all aboard!

@friendshaped_

friendshaped

Alex Pritchard

Technical director

Managing codebase

Repo management

Narrative Designer

User experience

Writing

Other

Character art

Marketing

Josie Wood

Project manager

Managing Jira

Leading sprints

Game Designer

User interface

Gameplay mechanics

Other

Environment art

Quality assurance

what is it

USP:

- Whodunnit?
- Short, replayable loops
- Carry over items
- Character driven narrative

Key players:

- Overboard!
- Night In The Woods
- Colt Express

our technology

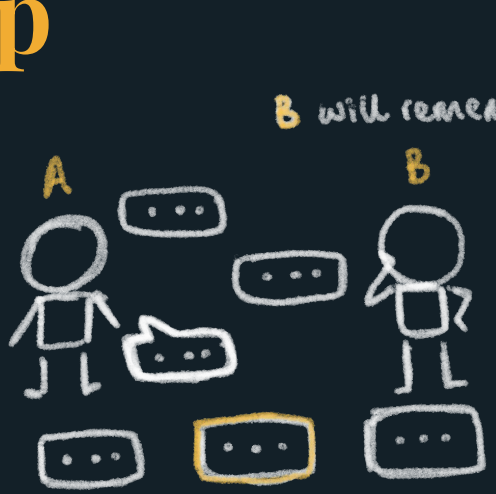
- Unity 2020.3
- GitHub
- Jira
- Parallaxium
- Ink

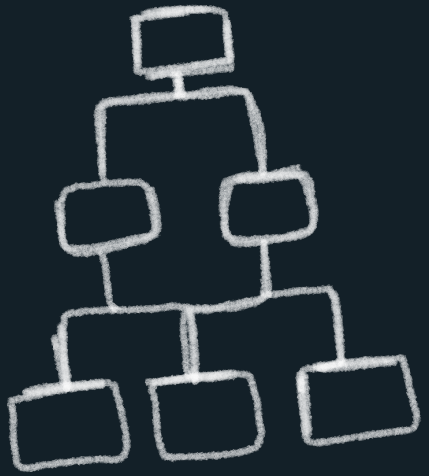
vibes

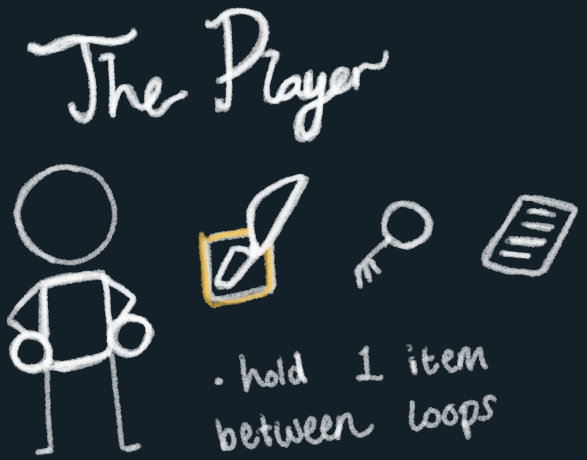
so far

- Analysing similar time loop and narrative games on the market
- Discussion with industry experts
- Project Planning
- Setting up

wip


B will remember that
A
B




The Player
. hold 1 item between loops

KNOCK KNOCK
what
Murder
oh no
who did this

next steps

- Finalise game design
- Develop basic mechanics
- Online presence

thanks!

any questions?