

ASUNDER

HOW DEEP IS YOUR LOVE?

Self-acceptance

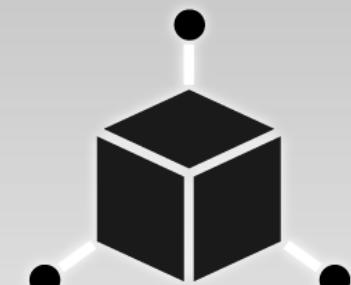
Past regrets

Reassembly

BASICS



Puzzle game



3D



3rd person



For PC

TARGET AUDIENCE

Mid-core

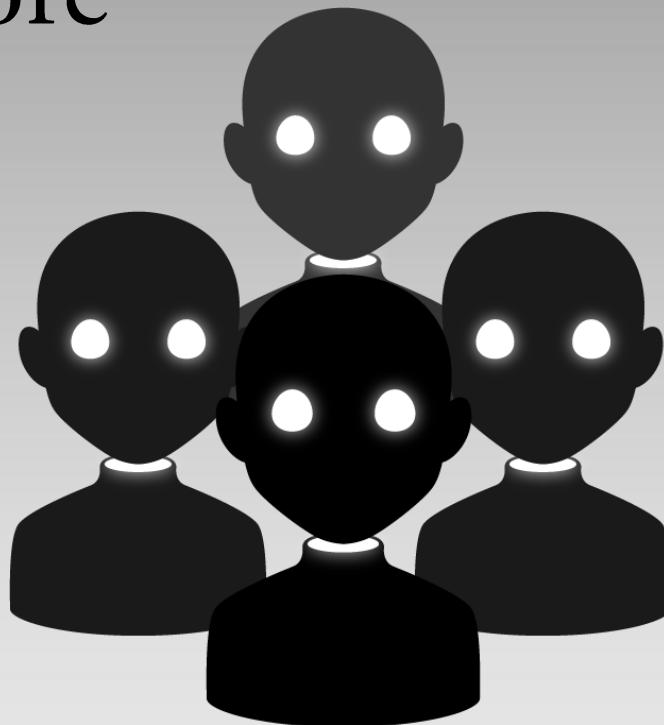
25 – 35

Limited leisure
time

All genders

Implicit storytelling

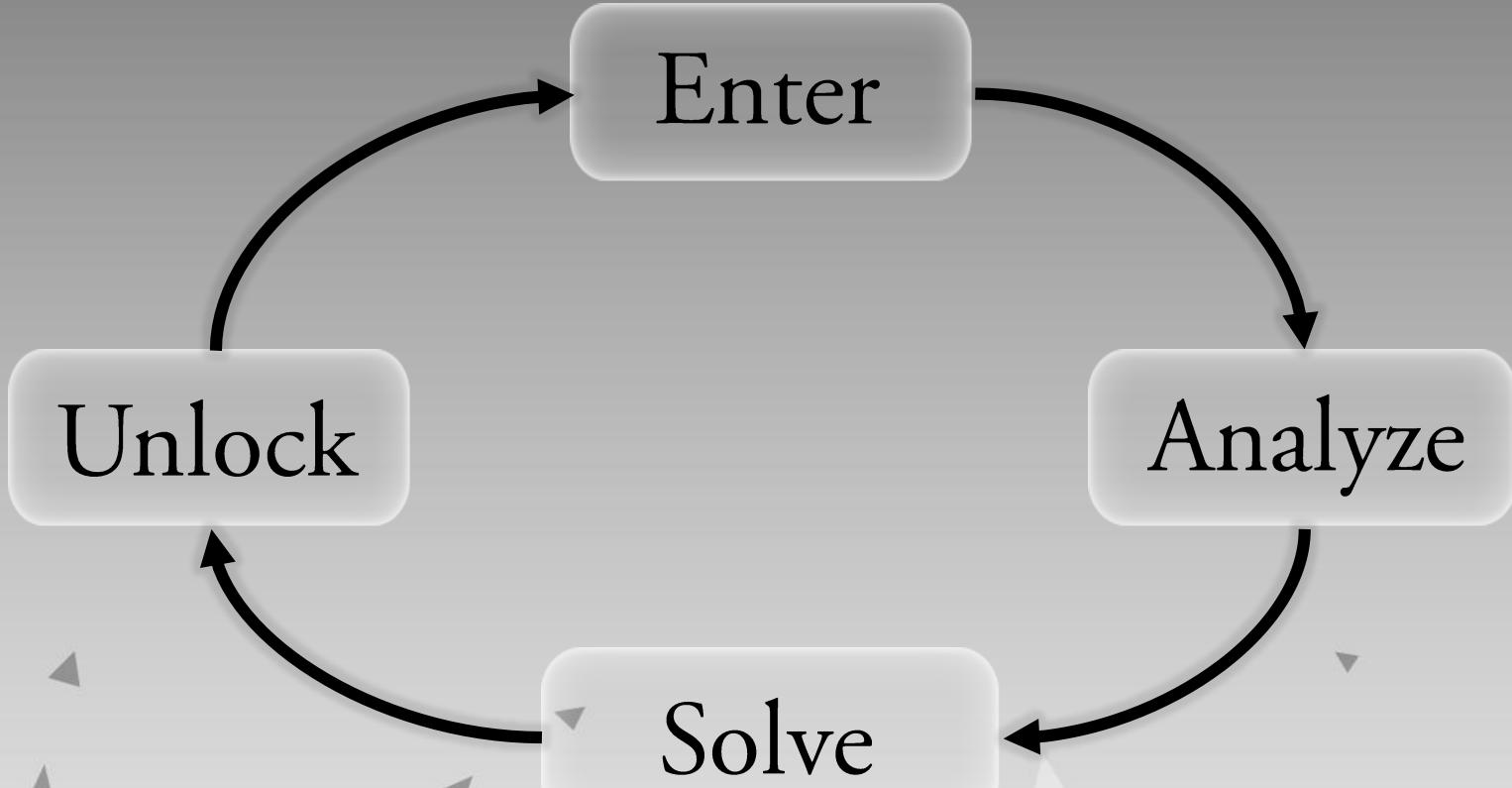
Mental phenomena



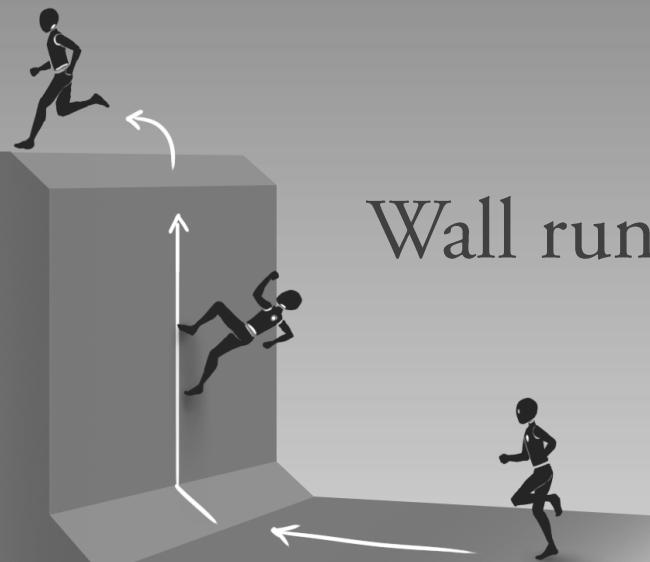
