BLINKBOT

WILL YOU BEAT AUTOMISATION OR LOSE **CREATURE** IN THE Blink OF AN EYE?

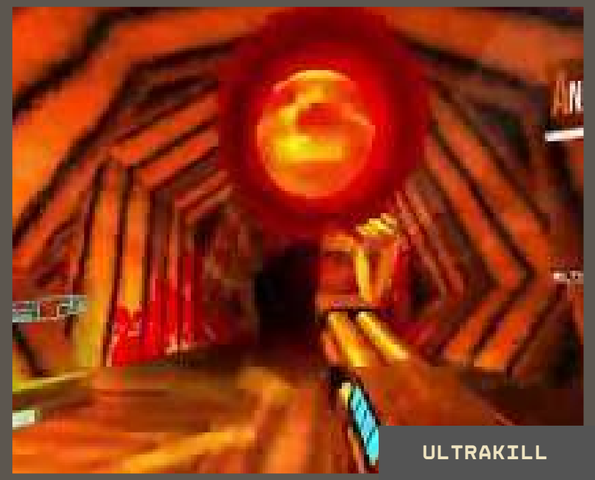
SOURCE: PHILDARILL

CREATURE THE CAT

R

DESIGN INSPIRATION

VISUAL



ULTRAKILL

DREAD DELUSION

PSX

RETRO STYLE (PSX)

REALITY

BREDA

SOURCE: FUNTOCHTEN

SOURCE: FUNTOCHTEN

PROJECT: TIME TRIAL

DESIGN INSPIRATION

ENVIRONMENT

Duurzaam Breda | Gemeente Breda
Duurzamer leven en een duurzame stad

SOURCE: BREDA DUURZAAM

SHARING BIKES

GREEN CITY

SOLARPANELS

RECYCLING

DESIGN INSPIRATION

AUTOMATION

FINAL VERSION

INSPIRATIE

PRIME ROBOT

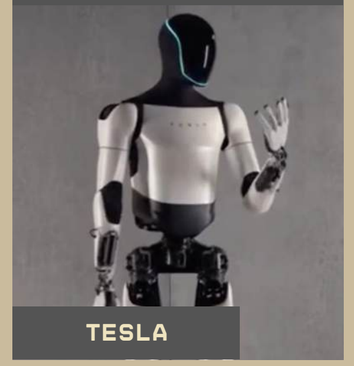
VERSION 1

PROJECT: TIME TRIAL

BLINK DESK ROBOT

ELISEBOT

INSPIRATIE



TESLA

M

PROJECT: TIME TRIAL

CONTRAST TUSSEN MUTED RETRO EN NEON FUTURISTISCH

RETRO

FUTURISTISCH

LOW POLY ASSETS

DESIGN CHOICES

FONT: VCR OSD MONO

PSX STYLE

PROJECT: TIME TRIAL

COLOR SCHEME

PROJECT: TIME TRIAL

MANY WORK FROM HOME

VOLATILE WORLD

RENTING AND LEASING IS THE NORM

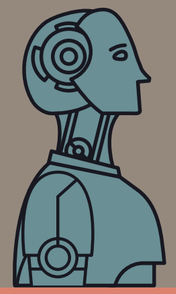
HIGH TRUST IN TECHNOLOGY

FLEXIBLE USE OF SPACES

R

PROJECT: TIME TRIAL

LITTLE CHANGE IN BUILDINGS



MORE SUSTAINABILITY (SOLAR PANELS AND MORE RECYCLING FOCUSED)

