



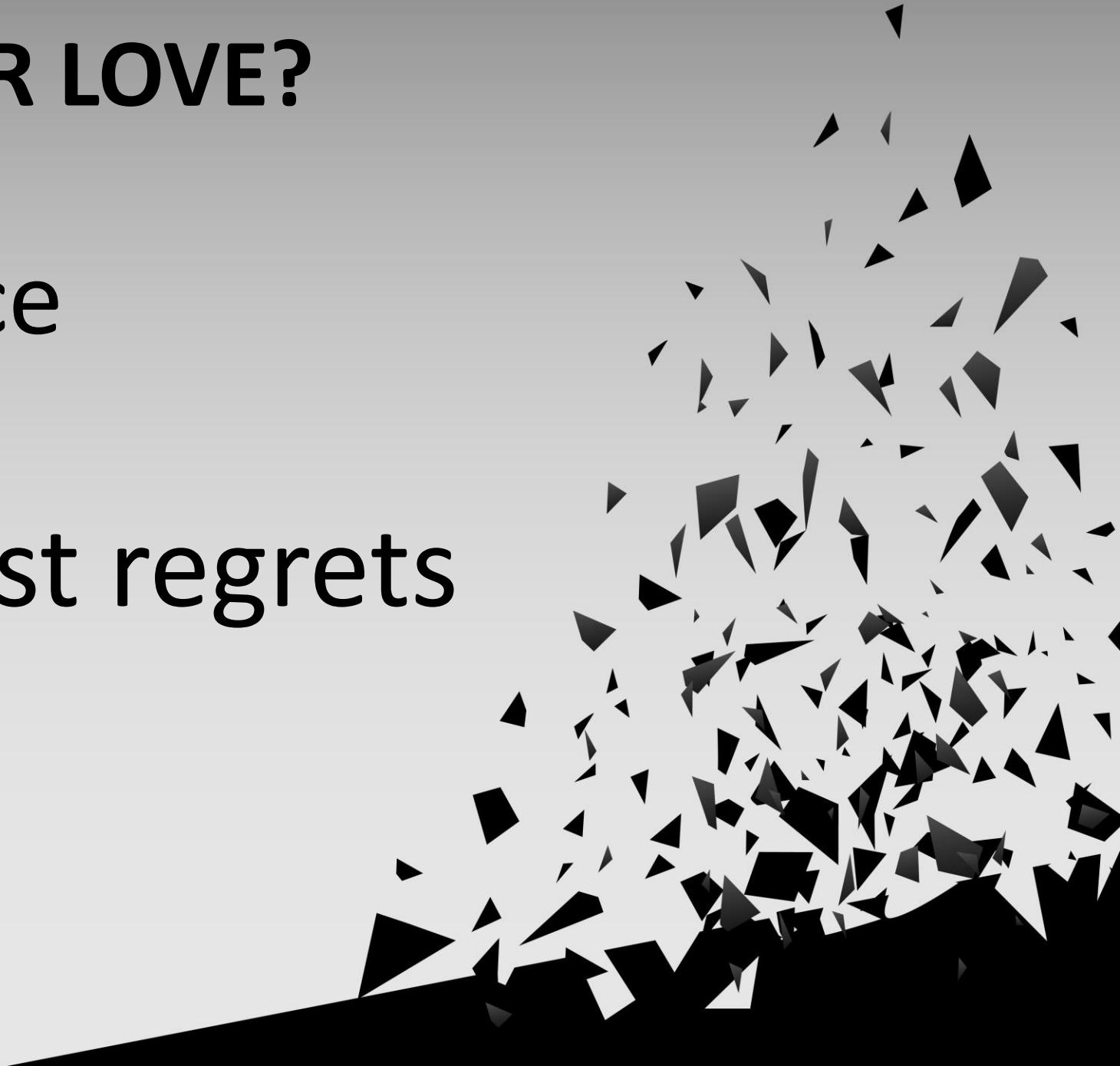
ASUNDER

# HOW DEEP IS YOUR LOVE?

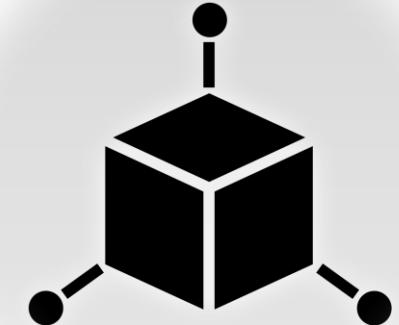
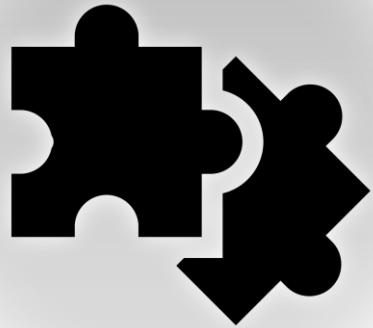
Self-acceptance