STRUCTURE



GAMEPLAY LOOP



ABILITIES



Wall run



Hook



Breath

NARRATIVE

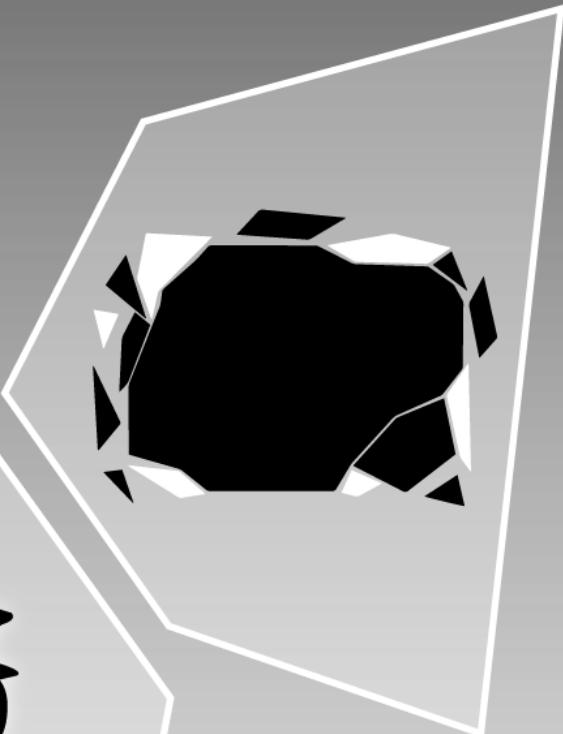
No text



Visual storytelling

Short stories

2D memories



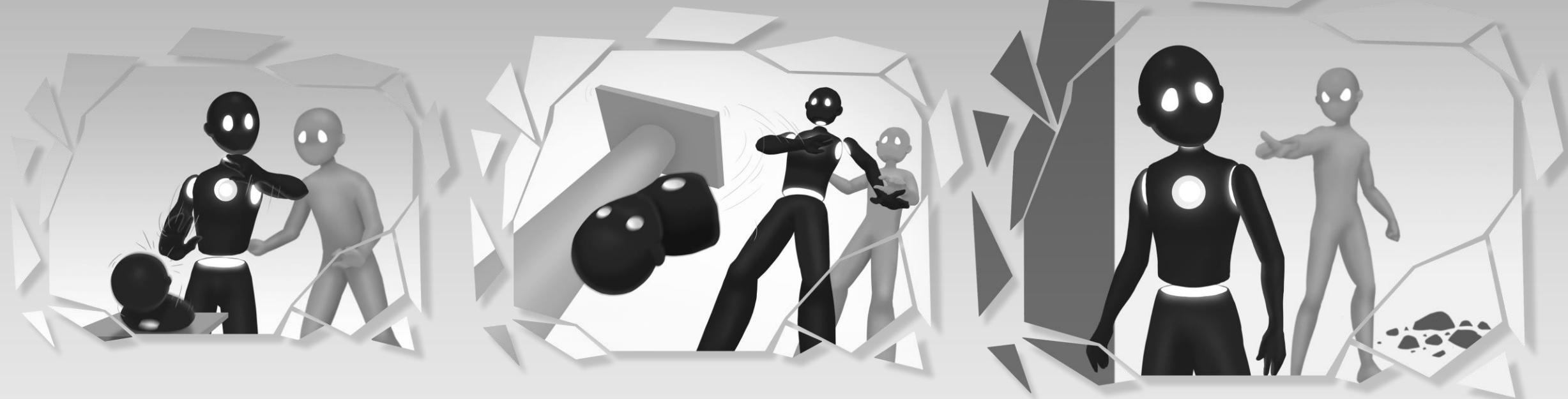
NARRATIVE

Aggression

Violence

Destruction





TRENDS IN MEDIA HISTORY



World of the mind



Mental health

UNIQUE SELLING POINTS

Character progression

