

BLINKBOT



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



CREATURE THE CAT

SOURCE: PEXELS

DESIGN INSPIRATION

VISUAL

PROJECT: TIME TRIAL



ULTRAKILL



DREAD DELUSION

REALITY



BREDA

SOURCE: FUNTOCHTEN
SOURCE: FUNTOCHTEN



PSX



RETRO STYLE (PSX)



PROJECT: TIME TRIAL

DESIGN INSPIRATION

ENVIRONMENT



DESIGN INSPIRATION

PROJECT: TIME TRIAL

AUTOMATION



CONTRAST TUSSEN MUTED RETRO EN NEON FUTURISTISCH

PROJECT: TIME TRIAL



RETRO



FUTURISTISCH



LOW POLY ASSETS

DESIGN CHOICES



Ralf, freelance coder
Ralf: "Thank you for the
pizza, M"

FONT: VCR OSD MONO



PSX STYLE

PROJECT: TIME TRIAL



COLOR SCHEME



Planbureau voor de Leefomgeving



MANY WORK FROM HOME

VOLATILE WORLD

PROJECT: TIME TRIAL

FOR LEASE

call: 0416-288000



RENTING AND LEASING
IS THE NORM



HIGH TRUST IN TECHNOLOGY



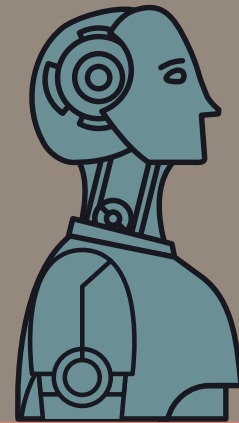
FLEXIBLE USE OF SPACES



STARTING
FROM
₿ 0,0001

R

LITTLE CHANGE IN BUILDINGS



MORE SUSTAINABILITY
(SOLAR PANELS AND MORE
RECYCLING FOCUSED)

FUTURE VISION

LARGER GAP BETWEEN RICH AND POOR



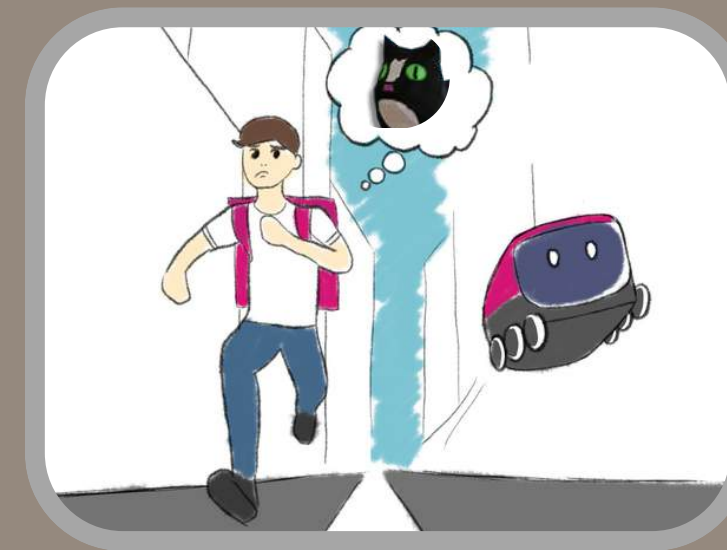
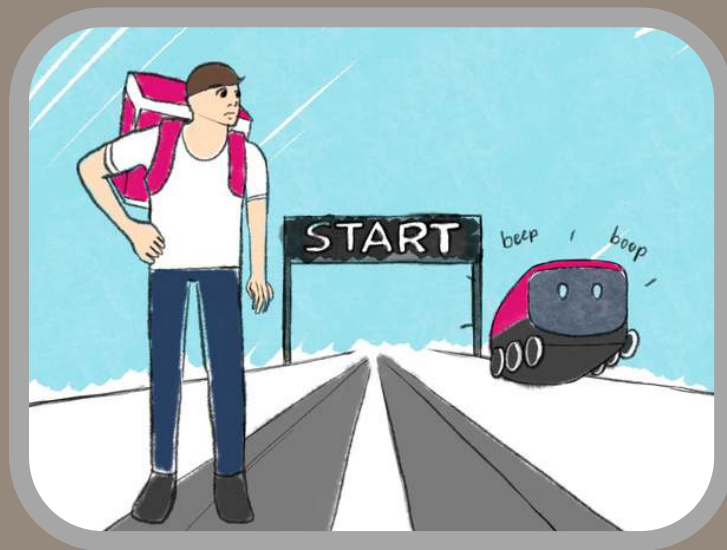
AUTOMISATION AT IT'S PEAK



