



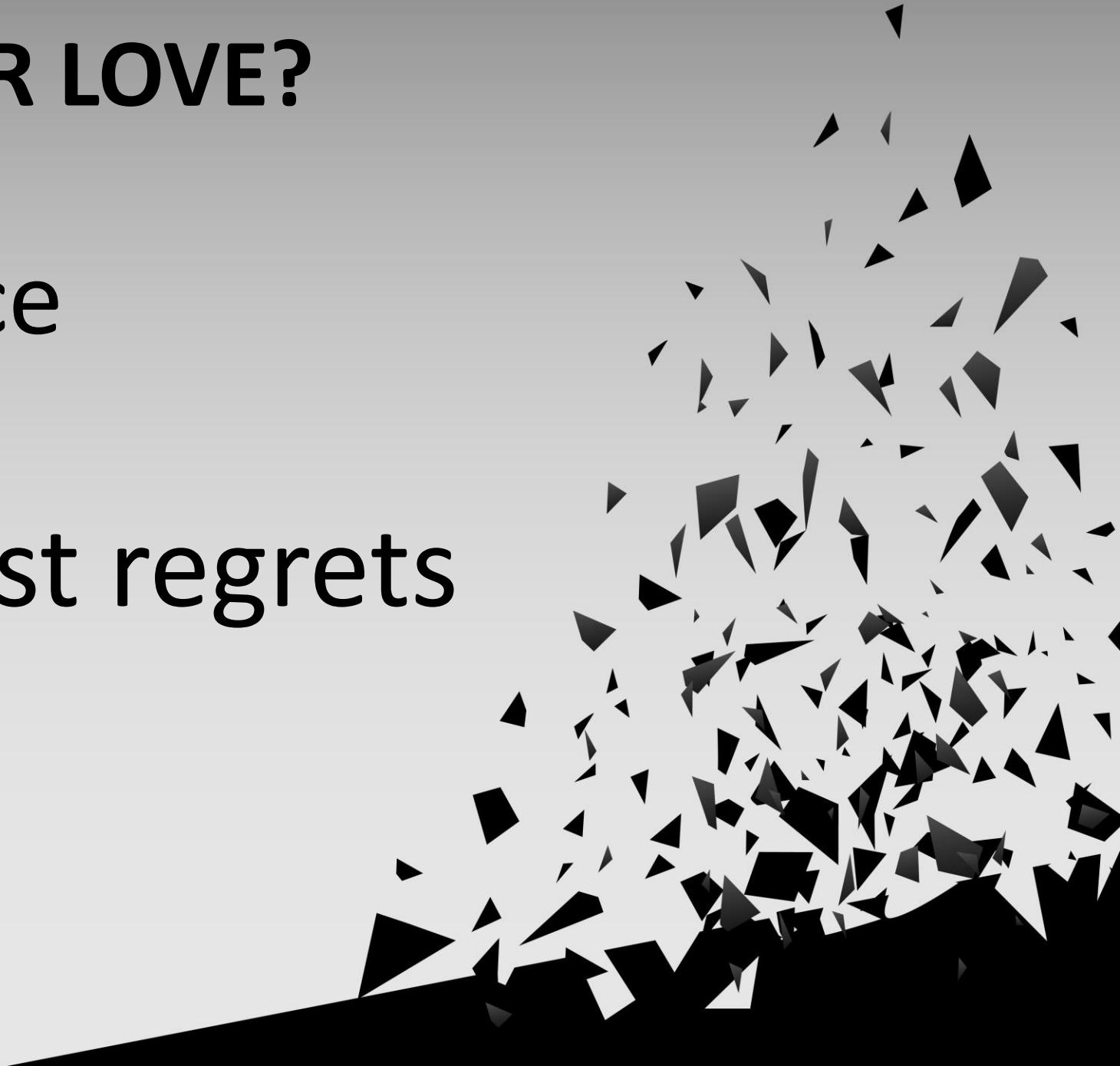
ASUNDER

HOW DEEP IS YOUR LOVE?

