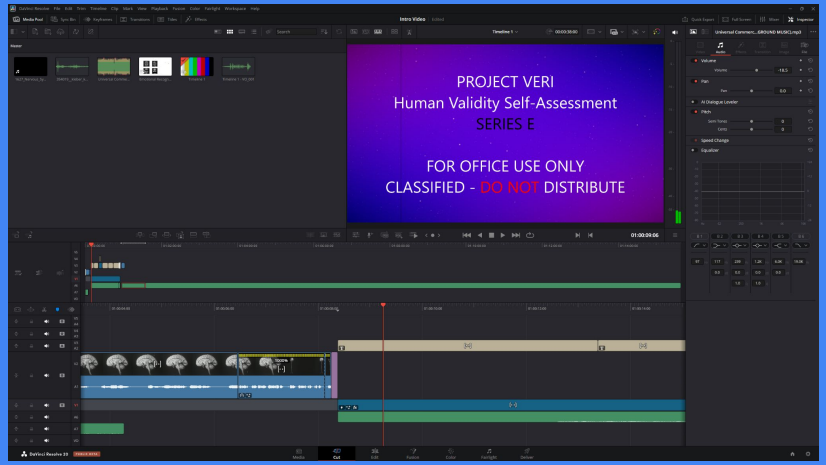
Meat Cogito

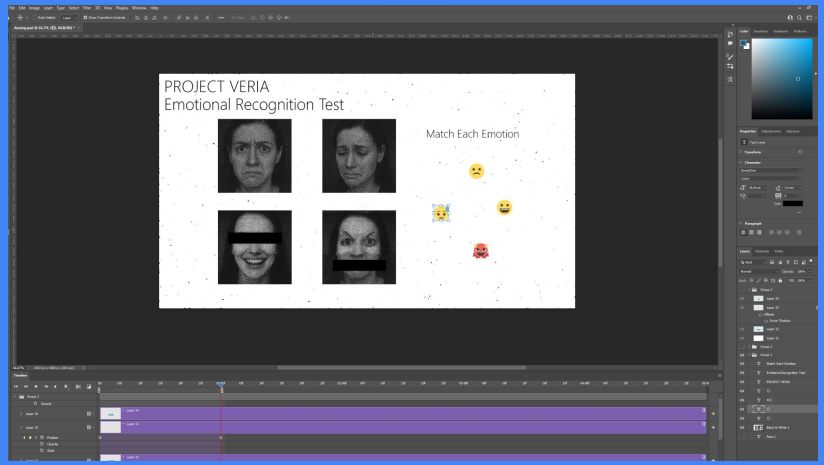
A Narrative Horror Game

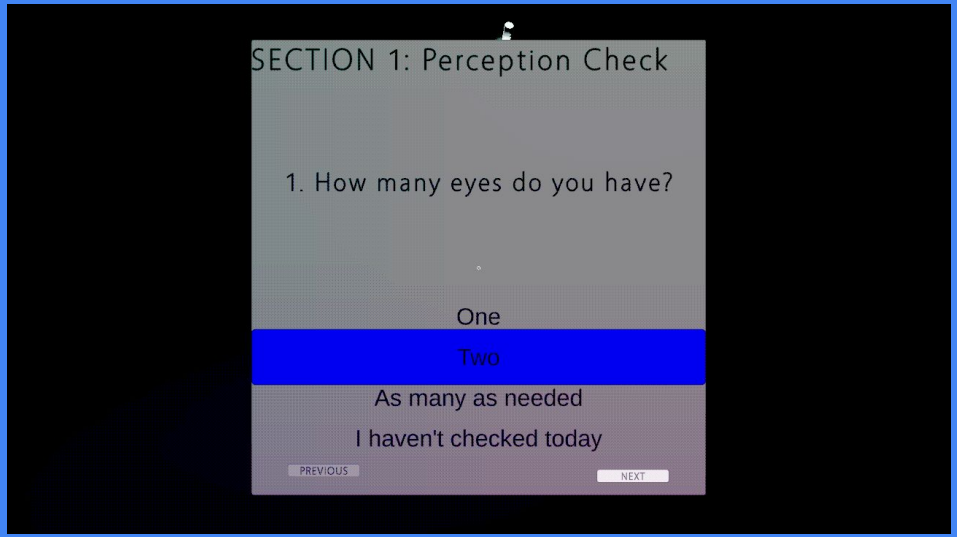
Fernando Villasenor

Photoshop & DaVinci Resolve