Past regrets

Reassembly



# BASICS



# TARGET AUDIENCE

Mid-core

Limited leisure time

Implicit storytelling

25 – 35

All genders

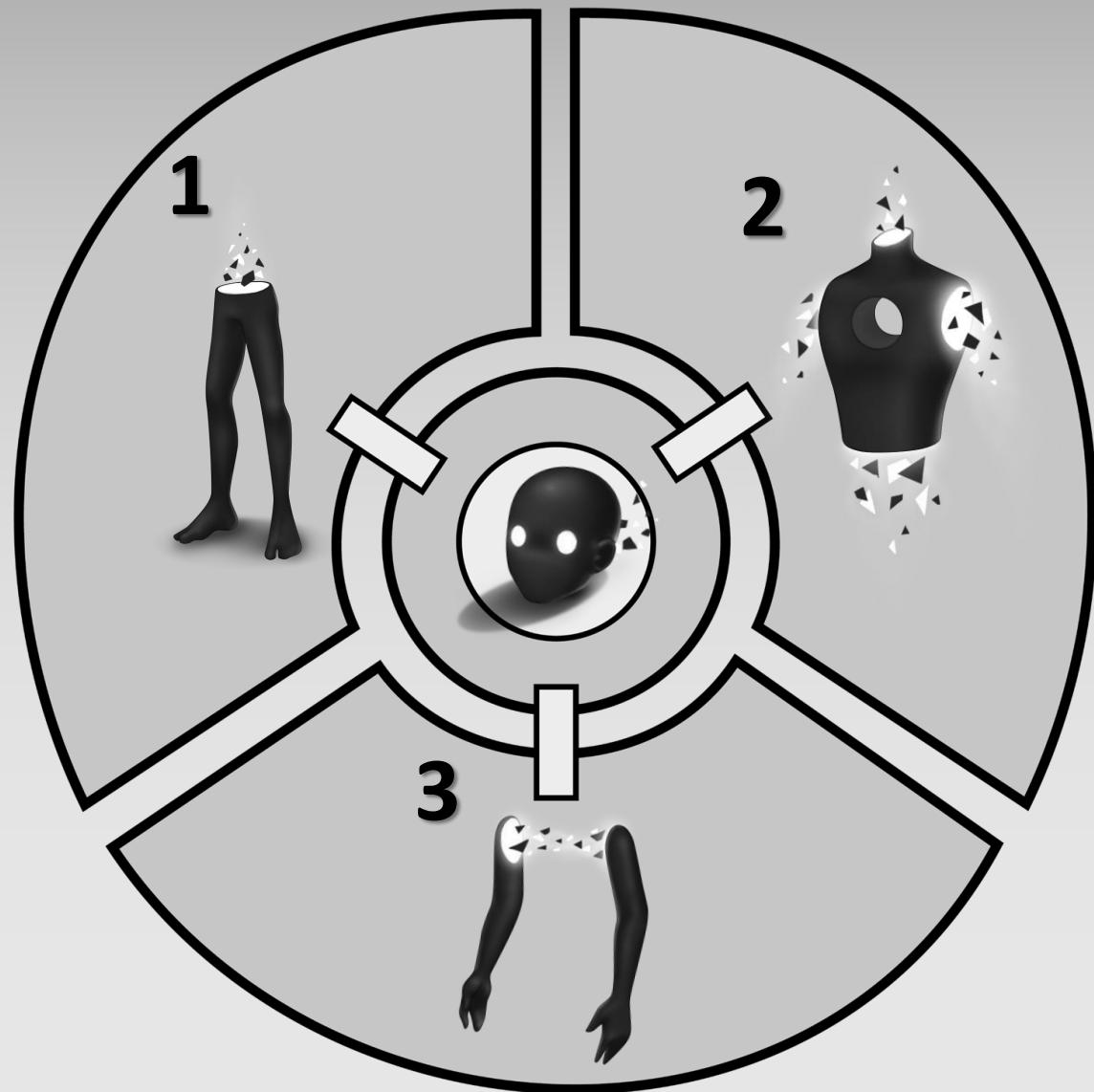
Mental phenomena