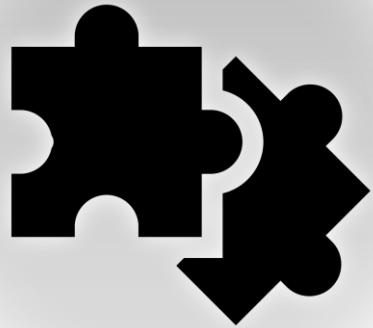
Self-acceptance

Past regrets

Reassembly



BASICS



TARGET AUDIENCE

Mid-core

Limited leisure time

Implicit storytelling

25 – 35

All genders

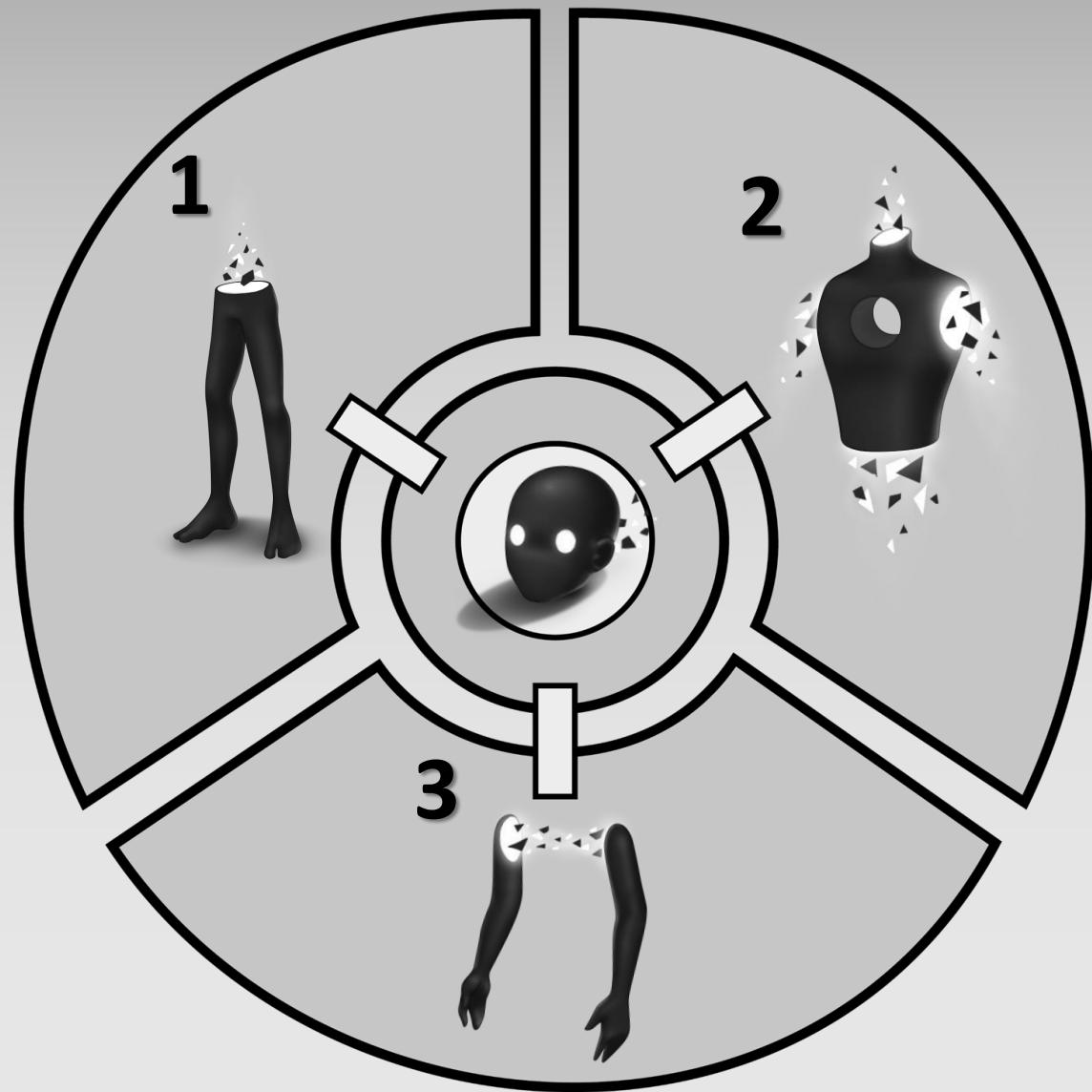