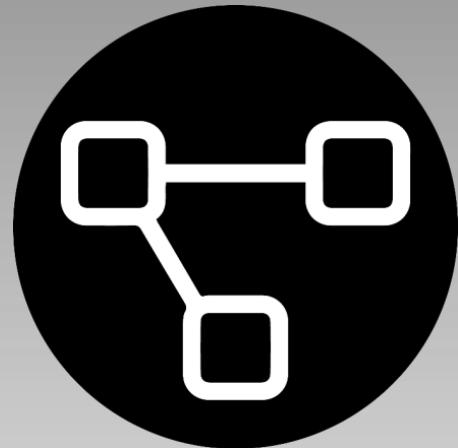
Storytelling without text

Intertwined narrative and gameplay

TECHNICAL APPROACH



Unreal Engine 4



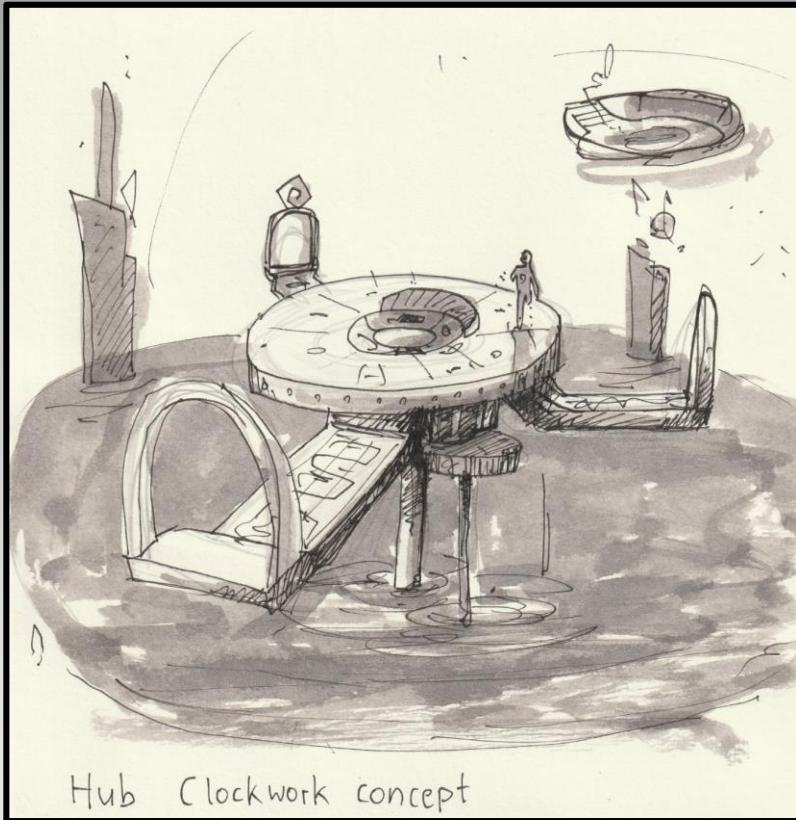
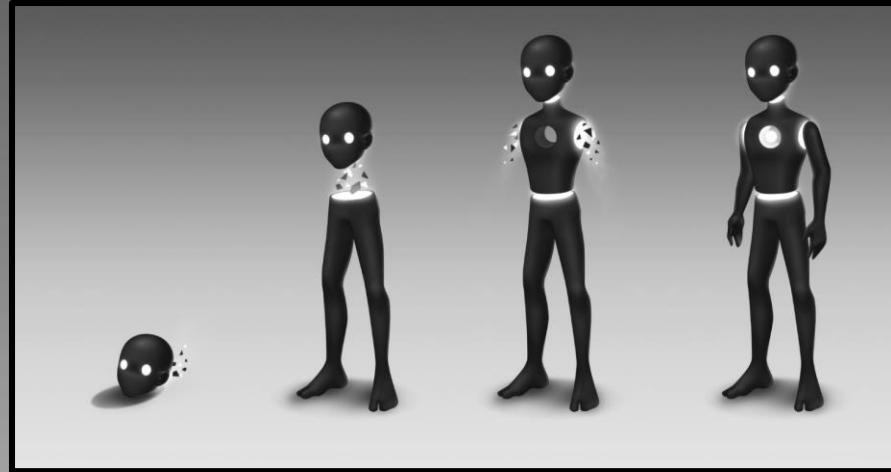
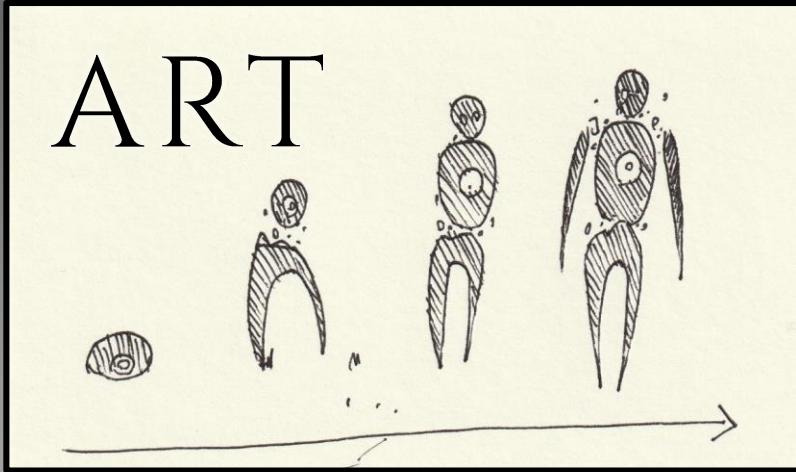
Blueprints



GitHub

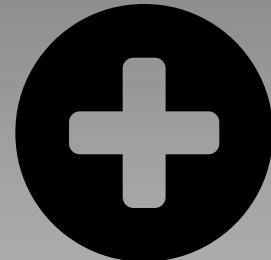


ART

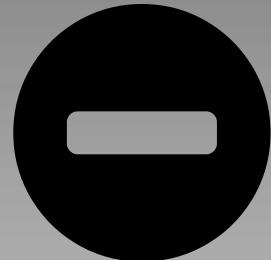




POST MORTEM