- Intro Video
- Human Captcha Test Assets
- More Horror Assets

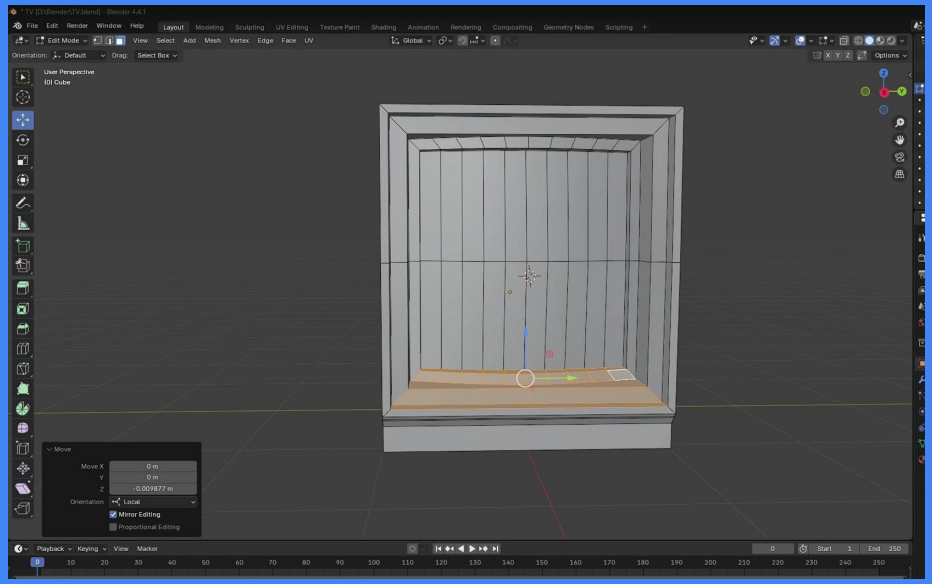

PROJECT VERI
Human Validity Self-Assessment
SERIES E
FOR OFFICE USE ONLY
CLASSIFIED - DO NOT DISTRIBUTE

