

HUSH

"AWARENESS IS THE TRIGGER THAT TURNS PRESSURE INTO FEAR"

RAIN

GPUParticles3D
CPUParticles3D

Player → RainEmitter → Rain

PCG MAZE

Procedurally generated maze using depth – first search (DFS) backtracking algorithm.
Perfect for someone who needs a large space but does not want to/ can't create a lot of art or spend time doing 3D modeling.

2D grid of cells → DFS backtracking → maze

PLAYER

Multiple systems that build awareness system and perception logic.

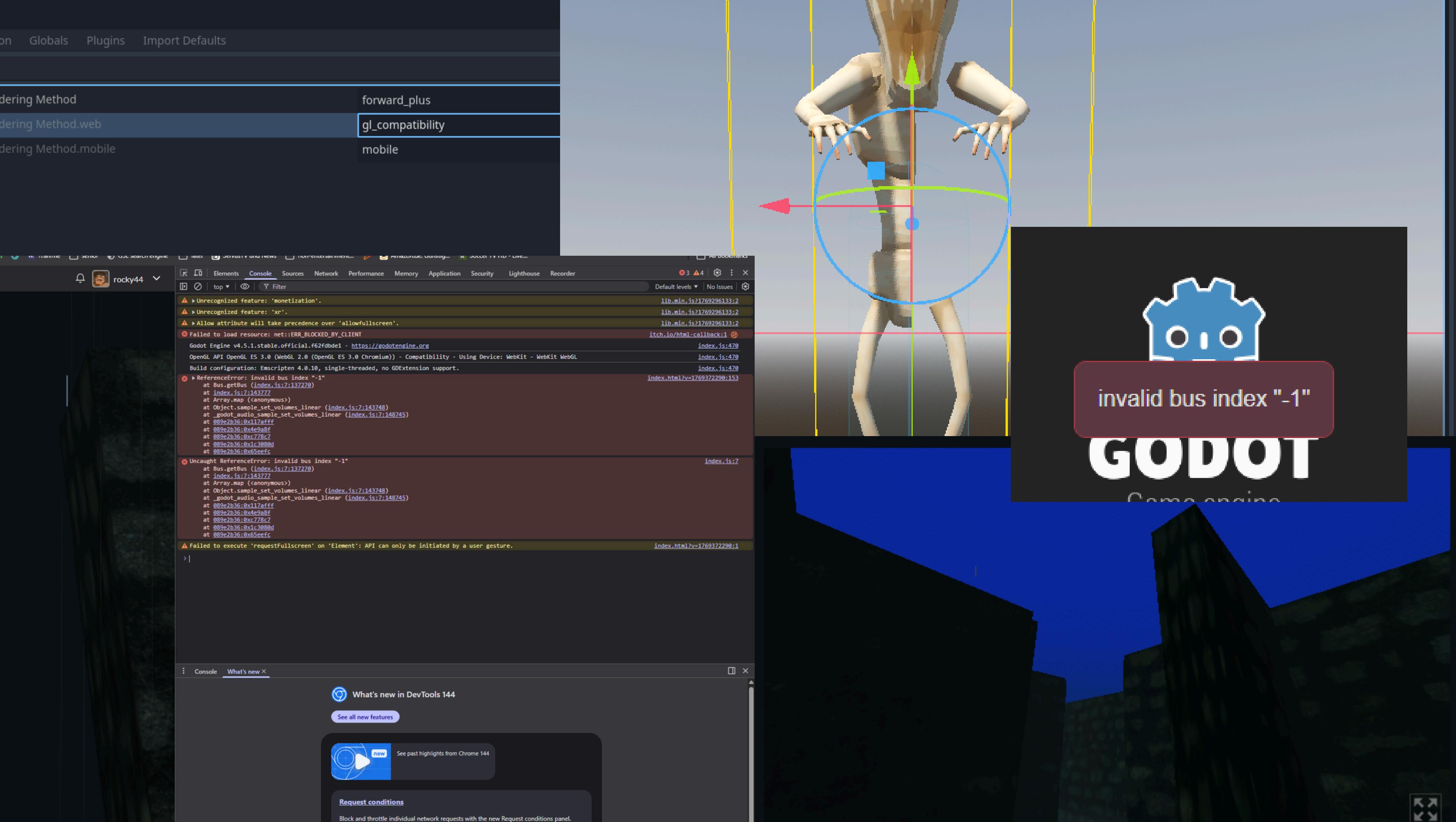
Player is responsible. Enemy only reacts.

Stamina, danger and awareness systems connected.

ENEMY

Logical presence that lives through different states and always exists but only sometimes has a body.

Enemy isn't a creature, but a rule and a consequence.



**THANK YOU FOR
LISTENING**

