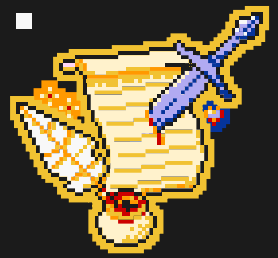


Welcome to our Endgame!

By bliashenko's team

IDEA

01 VISUAL NOVEL

02 DETECTIVE

03 HORROR

Welcome to the suspicious world of our **psychological horror** with **detective elements**.
Get ready to unravel an exciting storyline full of tension and mystery.

Timeline

01

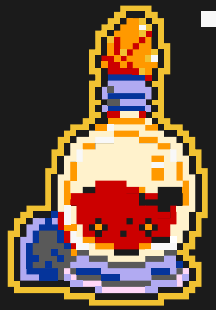
The game's initial idea and core theme were brainstormed and refined.

02

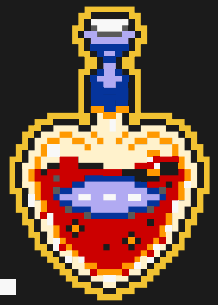
Storyboarding, scriptwriting, and conceptualizing the game mechanics took place.

03

Art asset creation, programming, and level design were executed based on the pre-production plans.



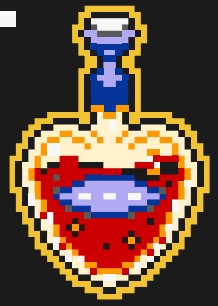
Overview of the plot and setting



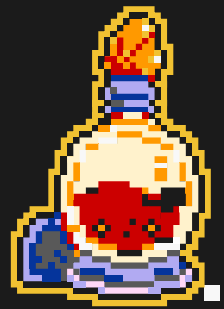
The game takes place in a secluded town where mystical incidents occur. As a detective, the player uncovers a web of dark secrets.

The player will have to communicate with the characters and get acquainted with the area in order to unravel the disturbing story.

The game creates a mysterious environment that enhances the player's experience.



Characters and their roles in the story

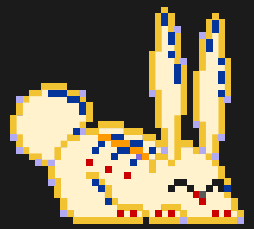


Protagonist

The main character, a girl named Alice with disturbing thoughts, seeks to uncover the truth about a series of mysterious disappearances.

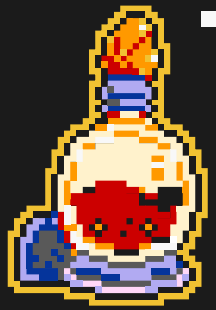
Antagonist

A manipulative figure with a dark secret, pulling the strings behind the scenes to thwart the protagonist's investigation.

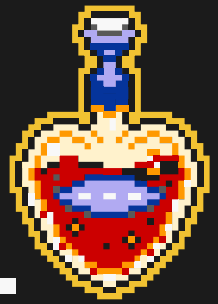


Supporting Characters

A cast of diverse individuals, each with their own motives and secrets, adding depth and complexity to the unfolding narrative.



Sound-design and music



01

Audio Mixing

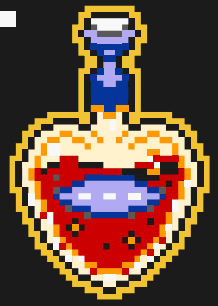
02

Original Composition

03

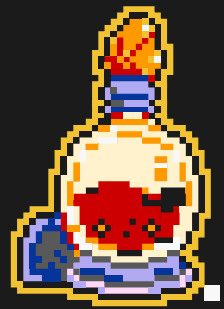
Immersive Experience

Samples:



Development process

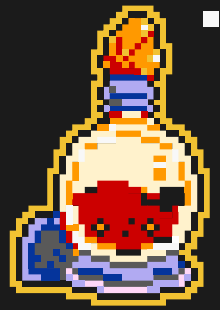
P.S. the hardest part

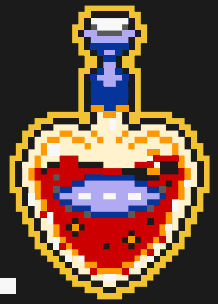


Programmed *features* include:

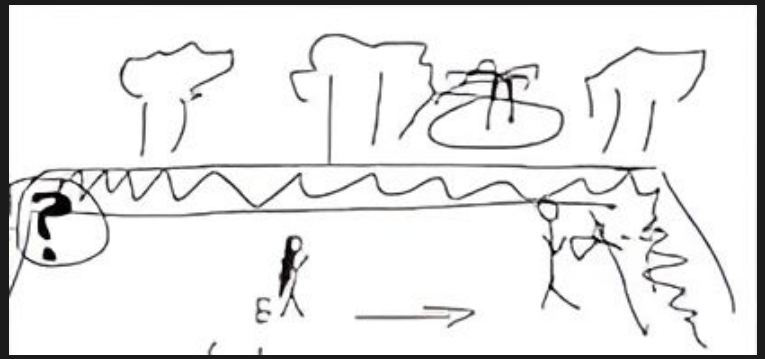
- Animated characters (sprites)
- Shifting between different locations
- Adjusting screen resolution
- Modifying background music
- Interactive dialogues
- Switching between day and night
- Transitioning through doors to access various locations
- User-friendly in-game menu
- Volume control