FUTURE VISION

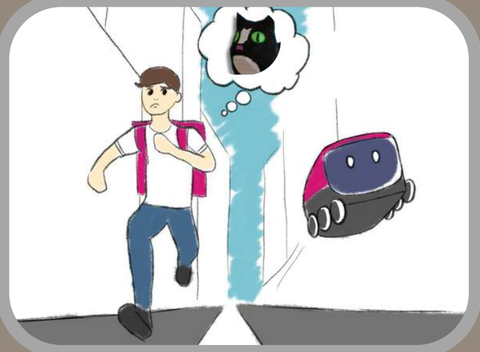
LARGER GAP BETWEEN RICH AND POOR

AUTOMISATION AT IT'S PEAK

PEOPLE RENT AND LEASE, OWNING IS NOT COMMON

R

STORY



PROJECT: TIME TRIAL

DIALOG

PAUZE MENU

UI

START MENU

LEVEL SELE

BLINK DESK ROBOT

ANIMATIONS

CONTRIBUTION ROLES

INTERACTION

COLOR SHOWING NAVIGATION

NPC INTERACTION

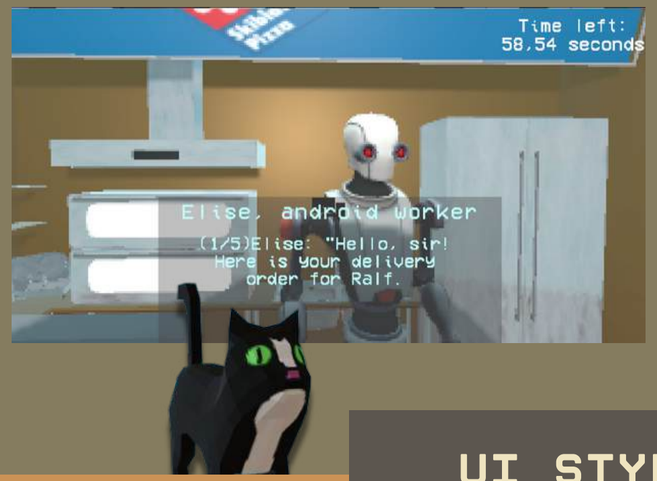
ELISE THE ROBOT

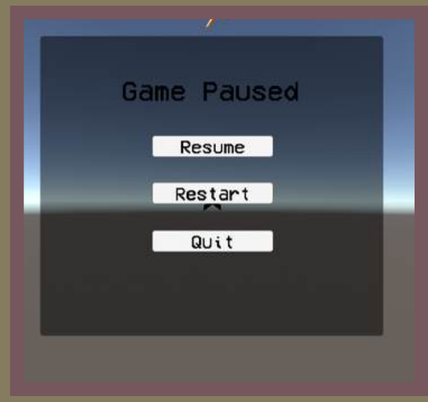
S

PROJECT: TIME TRIAL

PSX GRAPHICS

PROJECT: TIME TRIAL





UI STYLE

CONTRIBUTION ROLES

VISUAL

WORLD

PROJECT: TIME TRIAL

SELFMADE

GATHERED ASSETS

CONTRIBUTION ROLES

3D MODELING

M

TIMER

SHADERS

PARKOUR

CONTRIBUTION ROLES

PROGRAMMING

MOVEMENT

BUILDING SCENES

PROJECT: TIME TRIAL

CHARACTER BUILDING

DILEMMA

CONTRIBUTION ROLES

STORY LINE

STORY

WORLD BUILDING

NPC DIALOGUE

N

PROJECT: TIME TRIAL

SOUND EFFECTS (SPRINTING, WALLCLIMBING)

