

WINTER



INTRODUCTION

- GAME CONCEPT:
 - SINGLE-PLAYER GAME
 - THE PLAYER FINDS HIMSELF ALONE IN A CURSED ISLAND FULL OF MONSTERS
 - HE NEEDS TO SURVIVE AND DO QUESTS TO RESTORE THE ELECTRICITY OF THE ISLAND, SO HE CAN CALL HOME
- GAME GENRE:
 - SURVIVAL
 - HORROR
- CAMERA TYPE:
 - FIRST PERSON
 - THIRD PERSON

STORY

- OUR MAIN CHARACTER WENT ON A BOAT TRIP WITH HIS FRIENDS, BUT, OUT OF NOWHERE, A STORM APPEARED AND CAUSED THE BOAT TO TURN UPSIDE DOWN.
- HE WAKES UP ON AN ISLAND AND WONDERS WHERE HIS FRIENDS ARE. DID THEY ALL DIE?
- AFTER EXPLORING IT, HE NOTICES THAT THERE ARE SOME TRACES OF CIVILIZATION AND THAT THERE IS AN OLD AND BROKEN LIGHTING SYSTEM, BUT HE DOESN'T SEE ANYONE.
- HE FINDS A DESTROYED HOUSE OF A FORMER HABITANT, AND INSIDE, THERE'S A DIARY.
- THIS DIARY TALKS ABOUT MONSTERS THAT APPEARED AT NIGHT AND HUNTED DOWN THE VILLAGERS.
- HE REALIZES THAT IF HE WANTS TO STAY ALIVE, HE WILL HAVE TO USE EVERY BIT OF INFORMATION IN THAT DIARY. WILL HE MAKE IT?

MAIN GOALS

- FIND THE DIARY TO LEARN HOW THE ISLAND WORKS
- SURVIVE AND KILL THE MONSTERS THAT APPEAR AT NIGHT
- HUNT DOWN ANIMALS TO OBTAIN FOOD AND REGENERATE HEALTH
- GATHER RESOURCES AND USE THEM TO BUILD WEAPONS AND TOOLS
- MAINTAIN SANITY LEVEL HIGH, OTHERWISE YOU WILL START HALLUCINATING
- FIND AND REPAIR EACH ONE OF THE FOUR GENERATORS TO RESTORE THE POWER OF EACH AREA OF THE ISLAND
- WHEN THE POWER IS ON, FIND THE RADIO TOWER
- CALL FOR HELP AND GET OUT OF THE ISLAND

THE BEGINNING



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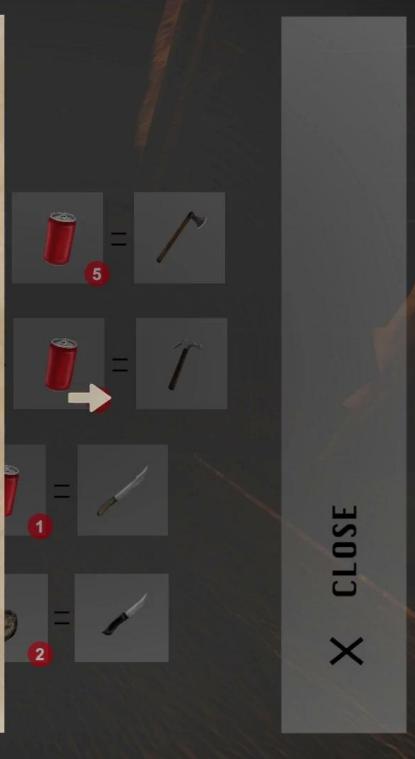
I found a cogwheel, but it was getting dark.. I've hidden it in the forest.. I can't forget where I left it... I divided the island in zones, so that I can remember where everything is. I feel like my mind is giving up on me, I have to write things down to keep it from going insane... It's been too long since I have been out of the cabin. The last time I was so close to the key.. but I almost got killed. I have to be careful.

