

Meat Cogito

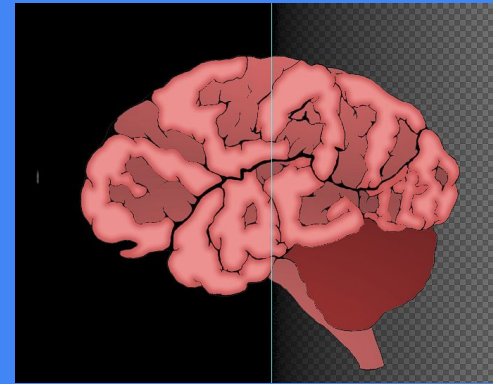
A Narrative Horror Game

Fernando Villasenor



Photoshop

- Pause Menu
- Main Menu
- Text
- Stop Motion Animations

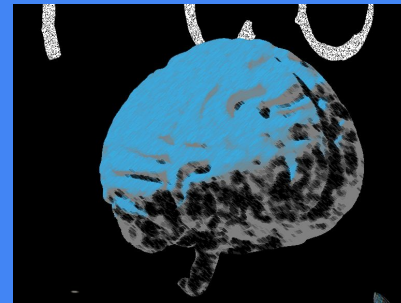
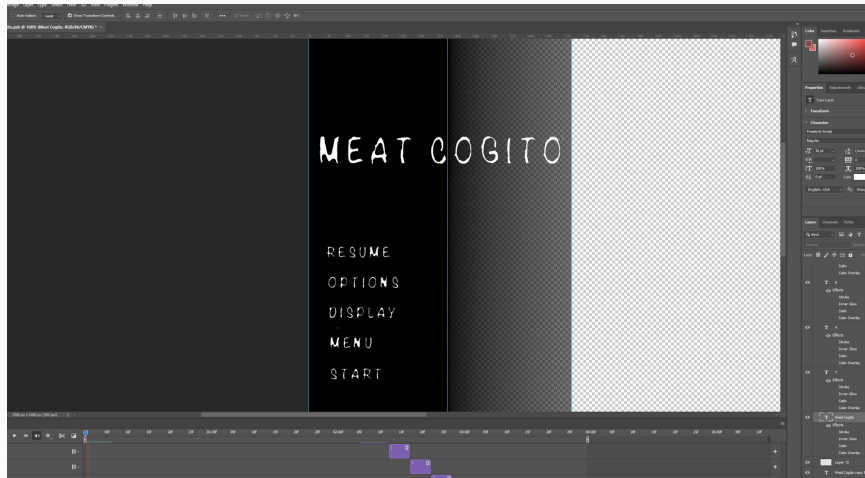


