

Meat Cogito

A Narrative Horror Game



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Original Project Goal

Goal

Develop a narrative-driven horror game exploring identity and reality through Cartesian philosophy ("Cogito, ergo sum").

- **Audience:** Fans of psychological horror (e.g., Mouthwashing), philosophy enthusiasts.
- **Why?** To unsettle players through existential questions, not just jump scares.

Key Themes:

- Transformation based on perception.
- Existential dread and self-awareness.

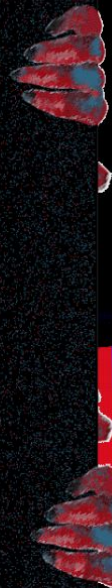
Features Completed

Features

1. Unsettling UI/UX:

- Pause menu with shifting fonts/coded messages
- TV "test video" with 90's VHS aesthetic

Error

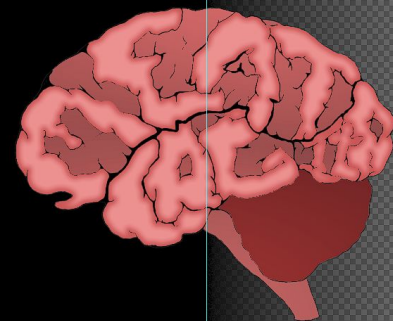


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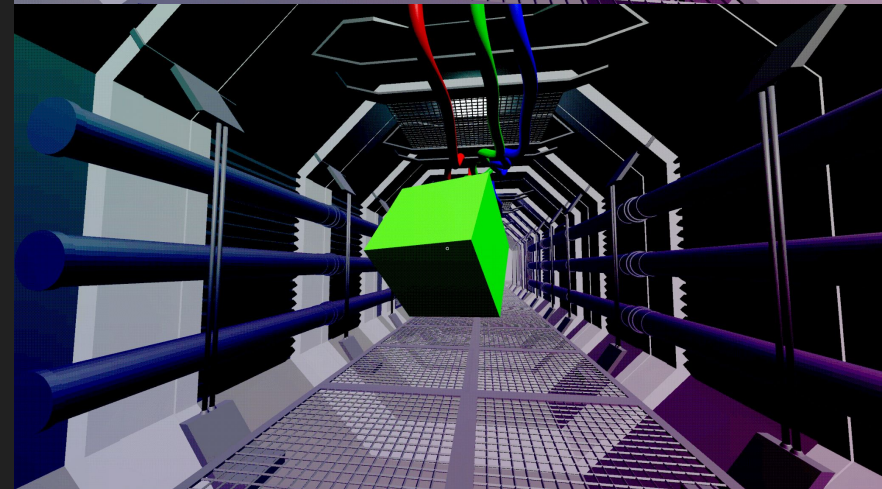
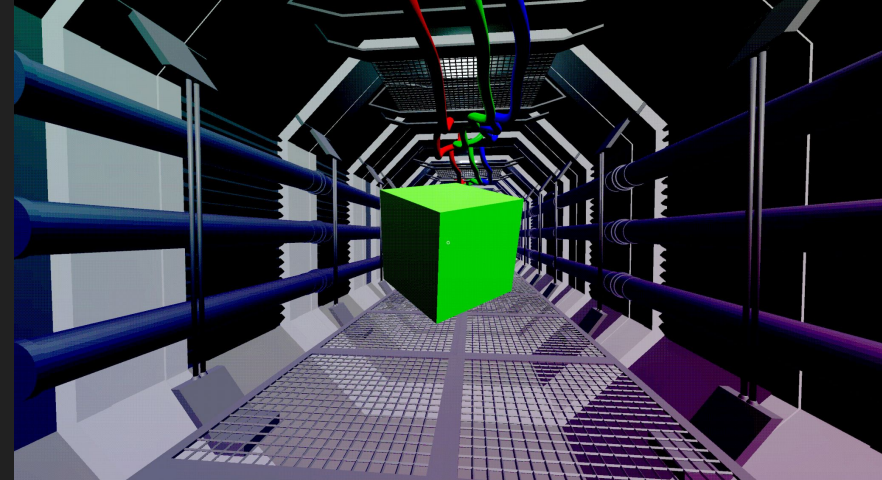
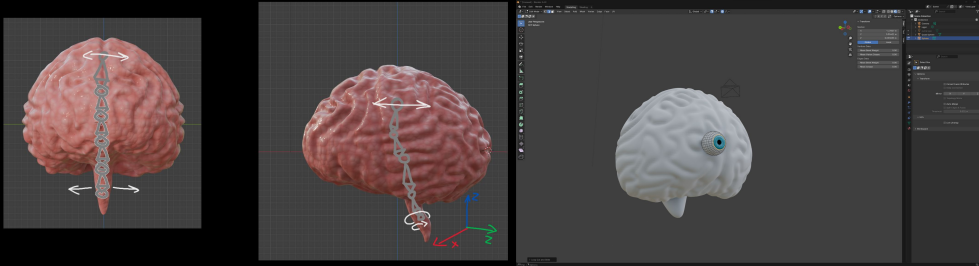
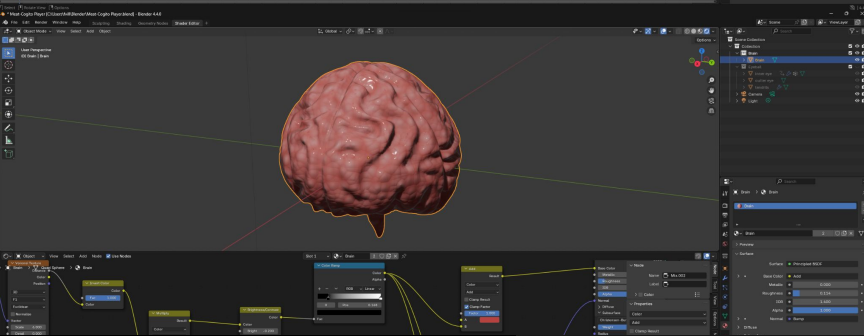
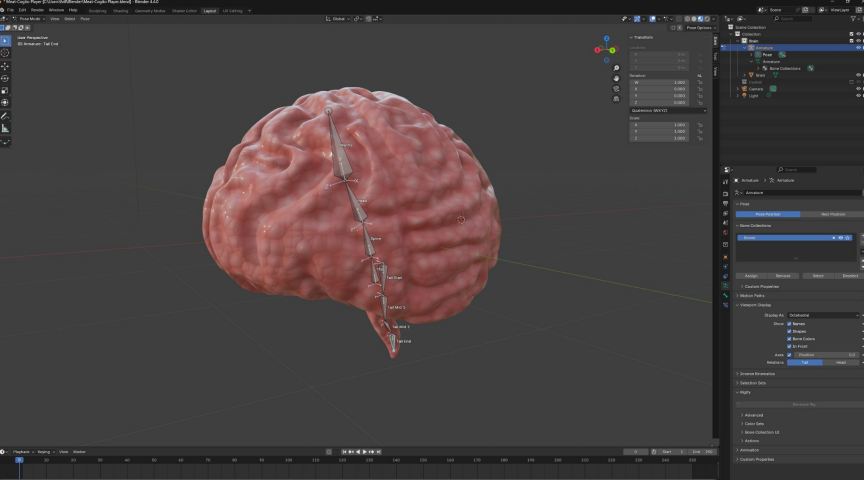