Mental phenomena



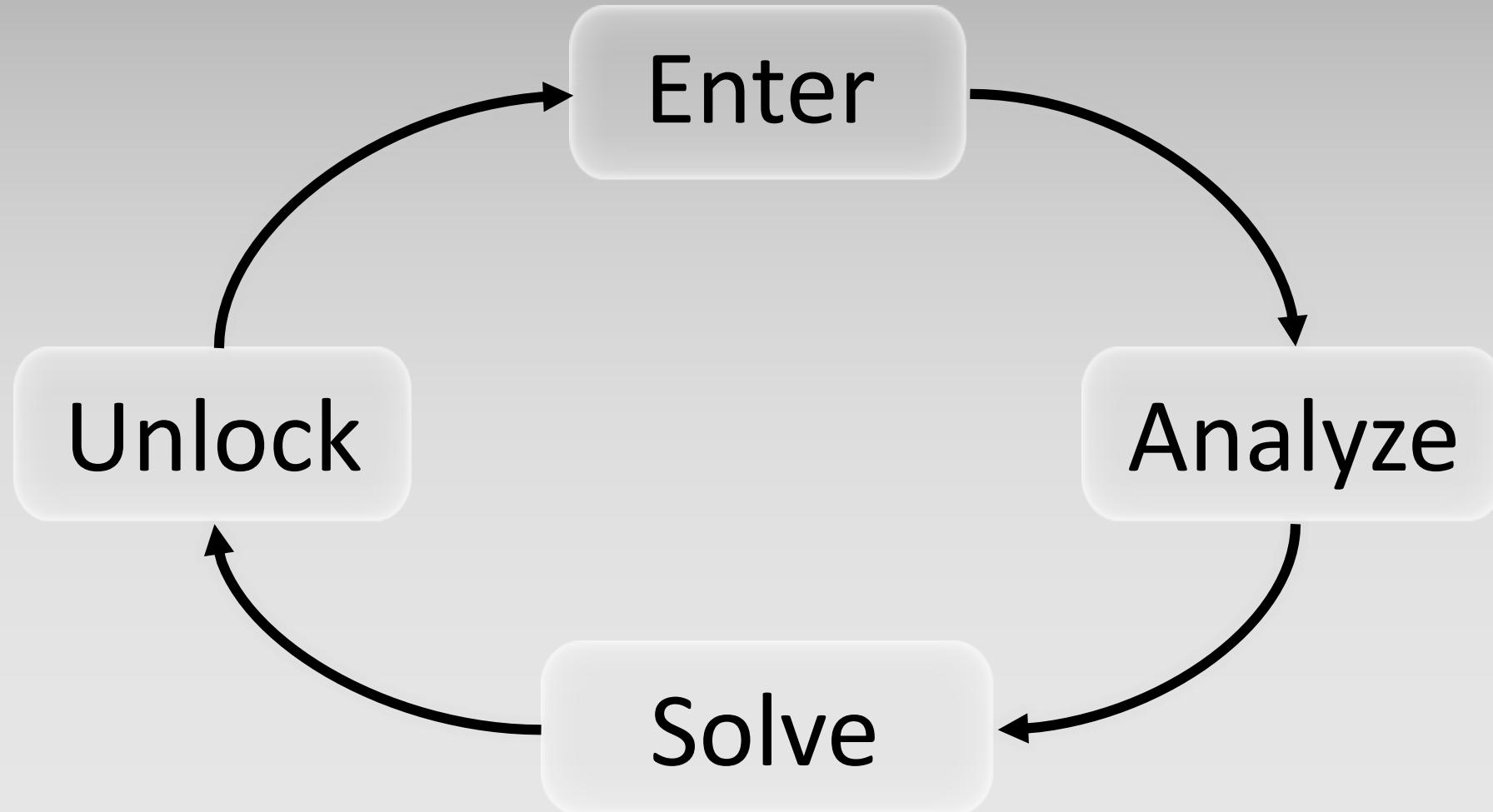
PRODUCTION PLAN

	<i>09/06/19</i>	Final concept
	<i>23/06/19</i>	Vertical slice of first level
	<i>07/07/19</i>	Basic versions of other levels
	<i>16/07/19</i>	Polish