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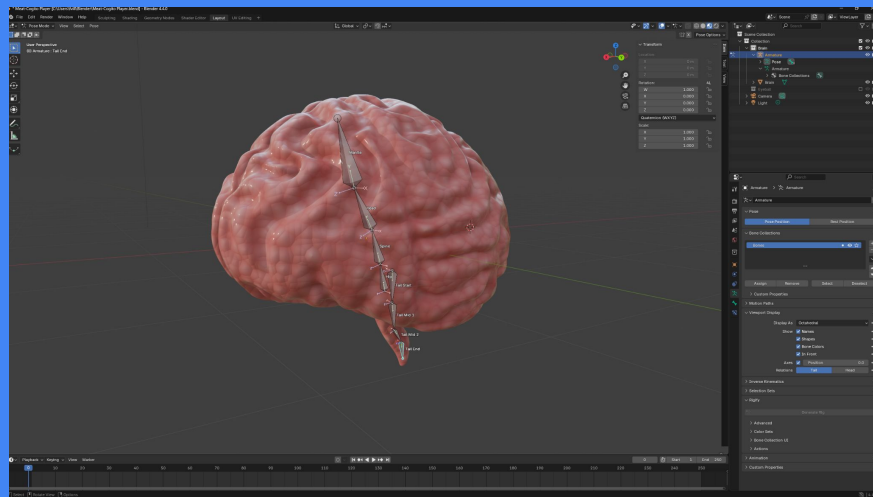
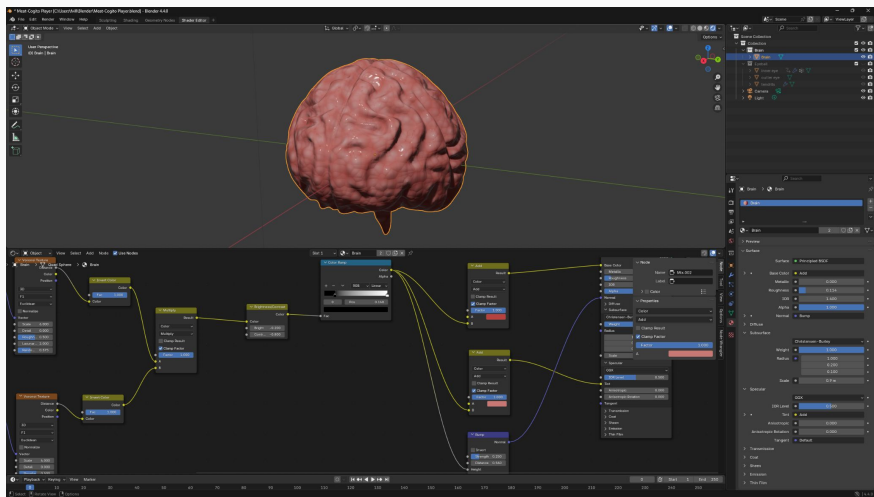
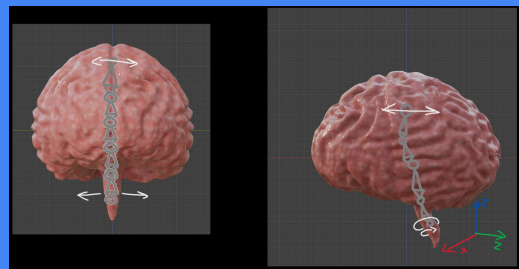
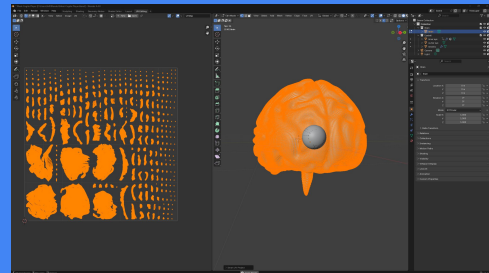
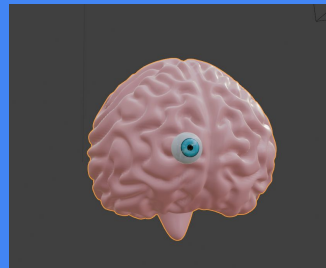
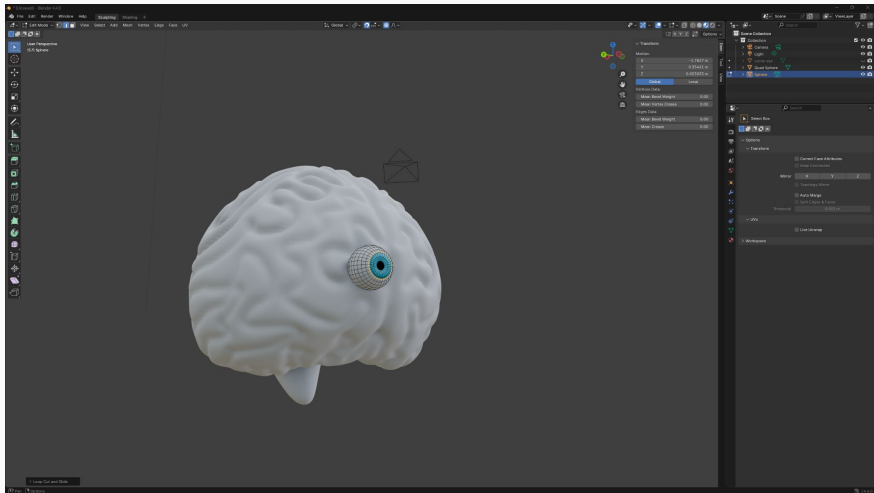


More Programming...

- UI Scene scripting
- Player Interactions
- A lot of bug fixes

Blender

- 3D Sculpting
- 3D Rigging
- 3D UV Wrapping / Texturing
- 3D Animations



Demo

Week1: Pre-Production

Research
Finalize game concept
Design document



Week 3-4: Prototype Development

Build movement and interaction mechanics
Implement placeholder assets
Develop core horror mechanics



Week 11: Playtesting & Iteration

Conduct playtesting
Gather feedback
Bug fixing



Week 2: Narrative

Create & finalize narrative



Week 5-10: Asset Creation and Refinement

Design environments
Design characters (WIP)
Design UI elements (WIP)
sound design & music (WIP)
Refine animations & visual effects