This is the four zones of the island, the cogwheel is near the cliff... somewhere south. Tomorrow I will try to take the key from the guardian...

zone 4 N zone 3
guardian
cliff
W E
radio tower
cabin
zone 2 S zone 1

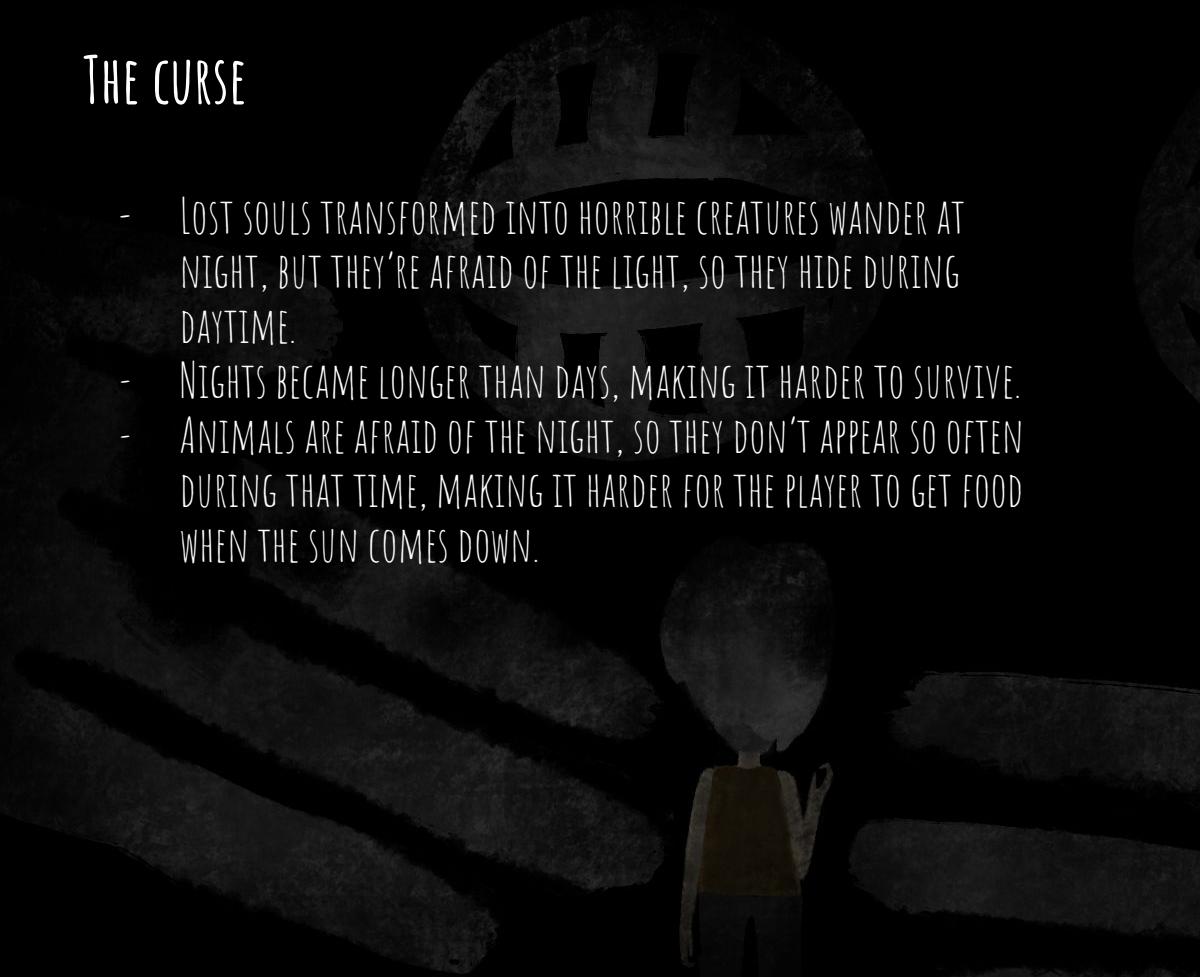
FIND IT!

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THE CURSE

- LOST SOULS TRANSFORMED INTO HORRIBLE CREATURES WANDER AT NIGHT, BUT THEY'RE AFRAID OF THE LIGHT, SO THEY HIDE DURING DAYTIME.
- NIGHTS BECAME LONGER THAN DAYS, MAKING IT HARDER TO SURVIVE.
- ANIMALS ARE AFRAID OF THE NIGHT, SO THEY DON'T APPEAR SO OFTEN DURING THAT TIME, MAKING IT HARDER FOR THE PLAYER TO GET FOOD WHEN THE SUN COMES DOWN.



the curse

!!WARNING! STAY ALERT!!

PLEASE, IF YOU ARE READING THIS, READ IT CAREFULLY!
Pay attention to what is near your. Don't lose it.

Many years ago, stories tell, there was a tragic fire in the village. Many people died and the others became... overwhelmed with the losses of their loved ones...