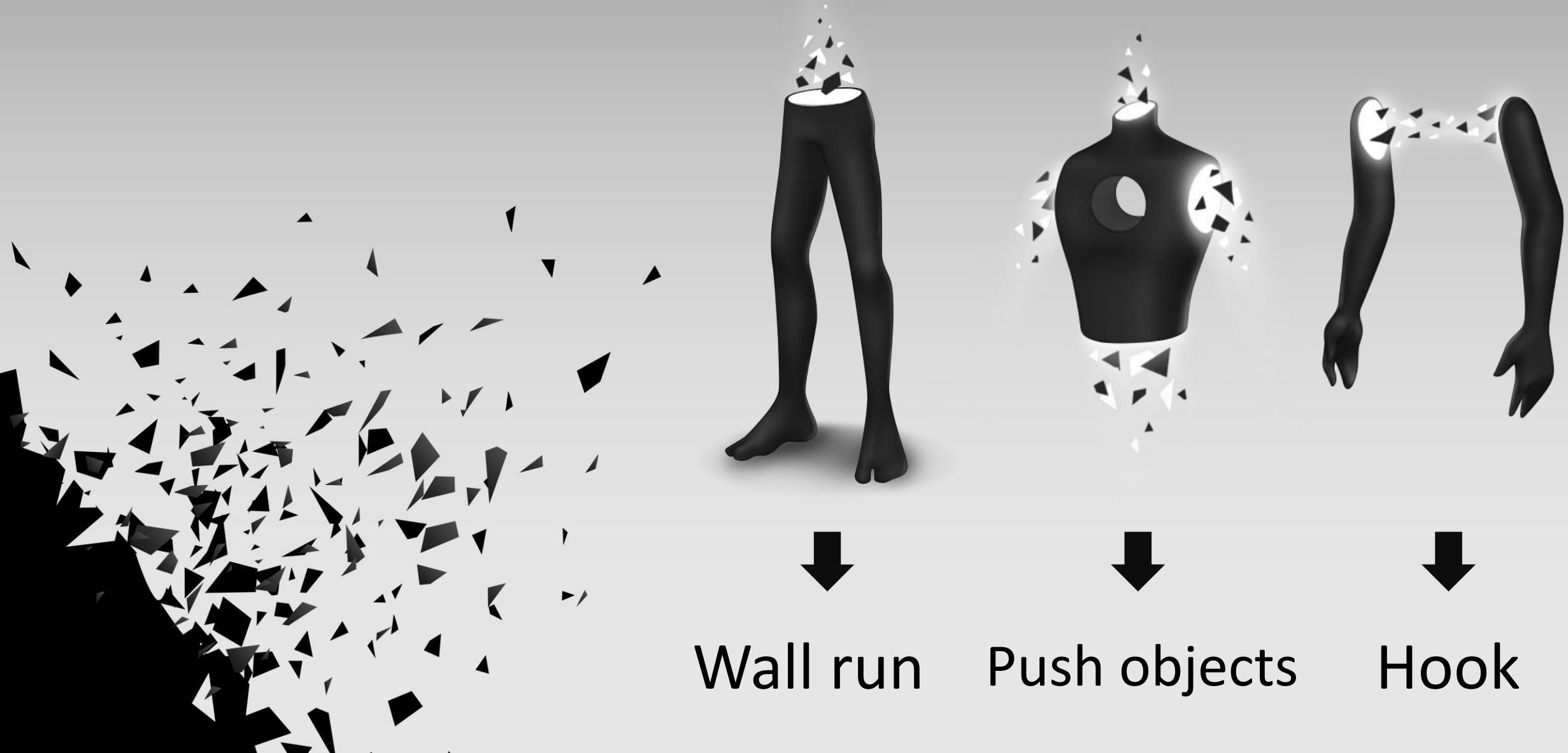
STRUCTURE



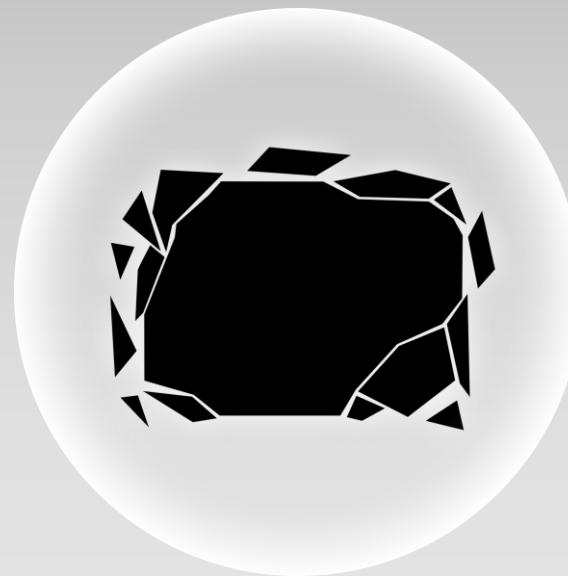
GAMEPLAY



ABILITIES



NARRATIVE



NARRATIVE



Cowardice



POSITION IN MEDIA HISTORY



World of the mind



Visual storytelling

POSITION IN MEDIA HISTORY

