Blur

Where memories become battlegrounds, and sanity dictates reality.

Blur is a *FPS Roguelike* in which the player explores the mind of an Alzheimer's patient, while battling their confusions with unique weapons that materialize their coping mechanisms and collect memories to reveal the story.

INTRODUCTION

GRAPHICS

Utilize PS2-style graphics to evoke nostalgia and simplicity, aligning with the game's introspective and narrative-driven approach.

PLATFORM/GAME TYPE

A single-player FPS Roguelike game designed for players who appreciate deep stories intertwined with gameplay.

TARGET AUDIENCE

Gamers who enjoy a blend of FPS action, rogue-like unpredictability, and complexe narrative experiences.

GAME WALKTHROUGH

VICTORY CONDITIONS

Uncover and piece together the patient's life story through memory fragments, which unlock narrative layers and aid progression.

PLAYER ROLE

Players assume the role of a protagonist delving into the mind of an Alzheimer's patient, engaging in both combat and exploration to uncover the narrative. The player get to choose their preferred playstyle which in return impacts how the narrative unveils.

MECHANICS

SANITY

Sanity acts as a health bar. When Sanity falls to zero, one must start the run again.

↑ High Sanity: clearer levels and objectives.

↓ Low Sanity: distorted environments, confusing objectives, hallucinations and more enemies.

FOCUS

Focus is the resources spent on the objectives/navigate through the relative's memories.

Trade-off between losing sanity for immediate benefits versus long-term understanding (Lucidity).

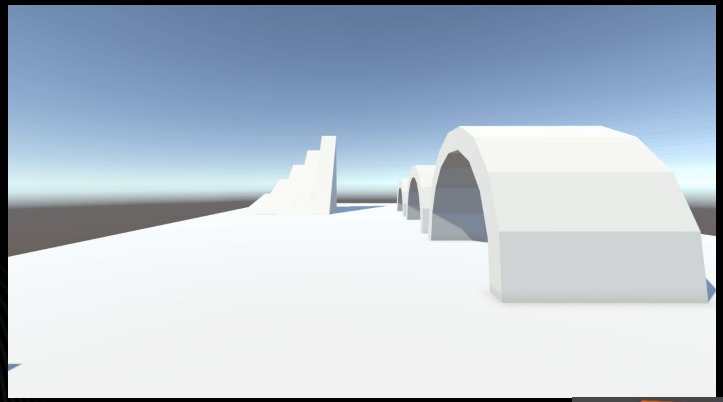
↓ Focus reduces Sanity

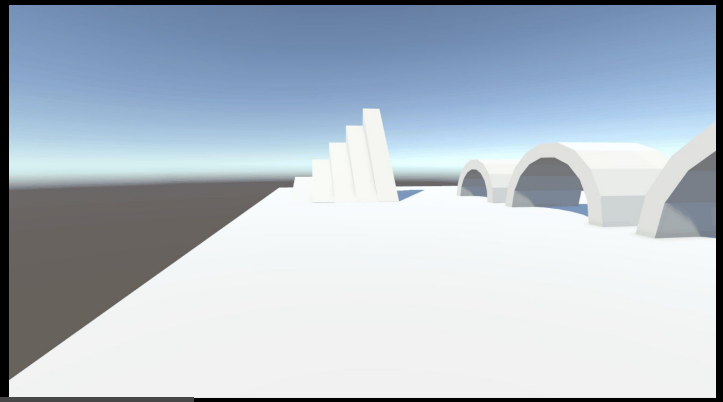
LUCIDITY

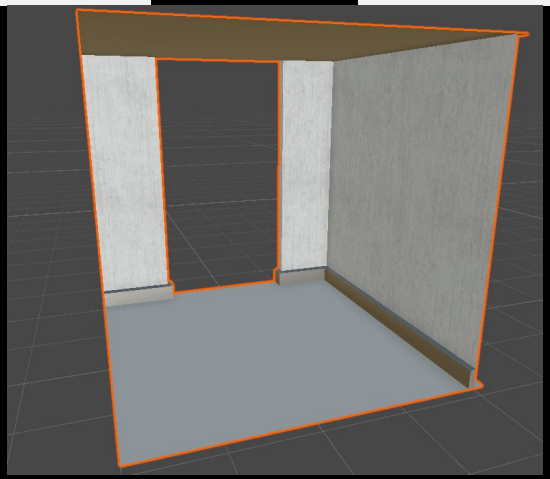
Lucidity enhances player's perception and effectiveness, earned through engagement with the narrative.

The more runs you do, the more lucidity you gather.

↑ Gathering Lucidity protects your Sanity







MECHANICS
WEAPONS

The game reflect the player gamestyle by the personification of defense mechanisms as weapons.

When receiving ***clarity***, you can level up your weapons with ***Insight***, allowing the protagonist to reach deeper into themselves to understand a core pillar of their style of fighting.

Displacement**:** You have grown up in an environment where you learned to leach out at other people.
Leaching Out *(Upgrade)*: You can leach back this damage taken to a creature. Depending if you have an AOE weapon, multiple enemies can be hit.

Depending on the selected build, narrative event will differ from build to build, which will result in having different key aspect of the story. This encourages the game replayability and make the player want to try different play styles.

GAME WALKTHROUGH

NARRATIVE ELEMENTS

Memories: Serve as collectibles that help piece together the patient's life story and the underlying narrative. They serve as backstory elements, reveal secrets, or provide insights that help with game progression.

Creatures: They symbolize the distress and confusion associated with memory loss. The more memories these creatures consume, the more distorted the game world could become, reflecting the protagonist's deteriorating mental state.

UNIQUE SELLING POINTS

Cultural Value: Addresses mental health, particularly Alzheimer's, in an interactive, empathetic manner.

Creative and Intellectual Appeal: Offers a deep, story-driven experience that challenges players' perceptions and moral judgments.

Unique Narrative Elements: An exploration of Alzheimer's from an internal perspective, offering a blend of emotional storytelling and psychological insight.

Unique Mechanics: Defense mechanisms as weapons provide a symbolic and interactive method to confront challenges, mirroring the protagonist's internal battles.

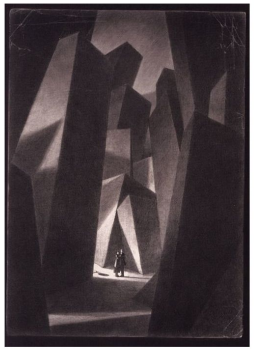
FUTURE DIRECTIONS

What did you learn that was interesting?
Where would you take this next?

THANK YOU!
ANY QUESTIONS?

Memories

Creatures



- Feasts on memories.
- The more their influences the more scenary becomes
- abstract

Symtoms of Dementia
Memory loss, which is usually noticed by someone else.

- Problems communicating or finding words.
- Trouble with visual and spatial abilities,
- such as getting lost while driving.
- Problems with reasoning or problem-solving.
- Trouble performing complex tasks.
- Trouble with planning and organizing.
- Poor coordination and control of movements.
- Confusion and disorientation.