One night, when the planets aligned in a way never seen before, one of the villagers unveiled an ancient ritual, hoping to reconnect with his family, lost in the accident.

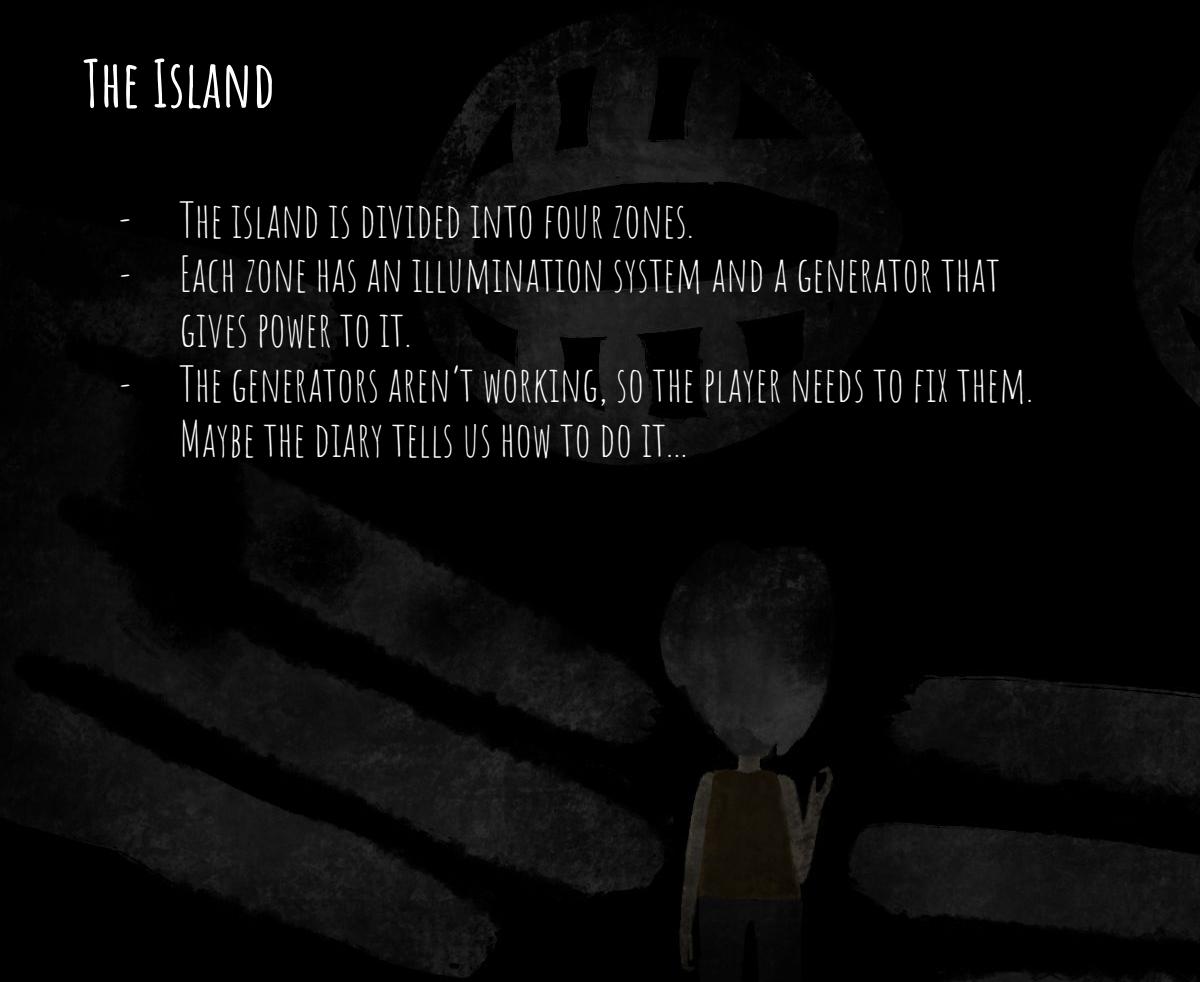
He began the chanting, but something went terribly wrong... Instead of seeing his family again, he woke up ancient damned souls, bringing them back to life in the form of night creatures... monsters. Along with these creatures, nights became longer, darker and more dangerous... for the monsters roam at night. They terrorized the village, making it impossible to go out when the sun came down.

The years went by, and the villagers had to learn how to survive among these monsters. They started noticing the reason they only came at night is that light made them weak. So, they built a light system, surrounding the island, to guard them and to keep the creatures away for as long as possible.