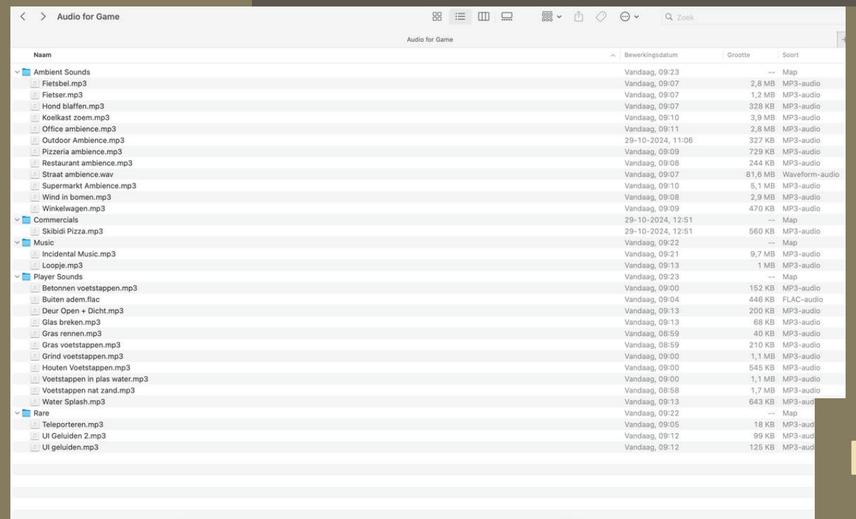
MUSIC FOR THE GAME

CONTRIBUTION ROLES

SOUND

SOUND LIBRARY

BITCRUSHING



R

SOURCE: PRILDARILL

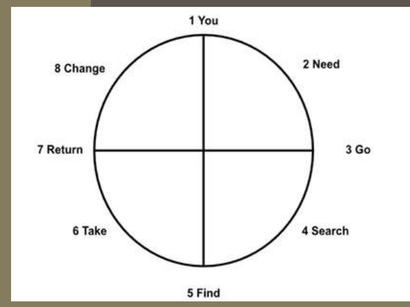
QUESTIONS?

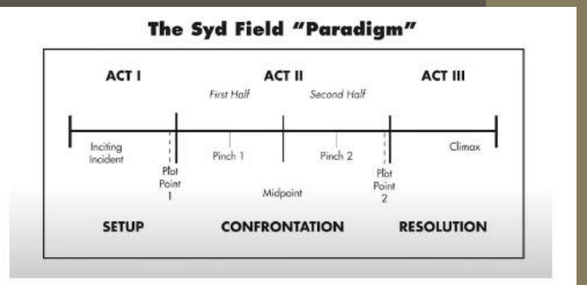
SOURCE: PRILDARILL

R

PROJECT: TIME TRIAL

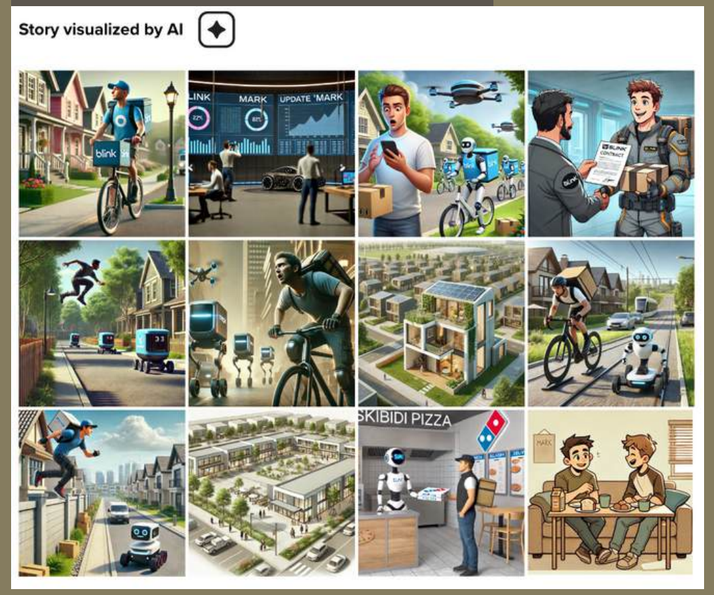
STORY WRITING THEORY





BUILDING PARKOUR

DESIGNING THE STORY



CONTRIBUTION ROLES

STORY + 3D MODELING - NOAH

CHARACTER DESIGNS AND DIALOGUE

NPC design

4. Ralf

Role : Freelance coder how travels constantly
Occupation : He works remotely and has a lot of clients. He also likes to travel from city to city.
Personality : Easy-going, adaptable, and somewhat detached
Conflict : Ralf enjoys his freedom, but struggles inside to find a right home for himself. He loves that he can go anywhere. But also want a real connection with someone.
Contribution of the world : He is an example of how digital freelance workers can go anywhere with their work.

