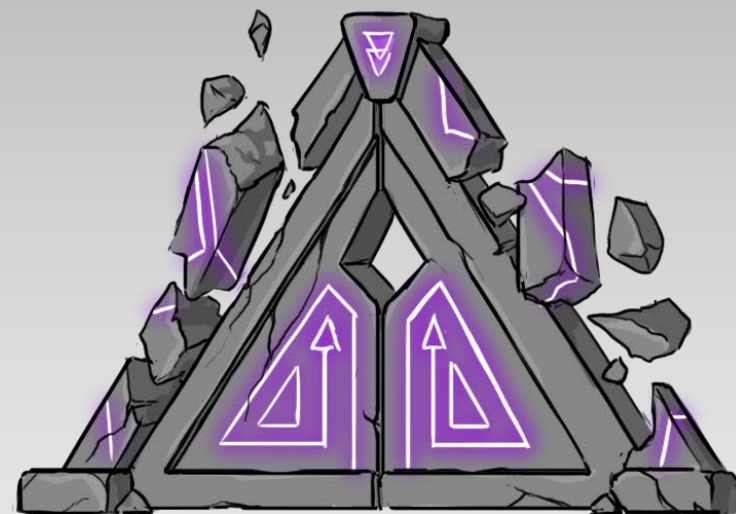
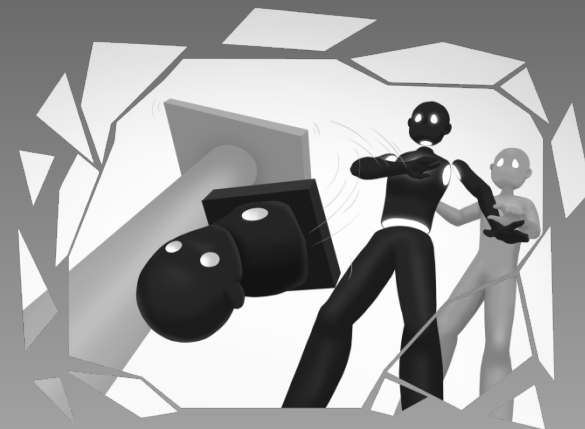
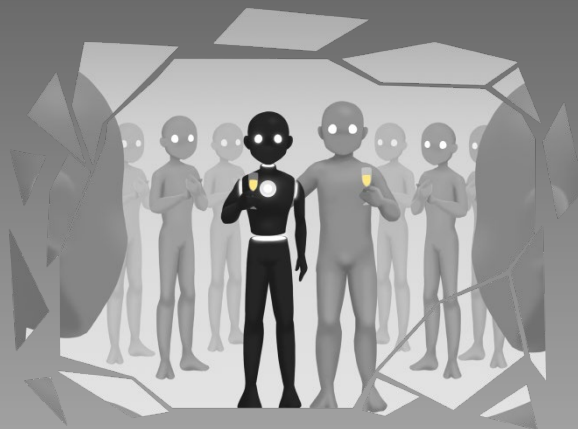




ART







GAMEPLAY VIDEO



1:00 of gameplay footage



THANK YOU!



Daniel Giulio Baracotti
GAME DESIGNER



Alexander Gerhards
PROJECT LEAD & ARTIST



Trixia Quinzon
ARTIST



Lars Kalthoff
GAME DESIGNER



Thiago Morano Gerding
PROGRAMMER