PEOPLE RENT AND LEASE, OWNING IS NOT COMMON



STORY



PROJECT: TIME TRIAL



DIALOG



PAUZE MENU



START MENU



LEVEL SELECTION

UI



BLINK DESK ROBOT

ANIMATIONS

CONTRIBUTION ROLES

INTERACTION

COLOR SHOWING NAVIGATION



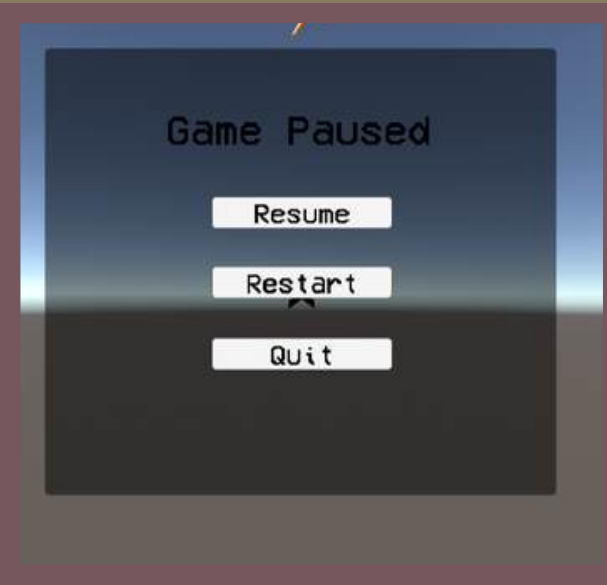
NPC INTERACTION



ELISE THE ROBOT



PROJECT: TIME TRIAL



UI STYLE

CONTRIBUTION ROLES

VISUAL





SELFMADE



GATHERED ASSETS