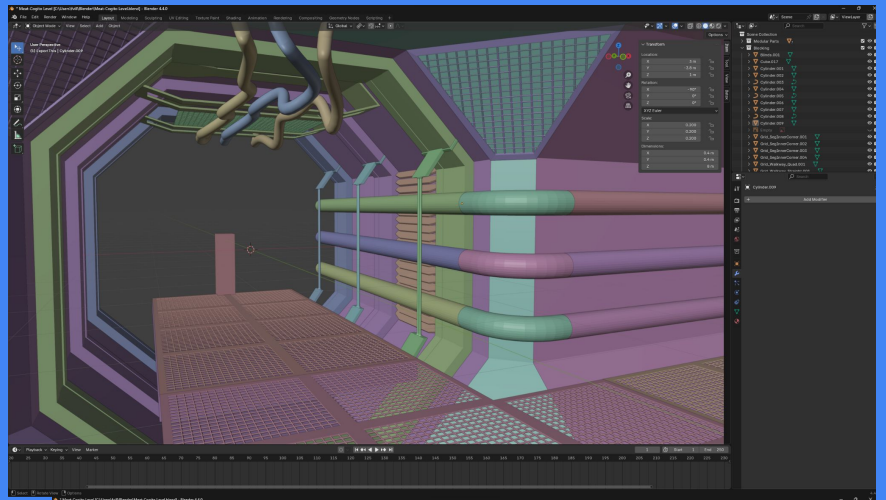

PROJECT VERIA
Emotional Recognition Test
Match Each Emotion

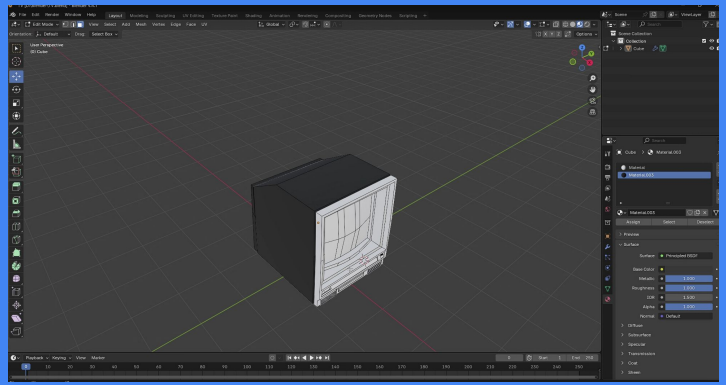

SECTION 1: Perception Check
1. How many eyes do you have?
One
Two
As many as needed
I haven't checked today
PREVIOUS
NEXT

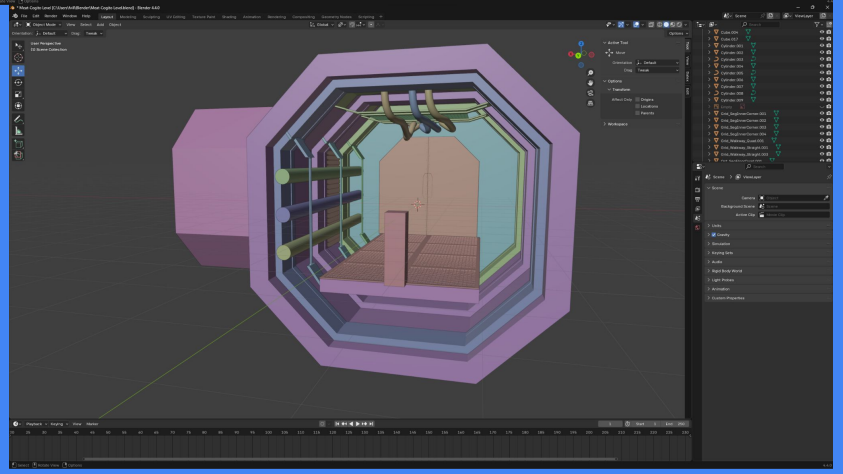
Blender

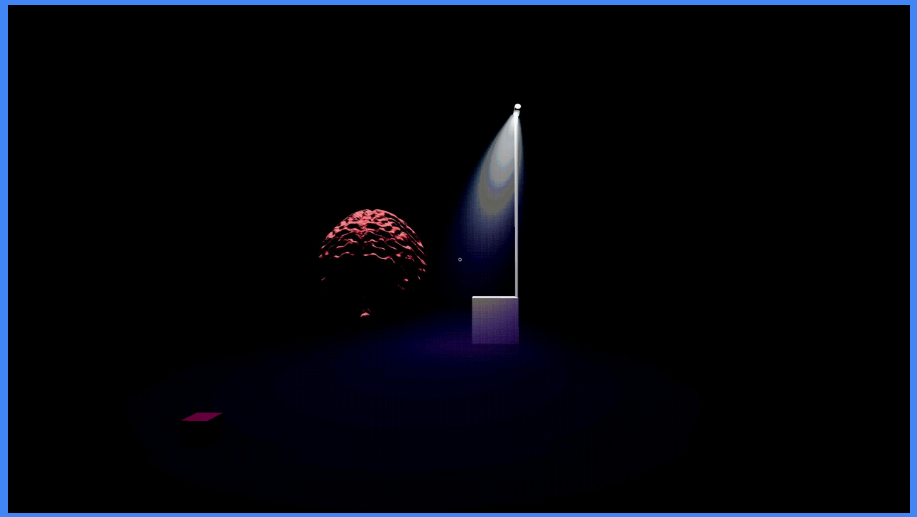
- TV Setup
- Mesh Fixes (issues with alignment)