Team
Meetings
Hack'n'Plan
Completed work



Polish
Playtesting
Project scope



Wall run
Animation

THANK YOU!



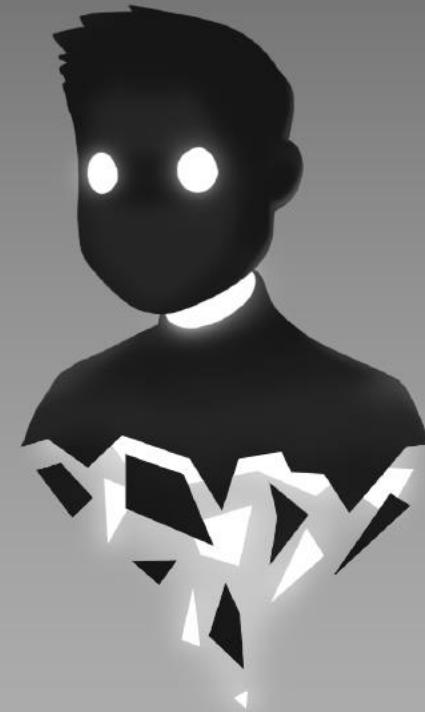
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GAME DESIGNER



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ARTIST



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GAME DESIGNER



Thiago Morano Gerding
PROGRAMMER