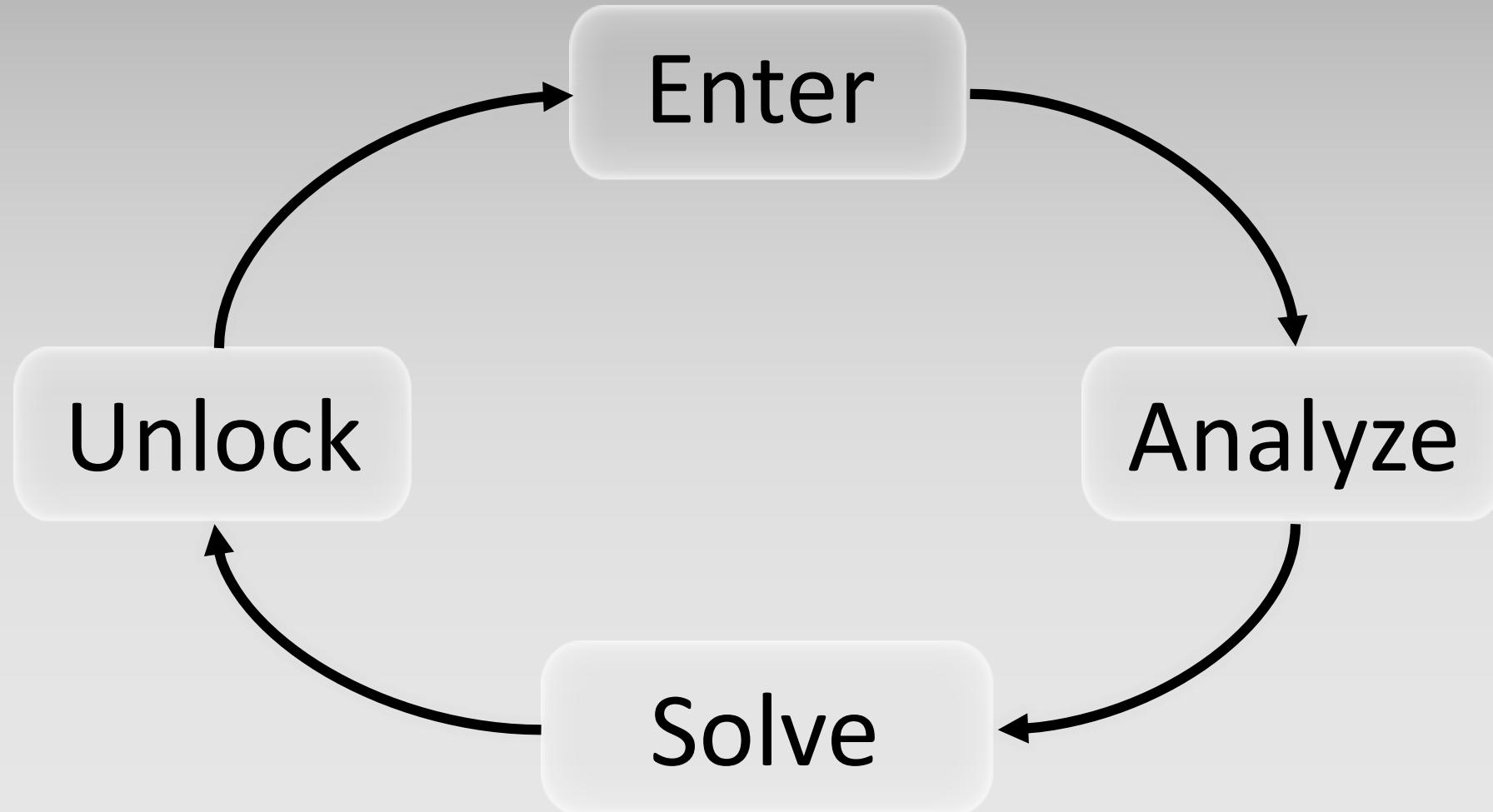
# PRODUCTION PLAN

	<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

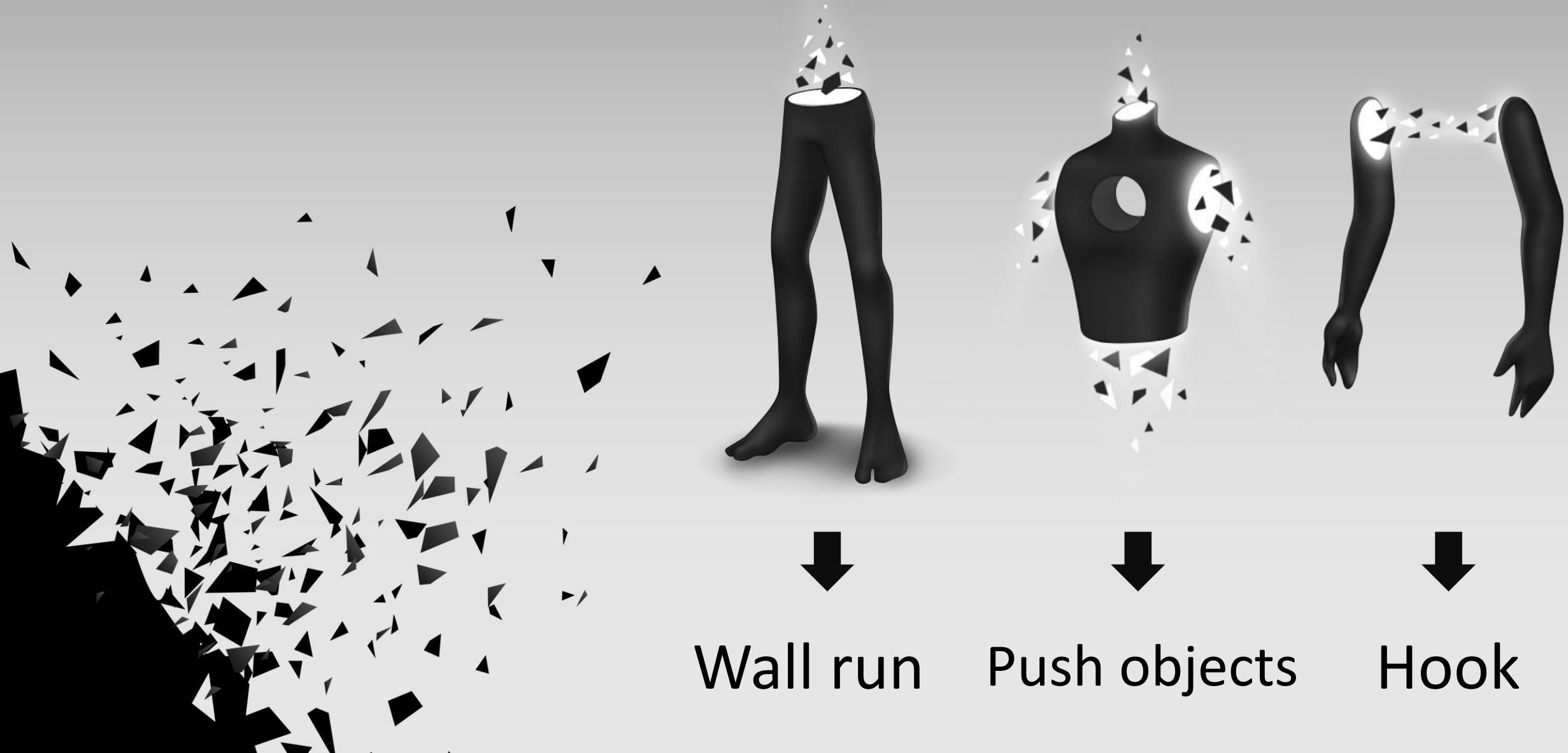