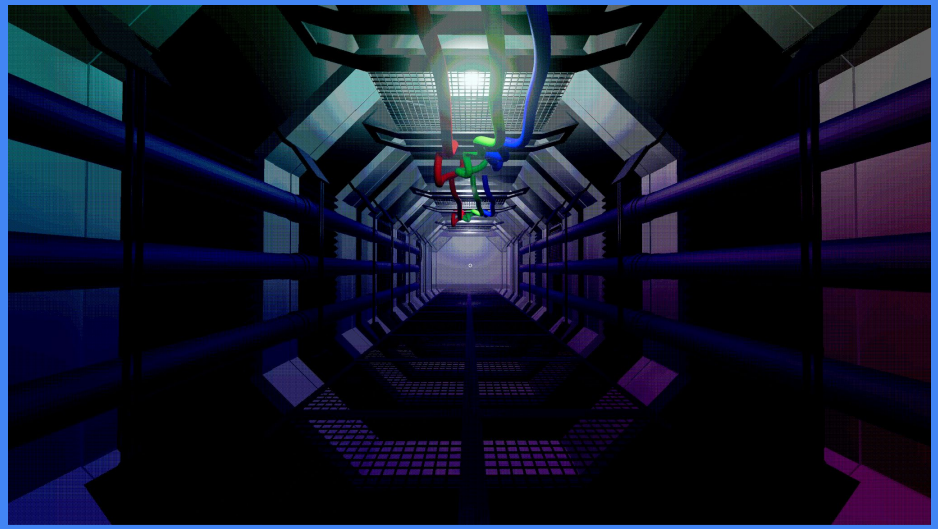


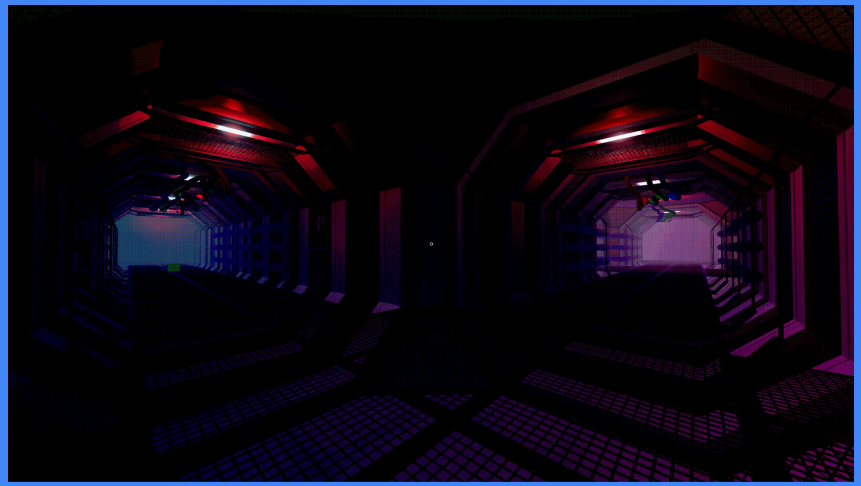












Week1: Pre-Production

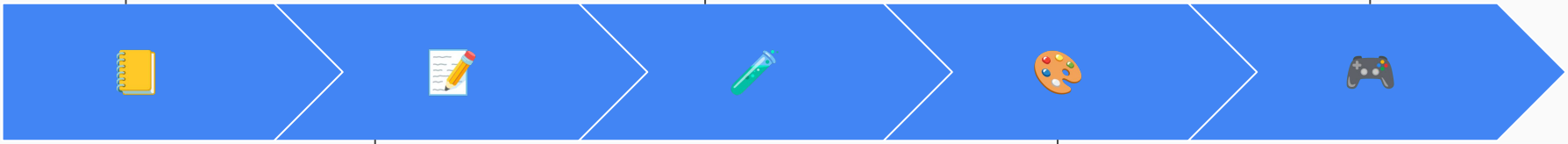
~~Research~~
~~Finalize game concept~~
~~Design document~~

Week 3-4: Prototype Development

~~Build movement and interaction mechanics~~
~~Implement placeholder assets~~
~~Design characters~~

Final Week: Playtesting & Iteration

Conduct playtesting
Gather feedback
Bug fixing



Week 2: Narrative

~~Create & finalize narrative~~

Week 5-10: Asset Creation and Refinement

~~Design environments~~
~~Design UI elements~~
~~Develop core horror mechanics~~
~~sound design & music~~
~~Refine animations & visual effects~~