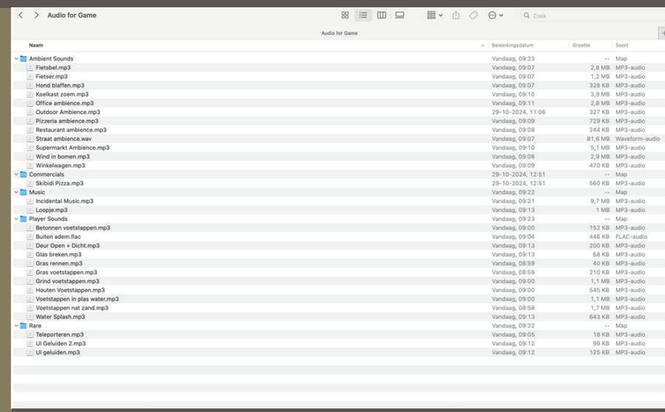
4. **Interaction with Ralf** (Freelance Coder)

- **Context**: Ralf is a customer that ordered from skibidi pizza. Ralf enjoys his digital nomad lifestyle, which intrigues Mark.
- **Dialogue**:
  - **Ralf**: "Thank you Mark for delivering my skibidi pizza."
  - **Mark**: "No problem sir, I hope you will enjoy your order. It's my duty for this city."
  - **Ralf**: "You look tired. Is everything okay? True, but what if the road just… runs out?"
  - **Mark**: "It's been quite the competition these days. After Blink go those new delivery robots. I just have to be quicker then them in order to stay on the road.
  - **Ralf**: "I hope you succeed, but what if the road just… runs out?"
  - **Mark**: "Then I guess I'd be out of options, huh?"
- **Purpose**: Ralf presents an alternative future for Mark, one where adaptation means leaving behind old notions of work entirely.