CONTRIBUTION ROLES

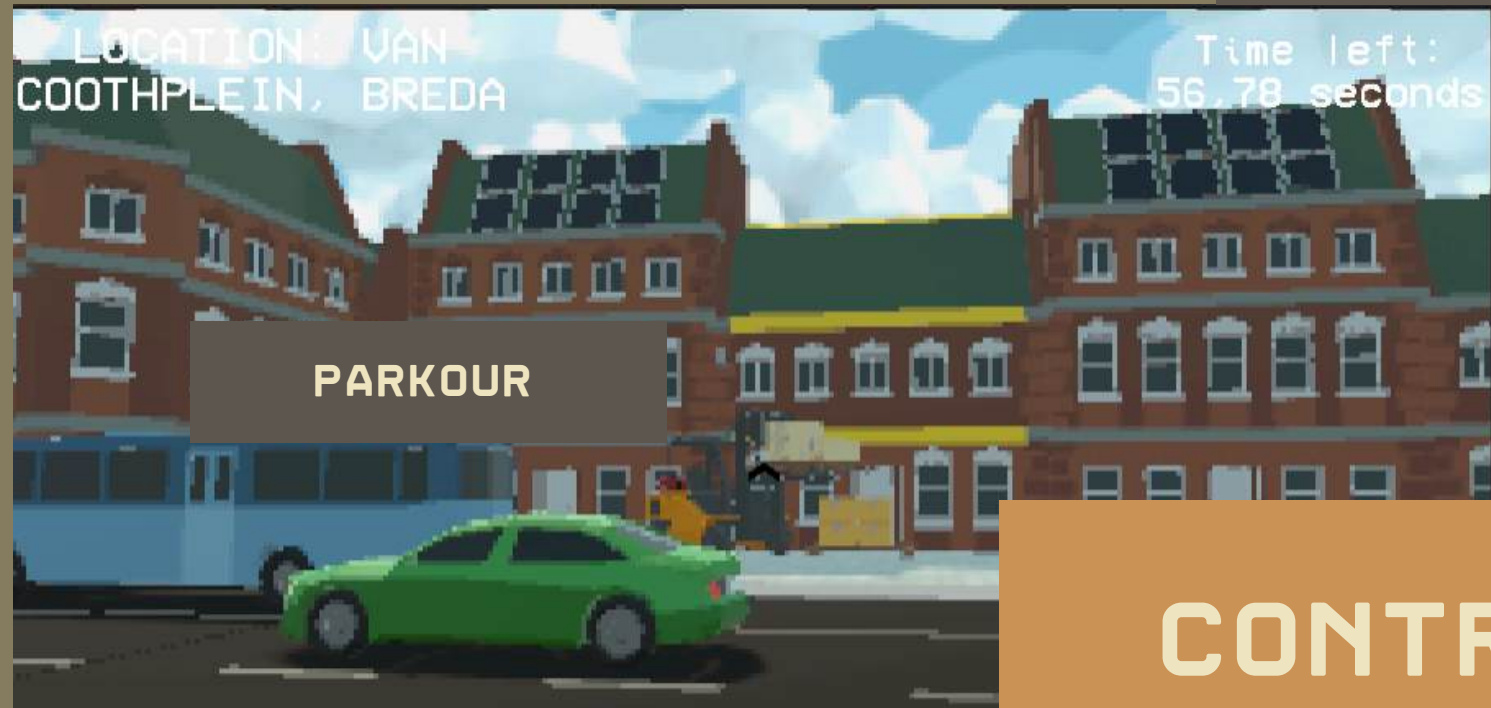
3D MODELING



PROJECT: TIME TRIAL

TIMER

SHADERS



CONTRIBUTION ROLES

PROGRAMMING

MOVEMENT

BUILDING SCENES

PROJECT: TIME TRIAL



CHARACTER BUILDING



DILEMMA

CONTRIBUTION ROLES

STORY LINE

STORY

WORLD BUILDING



NPC DIALOGUE



STARTING
FROM
₿ 0,0001

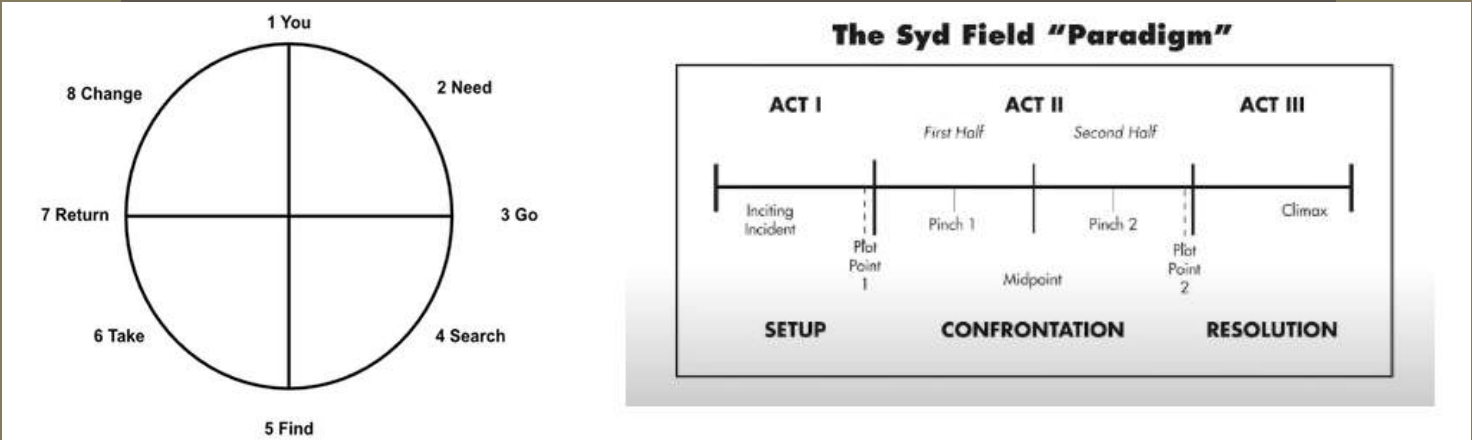
N

SOURCE: PRILDARILL

QUESTIONS?