# STRUCTURE



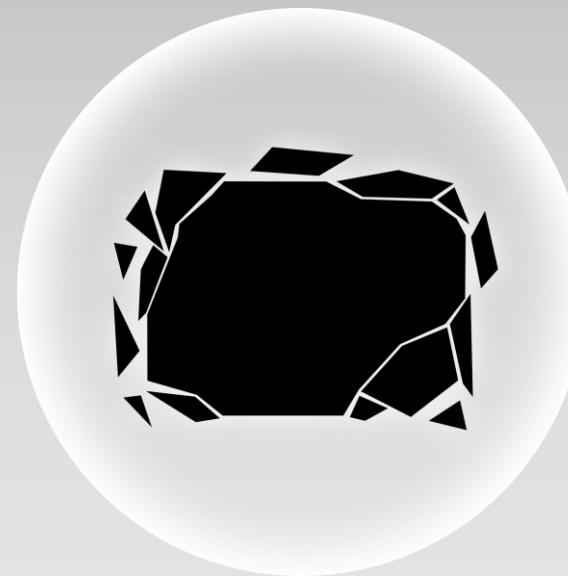
# GAMEPLAY



# ABILITIES



# NARRATIVE



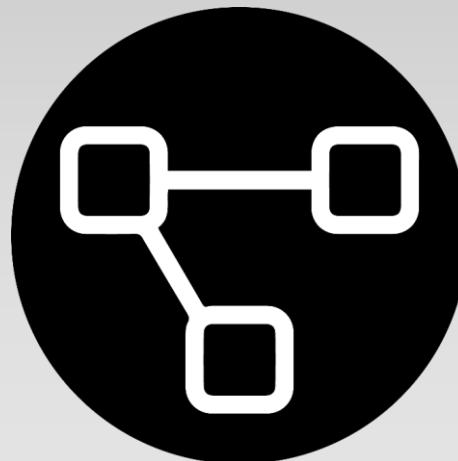
# NARRATIVE



Cowardice



# TECHNICAL APPROACH



# CLASS STRUCTURE

Character