PROJECT: TIME TRIAL

INSIDE OF SKIBIDI PIZZA

SOUND LIBRARY



CONTRIBUTION ROLES

SOUND + VISUAL - RALPH

LOGIC PRO X SKILLS

STREET VIEW IN THE NETHERLANDS

PARODY OF COMPANIES

PROJECT: TIME TRIAL

BLINKSHOP

BLINK BOT

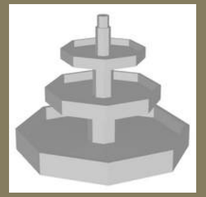
CONTRIBUTION ROLES

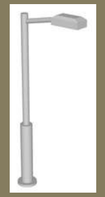
3D MODELING - MISA

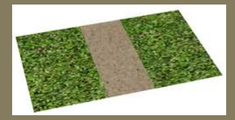
CITY SHOPS

INTERACTIVE GAME OBJECTS

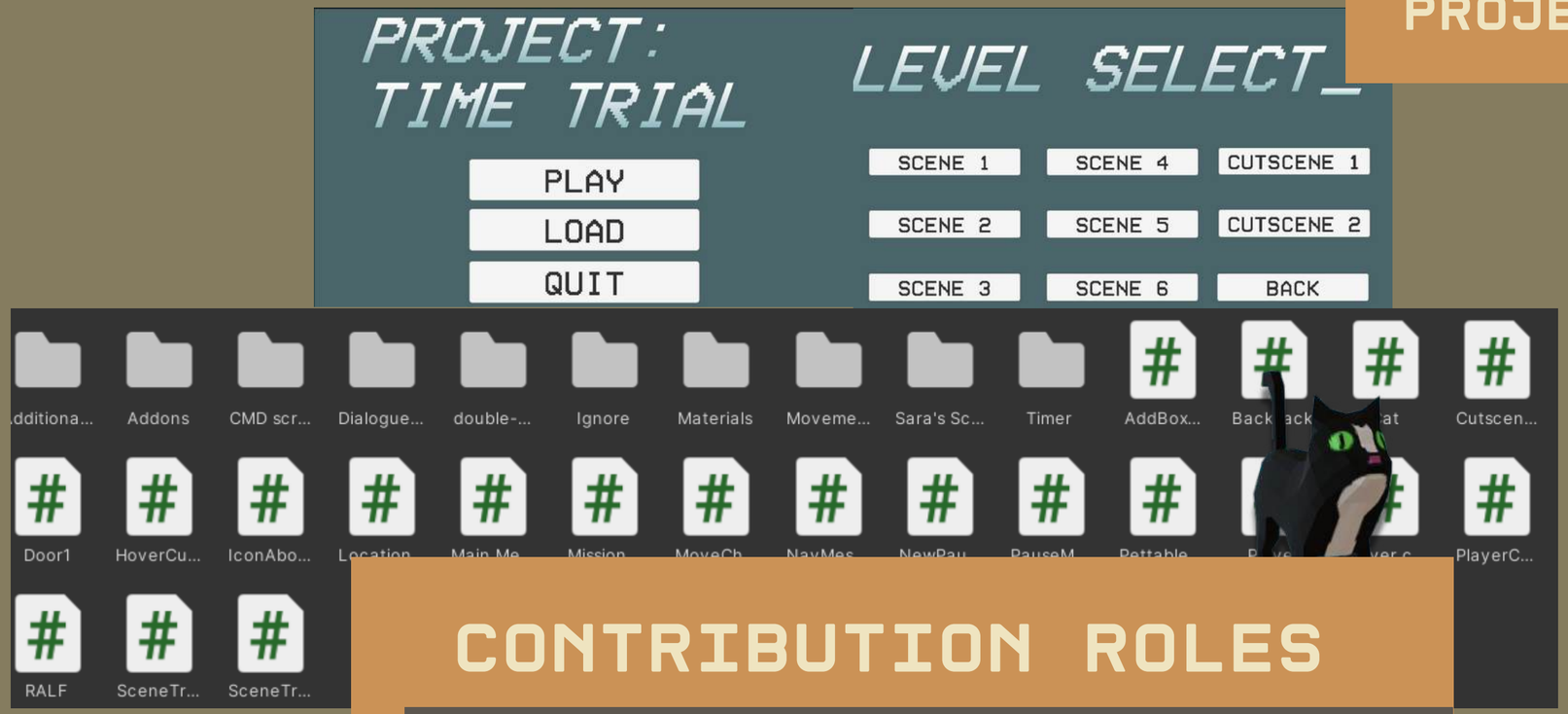
EXTRA / ROAD







PROJECT: TIME TRIAL



CONTRIBUTION ROLES

PROGRAMMER + VISUAL - DANIËL

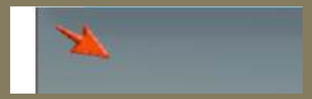
PROJECT: TIME TRIAL

SUCCEED SCREEN

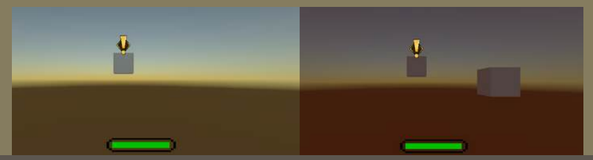
FAILURE SCREEN

PROGRESS BAR

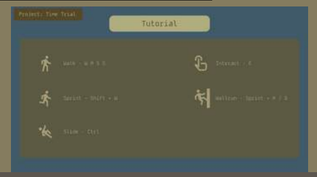
QUEST POINTER



QUEST ICON THAT MOVES WITH OBJECT

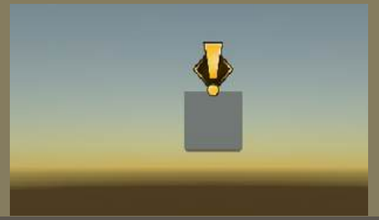