Features Completed

Features

2. Player Avatar & Interaction:

- 3D brain model with flesh texture
- Object interaction: pickup/rotate/toss



Features Completed

Features

3. Simulation Framework:

- "Humanity Test" with creepy CAPTCHA-style questions
- Scene transitions: Dark room → spaceship → meltdown → [REDACTED]

PROJECT VERI EMOTIONAL RECOGNITION TEST



MATCH EACH EMOTION



Next

SECTION 1: Perception Check

1. How many eyes do you have?

One

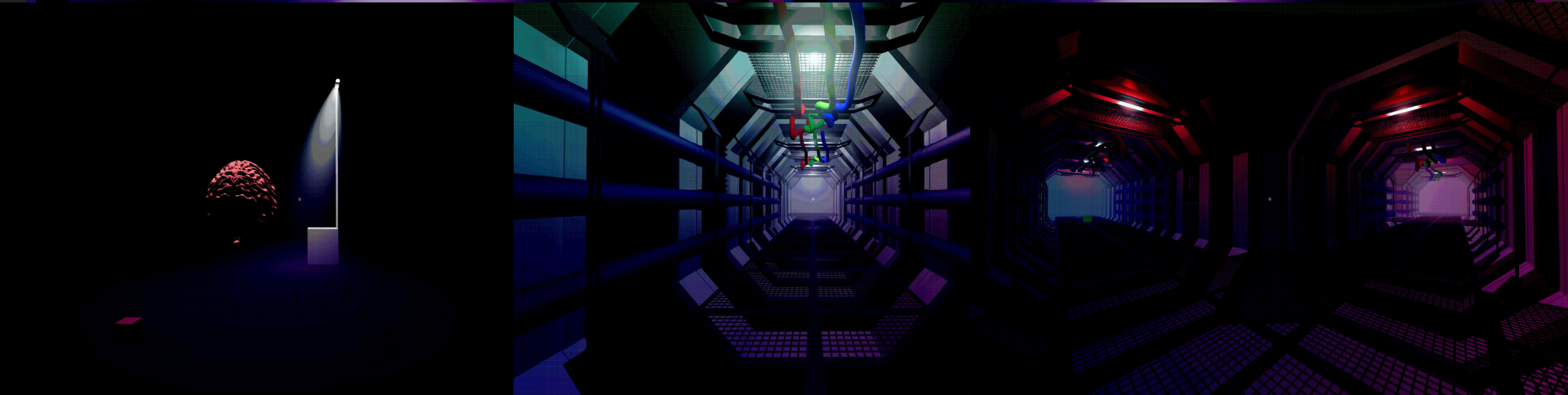
Two

As many as needed

I haven't checked today

PREVIOUS

NEXT



Average Use Case

Player Journey (Current Build):

1. Watch Project VERI video
2. Take "humanity test" (answers not yet linked to transformations).
3. Explore dark room → spaceship → witness meltdown.
4. Game closes with "Wake up"

Key Interaction:

- Players question their own perception through UI glitches and tests.

Tech Stack

- Unity
- Rider (C#)
- Blender
- Photoshop
- DaVinci Resolve
- FL Studio

Budget: \$0



blender



Uniqueness & Usefulness

Why Stand Out?

- UI as Horror: Menus/unstable text deepen the simulation theme.
- Twisted "CAPTCHA": Tests mock player's humanity (e.g., "Are you human?").
- Meta Ending: Game closes itself—blurs fiction/reality.

Comparison:

- Mouthwashing: Thematic sibling, but your UI glitches are unique.

Challenges & Future Work

Limitations:

- Answers in "humanity test" don't yet affect gameplay (planned: body transformations & perception).
- More scenes needed for full narrative (e.g., flesh-world).

Advice for Future Students:

- Treat It Like Art, Not Homework