

Welcome to
our Endgame!



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



02



03



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



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



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



■

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

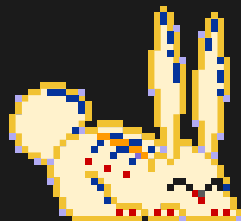
The player will have to communicate with the
characters and get acquainted with the area in order
to unravel the disturbing story.

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



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.





01

Audio
Mixing

02

Original
Composition

03

Immersive
Experience



Samples:



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

Art style

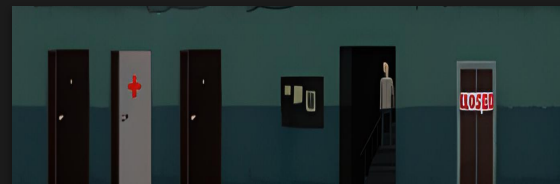


Sketch



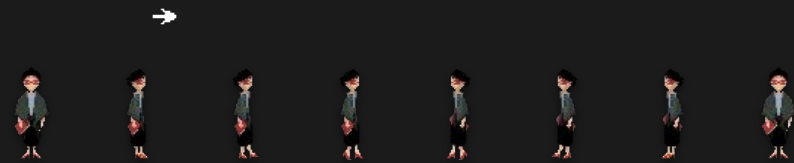
Final

Locations

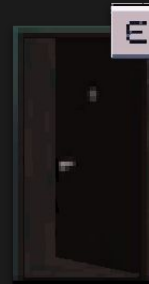
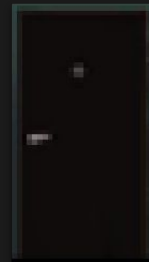


Visual design

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.



MUSIC VOLUME: 0



NEW GAME

EXIT

MENU

HELP

LOAD GAME

SETTINGS

Navigate movements of your sprite by utilizing arrow keys



Press the arrow down key to prompt the sprite to sit



Save your progress by employing the "save" button

SAVE

Engage with objects by clicking on them

EXIT

Use "exit" button to return to the main menu

SCREEN: 800x600

MUSIC VOLUME: 20

EXIT

Game not found

Demo version cannot be saved or loaded

EXIT

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.



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.