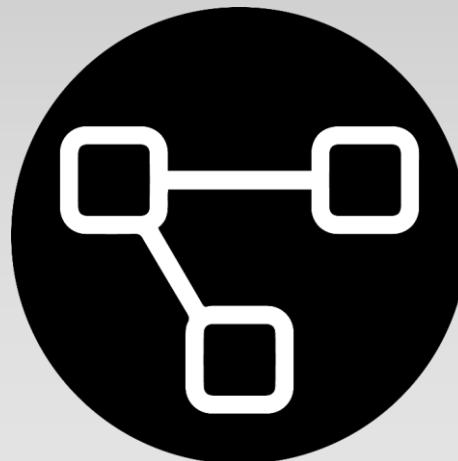


Mental health



Self-acceptance

TECHNICAL APPROACH



CLASS STRUCTURE

Character

Blueprint Component

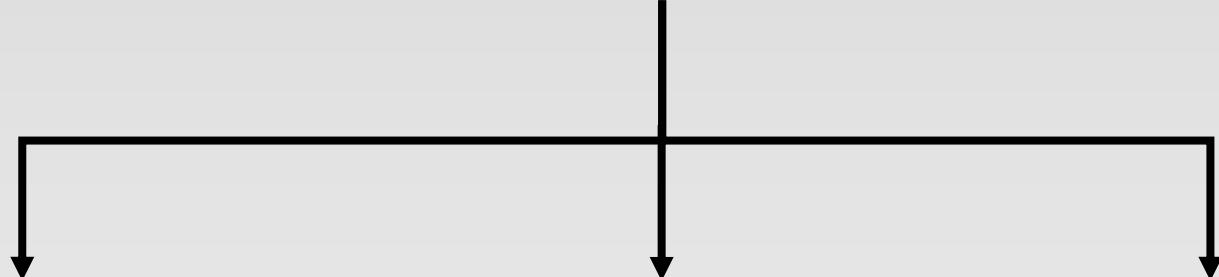
Third Person Character

Ability Parent

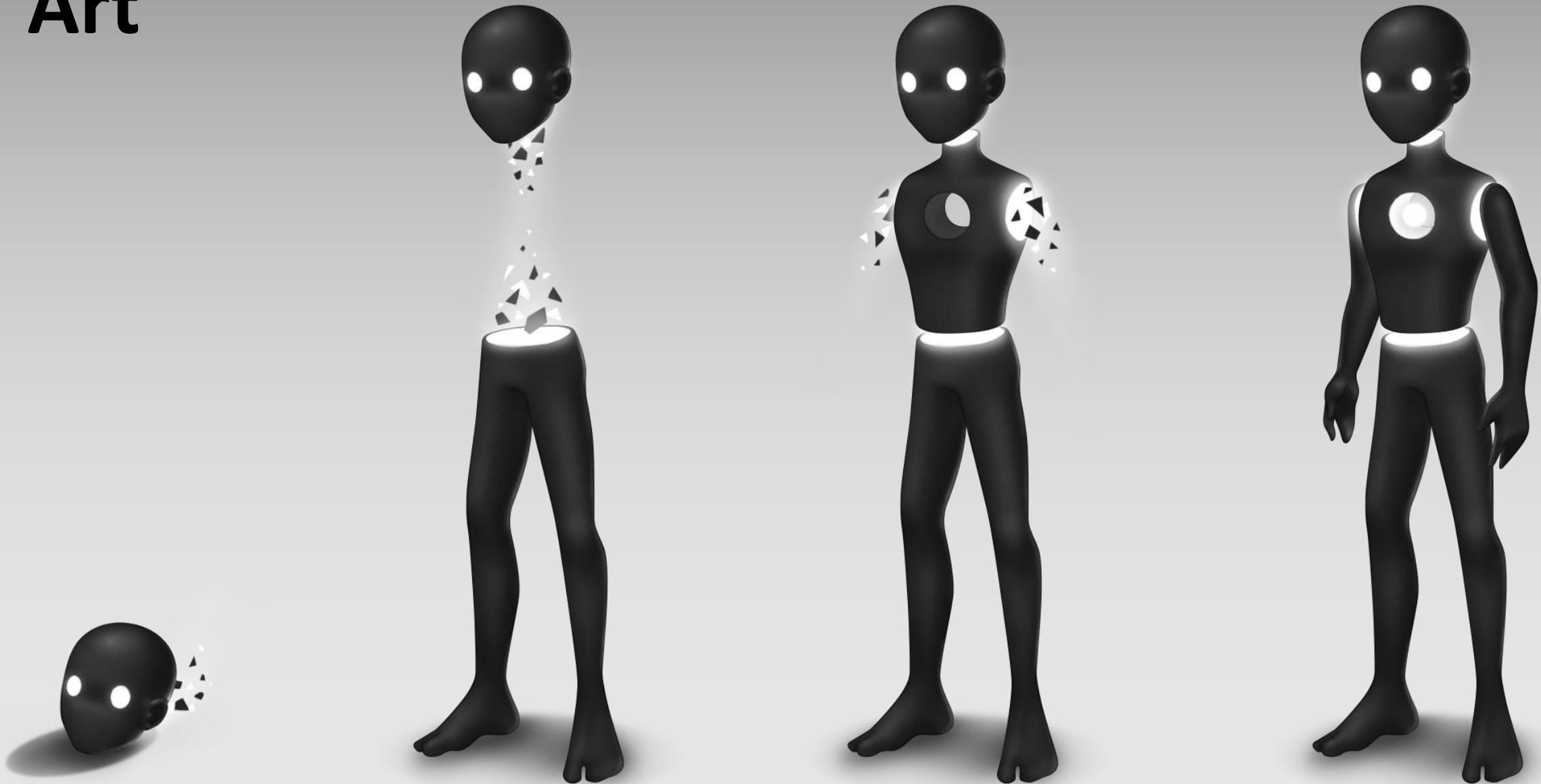