SOURCE: PRILDARILL

STORY WRITING THEORY



PROJECT: TIME TRIAL

BUILDING PARKOUR



CONTRIBUTION ROLES

STORY + 3D MODELING – NOAH

CHARACTER DESIGNS AND DIALOGUE

NPC design

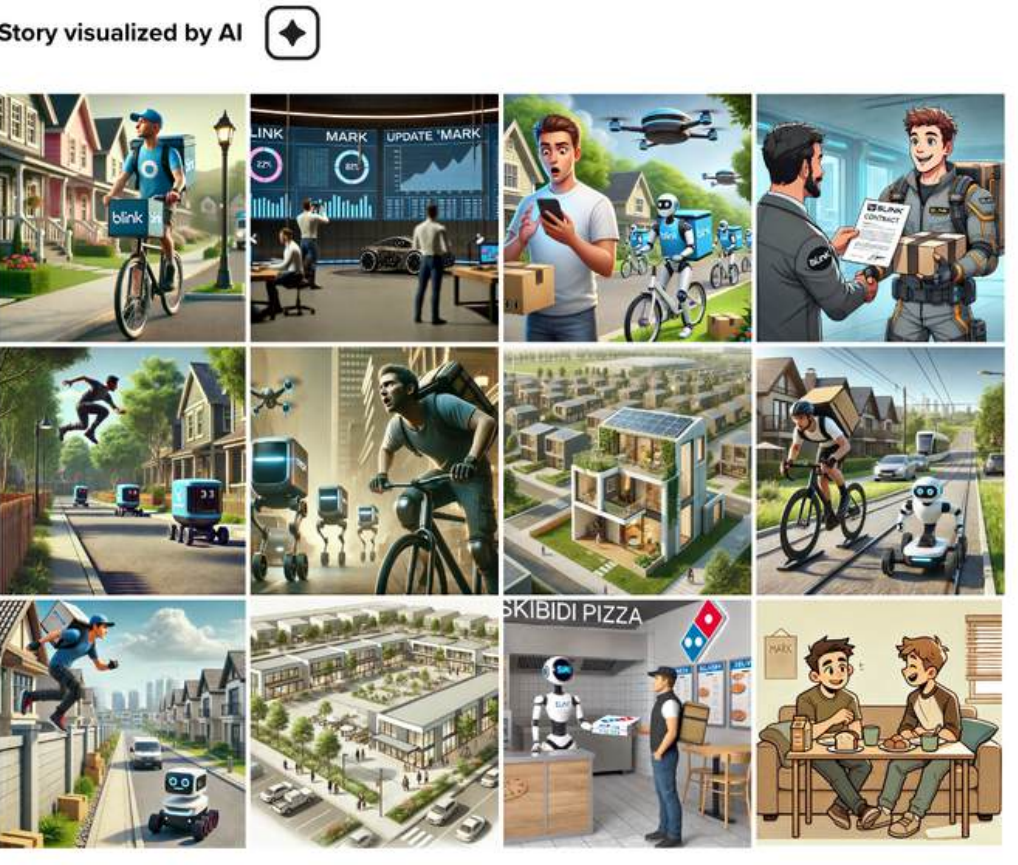
4. Ralf

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.