THE ISLAND

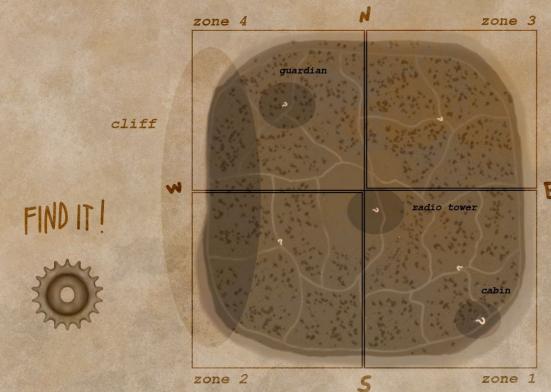
- THE ISLAND IS DIVIDED INTO FOUR ZONES.
- EACH ZONE HAS AN ILLUMINATION SYSTEM AND A GENERATOR THAT GIVES POWER TO IT.
- THE GENERATORS AREN'T WORKING, SO THE PLAYER NEEDS TO FIX THEM. MAYBE THE DIARY TELLS US HOW TO DO IT...



THE "ZONES"

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THE LIGHTING SYSTEM

- EACH ZONE OF THE ISLAND HAS ITS OWN ILLUMINATION SYSTEM AND GENERATOR, WHICH IS BROKEN.
- TO FIX EACH GENERATOR, THE PLAYER HAS TO SOLVE A DIFFERENT QUEST.
- AFTER THE GENERATOR IS FIXED, THE LIGHTS OF THAT SPECIFIC ZONE GET RESTORED, AND THE MONSTERS STOP APPEARING THERE.

The light system was working perfectly, and the village was even able to build a radio system, even though it was not yet finished.

Unfortunately, not so long ago, a storm destroyed the village and the light system broke down... People were no longer protected from the monsters, and one by one, they started disappearing. I managed to keep myself safe, hiding in my cabin, trying to find a way to fix the system and get out, but I can't find the final pieces... The village elder kept a key that turns the engine on, but after she disappeared, it was taken by one of the creatures, and it guards the key to this day.

I can't seem to find a way out, I have been all by myself for so long... I need to fix the system. Maybe I should build a hammer to fix it. And I need to find the key too... I need to fix the engine... But even if I manage to built it, how do I get the key? I don't know...



LIGHTS AND GENERATORS



WHEN THE PLAYER FIXES EACH GENERATOR, A CUTSCENE GETS PLAYED, WHERE EVERY LIGHT OF THE CORRESPONDENT ZONE IS TURNED ON.

HEALTH AND SANITY

- THE PLAYER'S HEALTH WILL DECREASE FROM TIME TO TIME, AS HE GETS HUNGRY. IT WILL ALSO DECREASE WHEN HE GETS ATTACKED BY A MONSTER.
- TO REGENERATE HEALTH, HE NEEDS TO HUNT DOWN ANIMALS, COLLECT THEIR FOOD AND EAT.
- THE PLAYER'S SANITY WILL DECREASE WHEN IT'S NIGHTTIME AND HE IS AWAY FROM LIGHT SOURCES. HOWEVER, DURING THE DAY IT WILL INCREASE.
- AS THE SANITY LEVEL GOES DOWN, THE PLAYER WILL START HALLUCINATING, AND WON'T BE ABLE TO RUN.



THE COMBAT



FIGHTING WITH A WILD BOAR (NO WEAPON)



FIGHTING WITH A MONSTER (NO WEAPON)

THE CREATURES



BOAR (NOT AGGRESSIVE)



WEREWOLF (BOSS)



DREAM CATCHER (AGGRESSIVE)

THE RESOURCES

- THE PLAYER CAN FIND AND COLLECT DIFFERENT RESOURCES TO LATER BUILD BETTER ITEMS OR RESTORE HEALTH:



STICK

CAN BE FOUND NEAR TREES IN
THE GREEN AREAS



ROCK

CAN BE FOUND NEAR THE PATHS
AND CLIFFS



METAL

CAN BE FOUND AT THE BEACH BY
THE OCEAN



MEAT

CAN BE COLLECTED BY KILLING
ANIMALS (USED TO RESTORE
HEALTH)

THE CRAFTABLE ITEMS

- THE PLAYER CAN BUILD DIFFERENT WEAPONS TO IMPROVE HIS FIGHTING SKILLS:



KNIFE

THE WEAKEST BUT THE QUICKEST
OF THE WEAPONS



HAMMER

A MEDIUM SPEED AND
DAMAGE WEAPON



MACHETE

A QUICK AND POWERFUL
WEAPON



AXE

THE STRONGEST BUT THE
SLOWEST OF THE WEAPONS

THE SPECIAL ITEMS

- THE PLAYER CAN USE THESE ITEMS TO FIX THE GENERATORS AND RESTORE THE POWER:



COGWHEEL

HIDDEN IN THE MAP. IT IS
USED TO FIX THE ZONE 2
GENERATOR



HAMMER

NEEDS TO BE CRAFTED. IT IS
USED TO FIX THE ZONE 3
GENERATOR



KEY

DROPPED BY THE BOSS. IT IS
USED TO FIX THE ZONE 4
GENERATOR

THE INVENTORY

- SAVE AND STACK ITEMS.
- BUILD NEW POWERFUL AND USEFUL TOOLS.
- EAT MEAT TO RESTORE HEALTH.
- EQUIP WEAPONS TO DEAL MORE DAMAGE.
- OPEN THE DIARY TO LEARN ABOUT THE ISLAND.



Press F to collect metal

THE RADIO TOWER



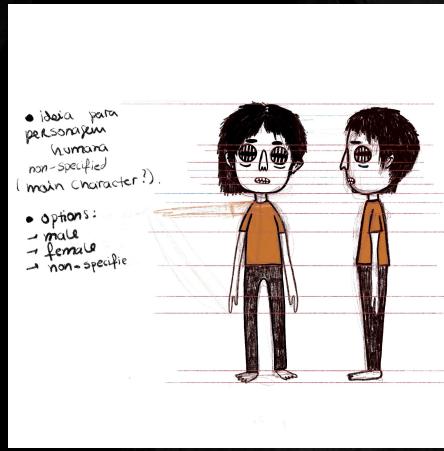
WHEN ALL THE ZONES HAVE ITS POWER RESTORED, THE RADIO TOWER BECOMES FUNCTIONAL, AND THE PLAYER IS ABLE TO CALL FOR HELP.

CONCEPT ART AND 3D MODELLING

LOW-POLY

CARTOON 3D GAME STYLE

EARTH TONE COLOUR PALETTE



3D MODELLING PROCESS IN BLENDER



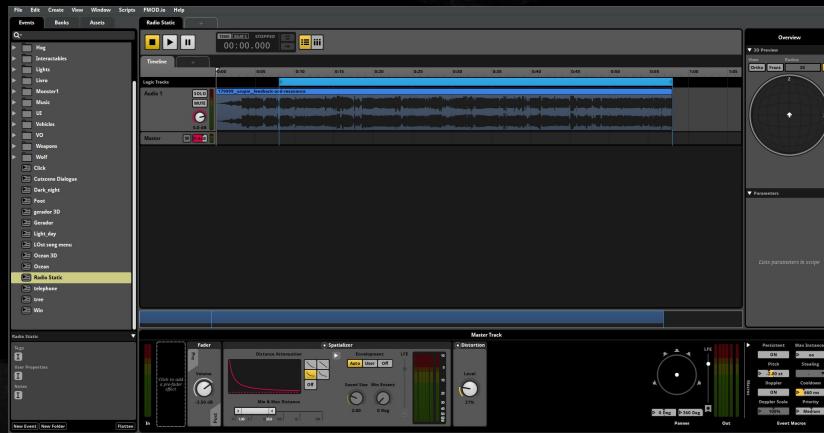
SOUND DESIGN

- SOUND CONCEPT: (HORROR)
- DIAGETIC / NON DIEGETIC SOUNDS
- 2D VS 3D SPATIAL SOUND
- SOUND DESIGN TECHNIQUES (SAMPLING, SYNTHS, RECORDINGS)
- AMBIENT SOUNDS
- SONG
- TENSION BUILD
- INSPIRATIONS



SOFTWARE & MIXING

- DAW - ABLETON LIVE
- PLUG-INS - XPAND!2
- UNITY - FMOD



YOUWIN!

- ANDRÉ GOMES (DEV)

DUARTE CARVALHO (DEV)

JOÃO MOTA (DEV)

TIAGO MILLER (DEV)

- BEATRIZ RAINHA (3D)

- MARIA JORGE (3D)

- ANDRÉ RAMOS (SND)

- JOÃO DIAS (SND)