ROBOT AHEAD UI CHANGE

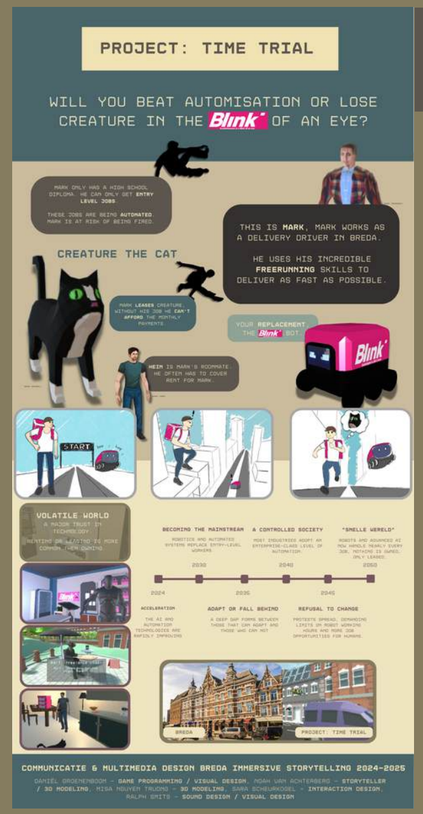


TUTORIAL

INTERACTABLE CAT



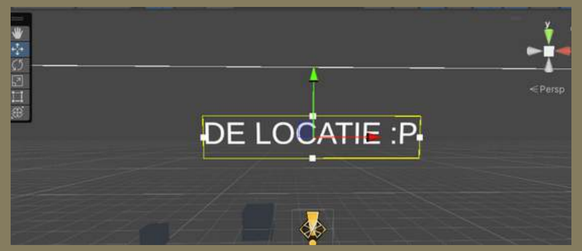
LOCATION BANNER POP UP



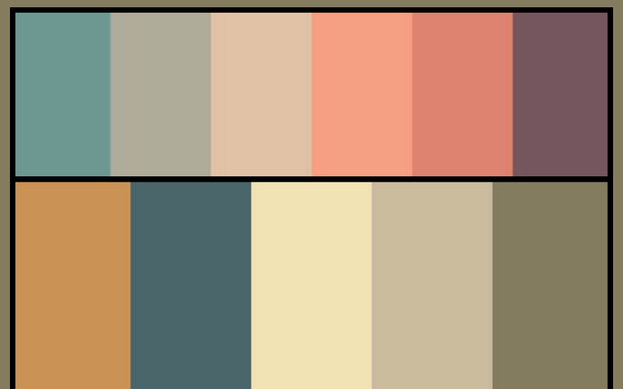
POSTER

CONTRIBUTION ROLES

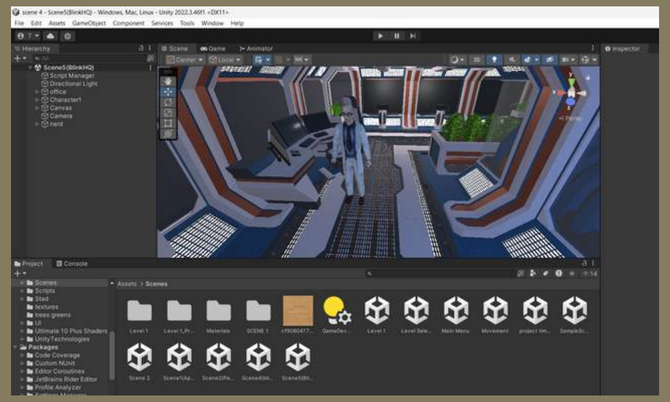
INTERACTION - SARA



COLORSCHEME MAKEN



SYNOPSIS

IT'S THE YEAR 2050, THE WORLD IS RAPIDLY BEING DOMINATED BY AUTOMATION. THIS LEFT COUNTLESS PEOPLE JOBLESS AND WIDENED THE WEALTH GAP. IN PROJECT: TIME TRIAL YOU PLAY AS MARK, A BREDA BASED DELIVERY DRIVER ARMED WITH FREERUNNING SKILLS. MARK IS FACING THE THREAT OF LOSING HIS JOB TO AUTOMATION. TO SAVE YOUR LIVELIHOOD YOU MUST BEAT THE DELIVERY TIMES OF YOUR ROBOTIC RIVALS BY NAVIGATING THE CITY WITH AGILITY AND SPEED. WILL YOU BE ABLE TO BEAT THE RIVALING ROBOTS DELIVERY TIME?

SCENE 5 DIALOG