DESIGNING THE STORY



INSIDE OF SKIBIDI PIZZA



PROJECT: TIME TRIAL

SOUND LIBRARY



Audio for Game			
Naam	Bewerkingsdatum	Grootte	Soort
Ambient Sounds			
Fieldbld.mp3	Vandaag, 09:23	2,8 MB	MP3-audio
Fietser.mp3	Vandaag, 09:07	1,2 MB	MP3-audio
Hond blaffen.mp3	Vandaag, 09:07	328 KB	MP3-audio
Koerlast zoom.mp3	Vandaag, 09:10	3,9 MB	MP3-audio
Office ambience.mp3	Vandaag, 09:11	2,8 MB	MP3-audio
Outdoor Ambience.mp3	29-10-2024, 11:06	927 KB	MP3-audio
Pizzeria ambience.mp3	Vandaag, 09:09	729 KB	MP3-audio
Restaurant ambience.mp3	Vandaag, 09:08	244 KB	MP3-audio
Street ambience.wav	Vandaag, 09:07	81,6 MB	Waveform-audio
Supermarket Ambience.mp3	Vandaag, 09:10	5,1 MB	MP3-audio
Wind in bomen.mp3	Vandaag, 09:08	2,9 MB	MP3-audio
Winkelwagen.mp3	Vandaag, 09:09	470 KB	MP3-audio
Commercials	29-10-2024, 12:51		
Skibidi Pizza.mp3	29-10-2024, 12:51	560 KB	MP3-audio
Music	Vandaag, 09:22		
Incidental Music.mp3	Vandaag, 09:21	9,7 MB	MP3-audio
Loopje.mp3	Vandaag, 09:13	1 MB	MP3-audio
Player Sounds	Vandaag, 09:23		
Betonnen voetstappen.mp3	Vandaag, 09:00	192 KB	MP3-audio
Buiten adem flac	Vandaag, 09:04	446 KB	FLAC-audio
Deur Open + Dicht.mp3	Vandaag, 09:13	200 KB	MP3-audio
Glas breken.mp3	Vandaag, 09:13	68 KB	MP3-audio
Gras rennen.mp3	Vandaag, 08:59	40 KB	MP3-audio
Gras voetstappen.mp3	Vandaag, 08:59	210 KB	MP3-audio
Grind voetstappen.mp3	Vandaag, 09:00	1,1 MB	MP3-audio
Houten Voetstappen.mp3	Vandaag, 09:00	645 KB	MP3-audio
Voetstappen in plas water.mp3	Vandaag, 09:00	1,1 MB	MP3-audio
Voetstappen nat zand.mp3	Vandaag, 08:58	1,7 MB	MP3-audio
Water Splash.mp3	Vandaag, 09:13	643 KB	MP3-audio
Rain	Vandaag, 09:22		
Teleporteren.mp3	Vandaag, 09:05	18 KB	MP3-audio
UI Geluiden 2.mp3	Vandaag, 09:12	99 KB	MP3-audio
UI geluiden.mp3	Vandaag, 09:12	125 KB	MP3-audio