Wall Run Ability

Breath Ability

Hook Ability



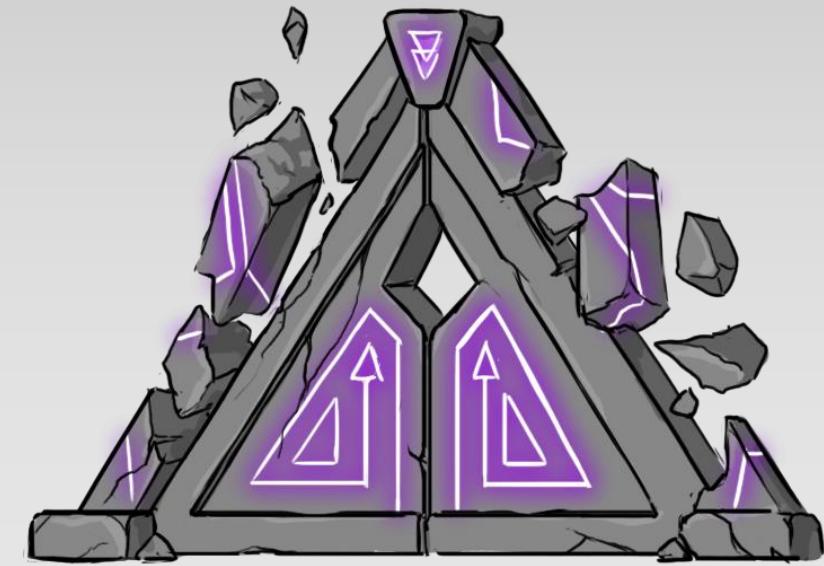
Art



Art

*Insert looping video of protagonist
model in their idle animation!*

Art



GAMEPLAY VIDEO

*1:00 of gameplay
footage*



THANK YOU!