Artistic Direction





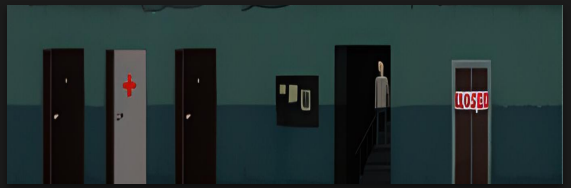
Art style



Sketch

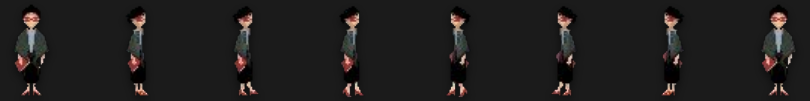
Final

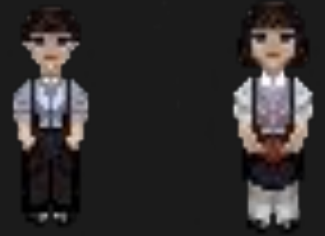
Locations



Visual design

Each character in our game has their own unique traits and style that reflects their personality and importance in the story, making every interaction with them memorable and exciting.





NEW GAME

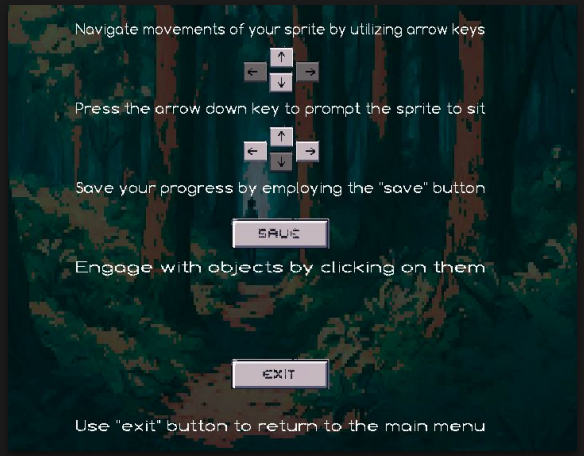
EXIT

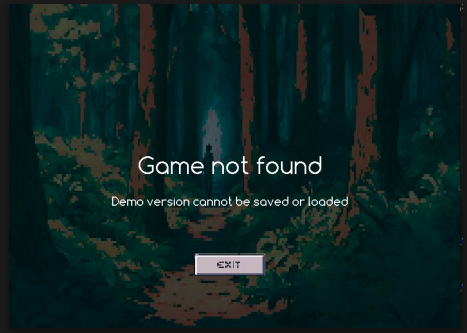
MENU

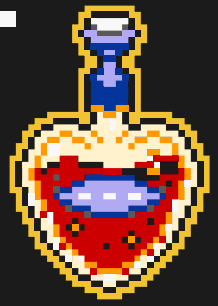
HELP

LOAD GAME

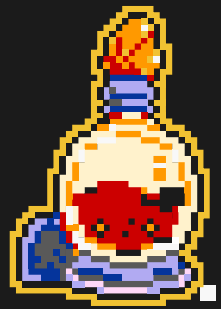
SETTINGS







Marketing and Target Audience



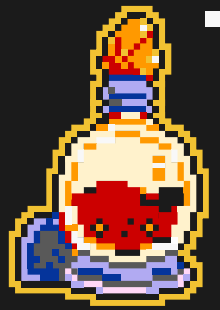
Target Audience

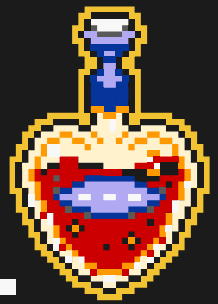
Our game is designed for sophisticated gamers who enjoy psychological thrillers and detective mysteries.

Marketing Strategy

We plan to promote the game through immersive cinematic trailers and engaging social media campaigns to captivate our audience.

Future plans and updates





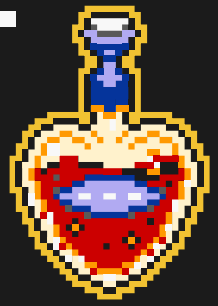
OUR PLANS

01 add new gameplay mechanics & fix diff. bugs, puzzles, and challenges.

02 add additional storylines and plot twists.

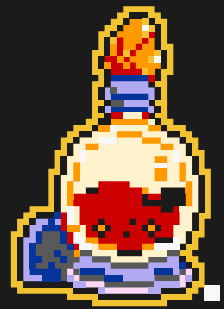
03 update music and sound effects, creating a more intense and immersive experience.

04 provide more backstory and interactions.

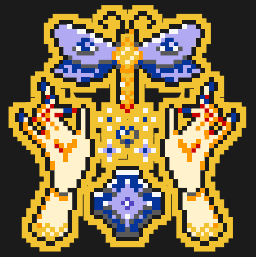


Gameplay Mechanics

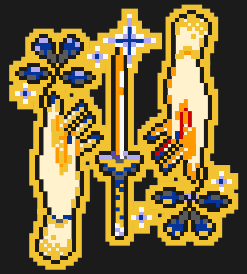
YouTube Video



THANKS FOR YOUR ATTENTION



Do you have any questions?

We fixed some bugs in this version:

https://github.com/nishiinoya/endgame.git