CONTRIBUTION ROLES

SOUND + VISUAL – RALPH

LOGIC PRO X SKILLS

STREET VIEW IN THE NETHERLANDS



Boonhof

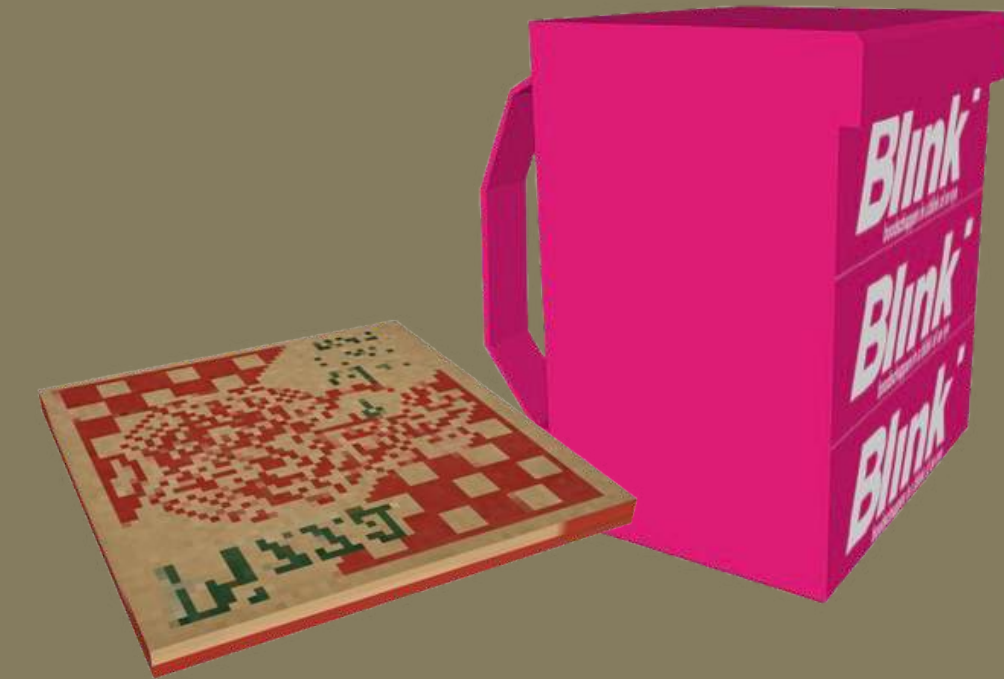
1200 m
Breda
Prinsenbeek
't Zoet
N263

PARODY OF COMPANIES



PROJECT: TIME TRIAL

BLINK BOT



BLINKSHOP

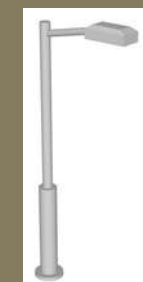
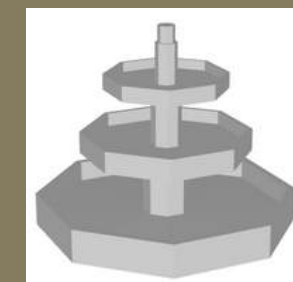
CONTRIBUTION ROLES