Blueprint Component

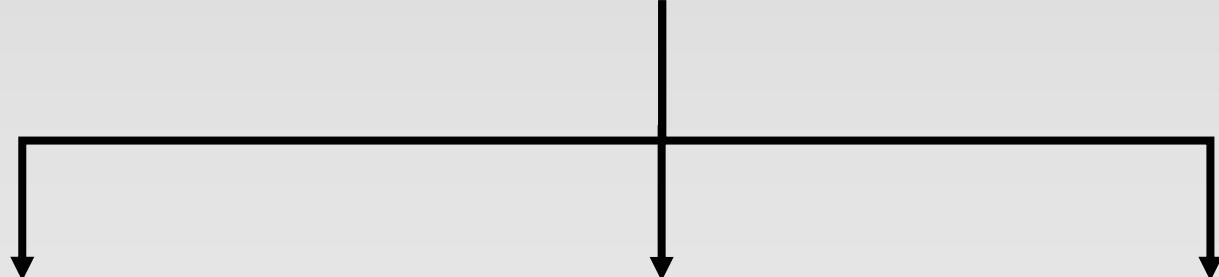
Third Person Character

Ability Parent

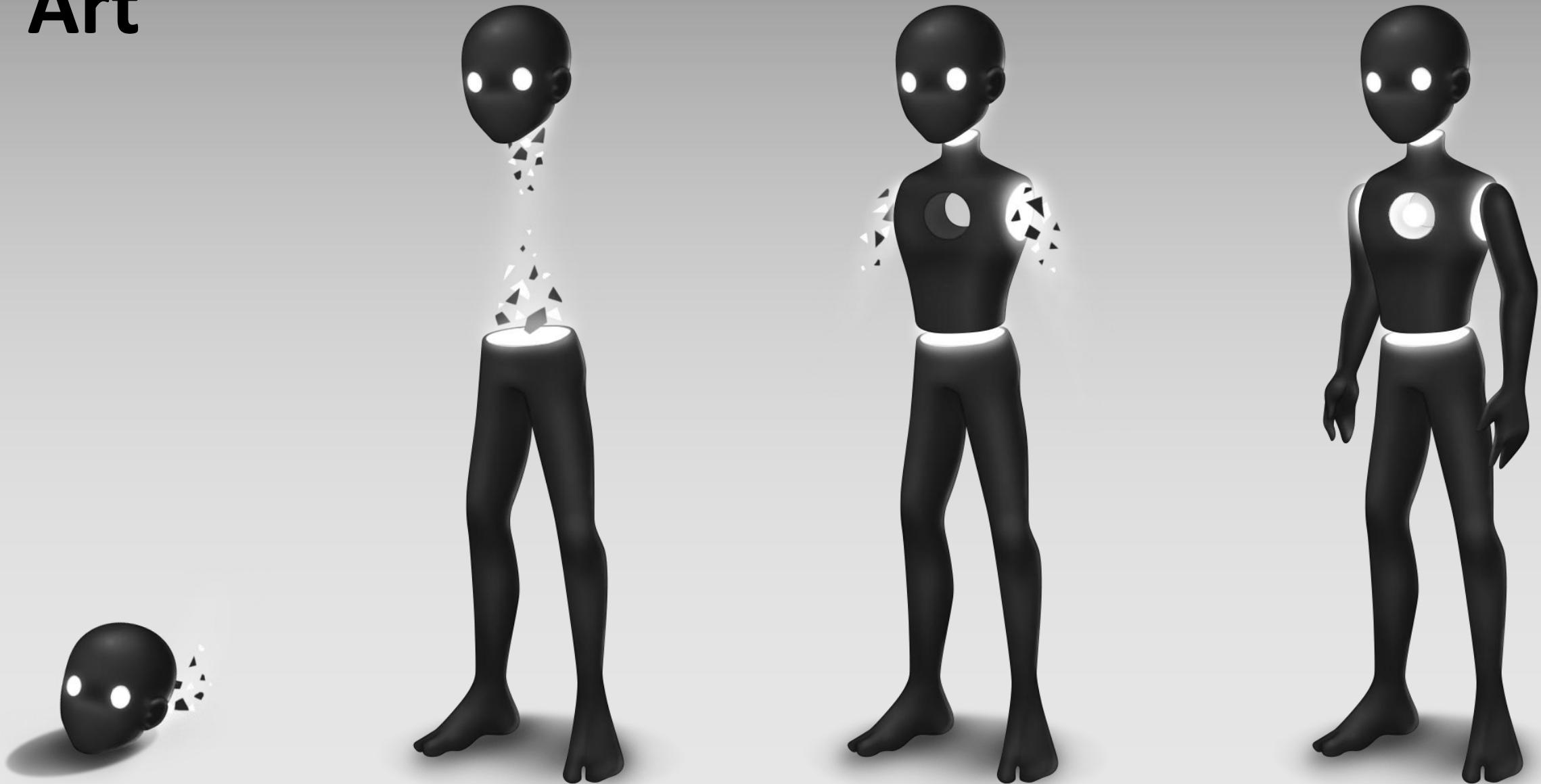
Wall Run Ability

Breath Ability

Hook Ability



