Meat Cogito

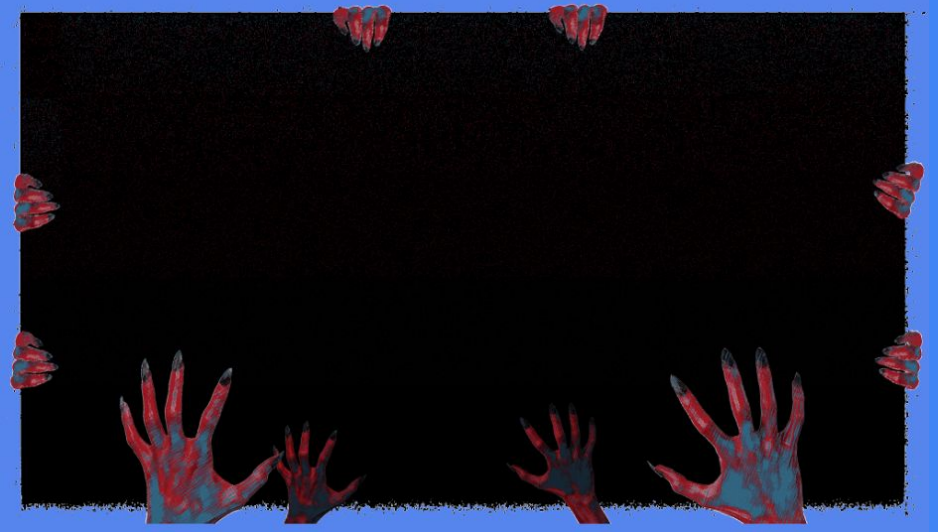
A Narrative Horror Game

Fernando Villasenor

Photoshop

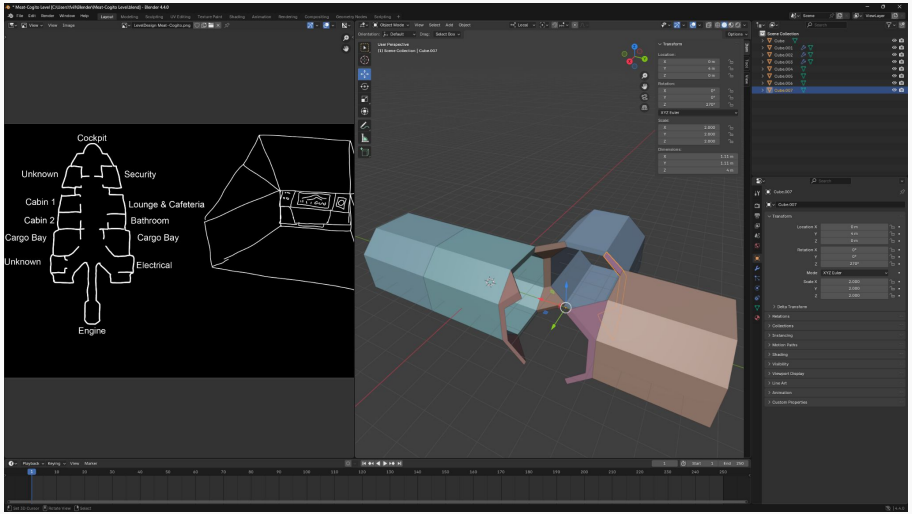
- Settings UI

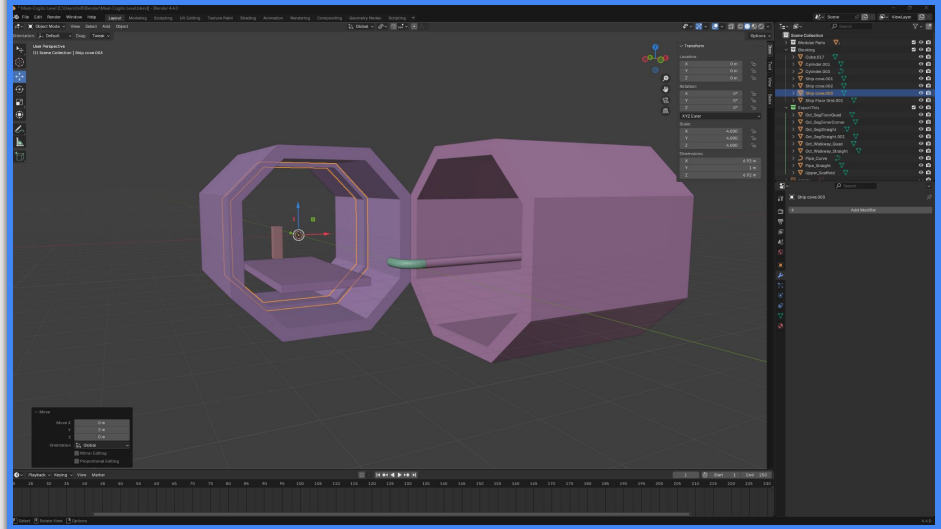
VOLUME
MOUSE SENSITIVITY
GRAPHICS
RESOLUTION

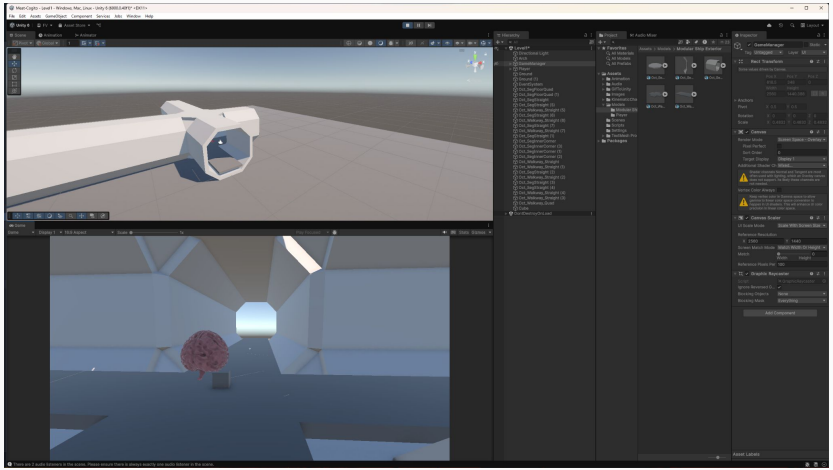


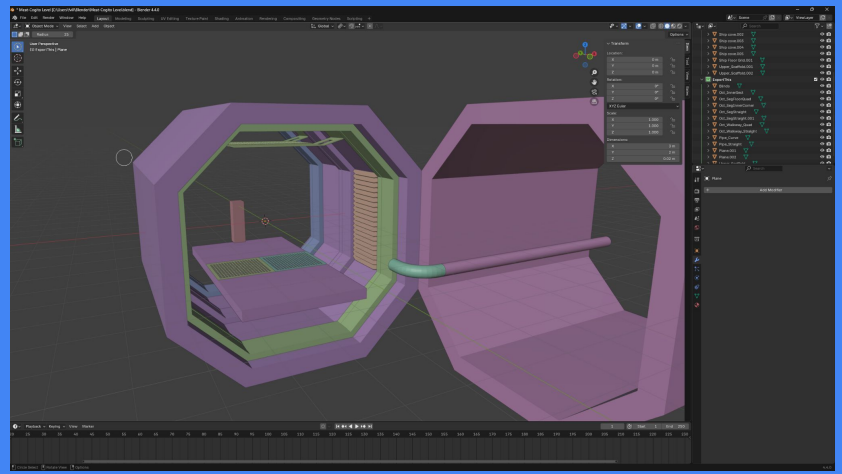
Blender

- Level Design


Cockpit
Unknown
Security
Cabin 1
Lounge & Cafeteria
Cabin 2
Bathroom
Cargo Bay
Cargo Bay
Unknown
Electrical
Engine







Demo

Week1: Pre-Production

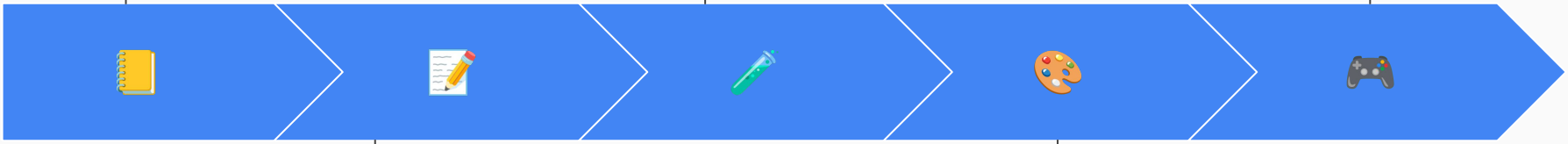
~~Research~~
~~Finalize game concept~~
~~Design document~~

Week 3-4: Prototype Development

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

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