3D MODELING – MISA

INTERACTIVE
GAME OBJECTS

EXTRA / ROAD

CITY SHOPS



PROJECT: TIME TRIAL

LEVEL SELECT

PLAY

LOAD

QUIT

SCENE 1

SCENE 4

CUTSCENE 1

SCENE 2

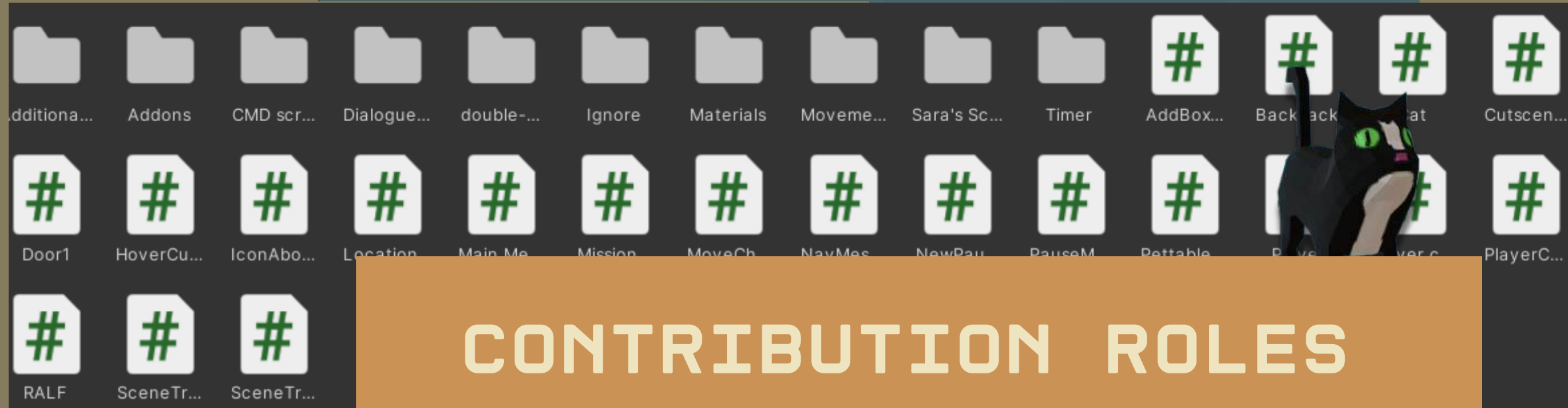
SCENE 5

CUTSCENE 2

SCENE 3

SCENE 6

BACK



CONTRIBUTION ROLES

PROGRAMMER + VISUAL – DANIËL



SUCCEED SCREEN

FAILURE SCREEN

PROGRESS BAR QUEST POINTER

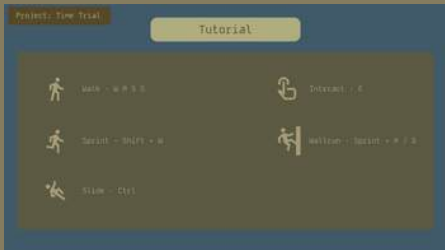
PROJECT: TIME TRIAL



QUEST ICON THAT MOVES WITH OBJECT



ROBOT AHEAD UI CHANGE



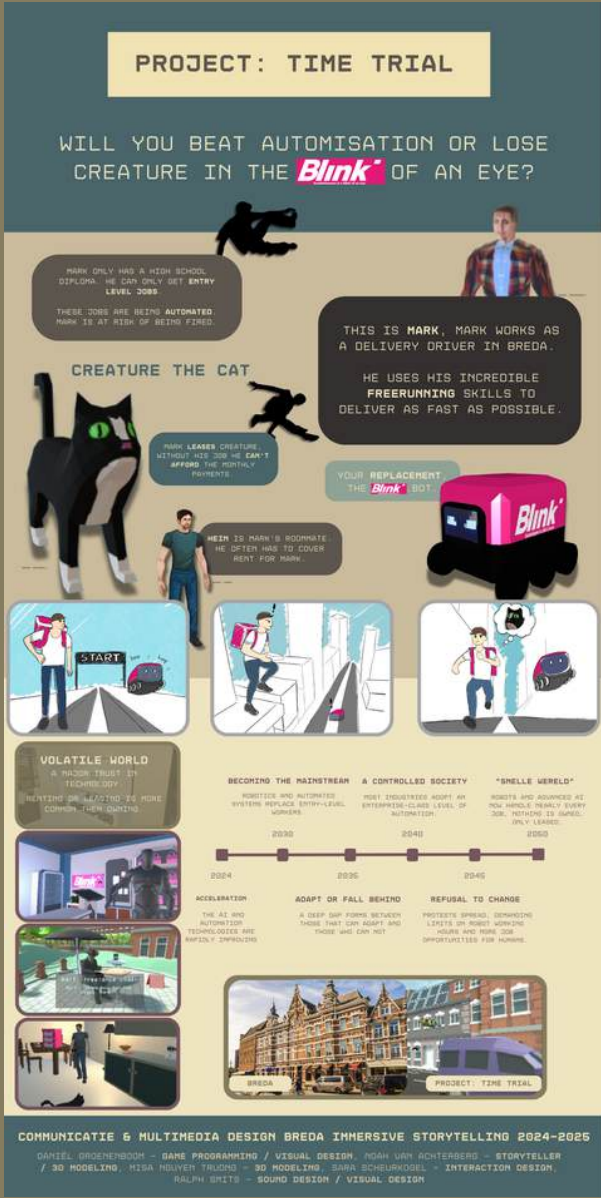
TUTORIAL



INTERACTABLE CAT



LOCATION BANNER POP UP



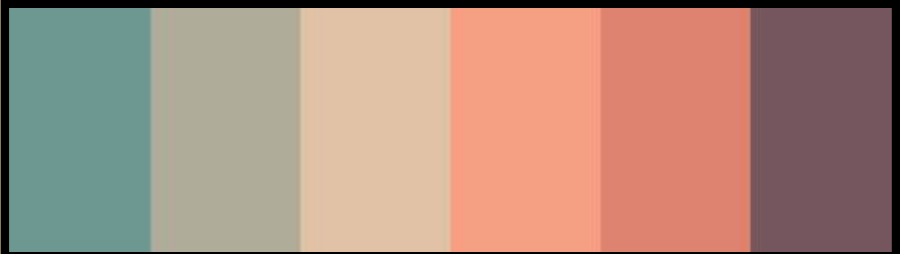
POSTER

CONTRIBUTION ROLES

INTERACTION – SARA

SYNOPSIS

COLORSCHEME MAKEN



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