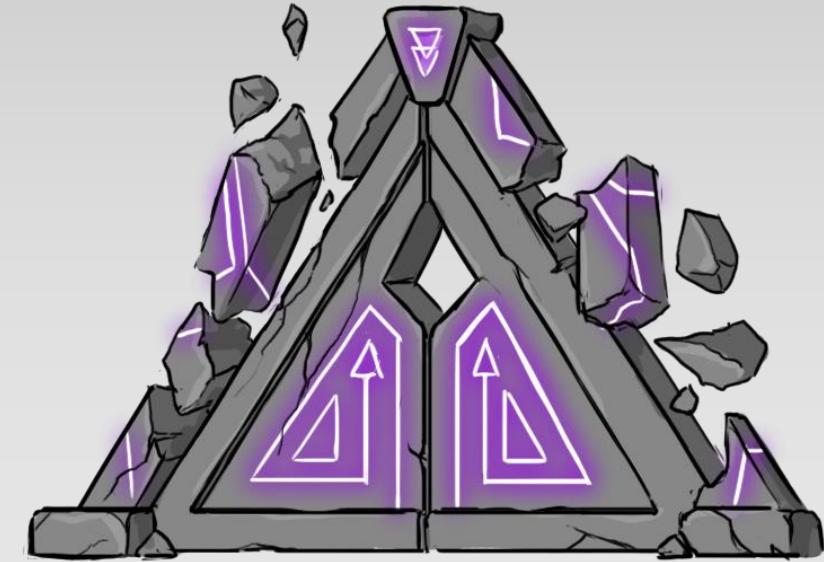
# Art



# Art

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

# Art



# GAMEPLAY VIDEO

*1:00 of gameplay  
footage*



# THANK YOU!

