

What Becomes of The Broken Hearted?

Inside Diego's Heart you, as his anxiety, are trying to process his past relationship either through using violence or patience to soothe his aggravated emotions.

Classification:

-Genre: narratively explorable escape room

-Platform: PC

-Target Group: Mature audience

Gameplay Summary:

Project Heart's gameplay can be divided into two sections

- 1) You escape the section of the heart by completing or destroying puzzles
- 2) You comfort or murder the emotions of the heart

Narrative Summary:

Anxiety is sent to the broken heart of Diego, a man whose heart is broken after a breakup with their partner. The heart has been broken into 3 sections, all governed by one negative emotion each: Anger, Fear, and Sadness. Anxiety's task is to subdue these emotions by any means they choose.

Unique Selling points:

- It is the player's choice how they want to experience the story.
- Unique topic to explore

Rough Production Plan:

The plan is to bring as many sections of the heart as we can (optimally 3) to a playable state until the Intermediate presentation. Those sections will then be polished for the final presentation. The aim is to at least get the very first Level to a polished result.

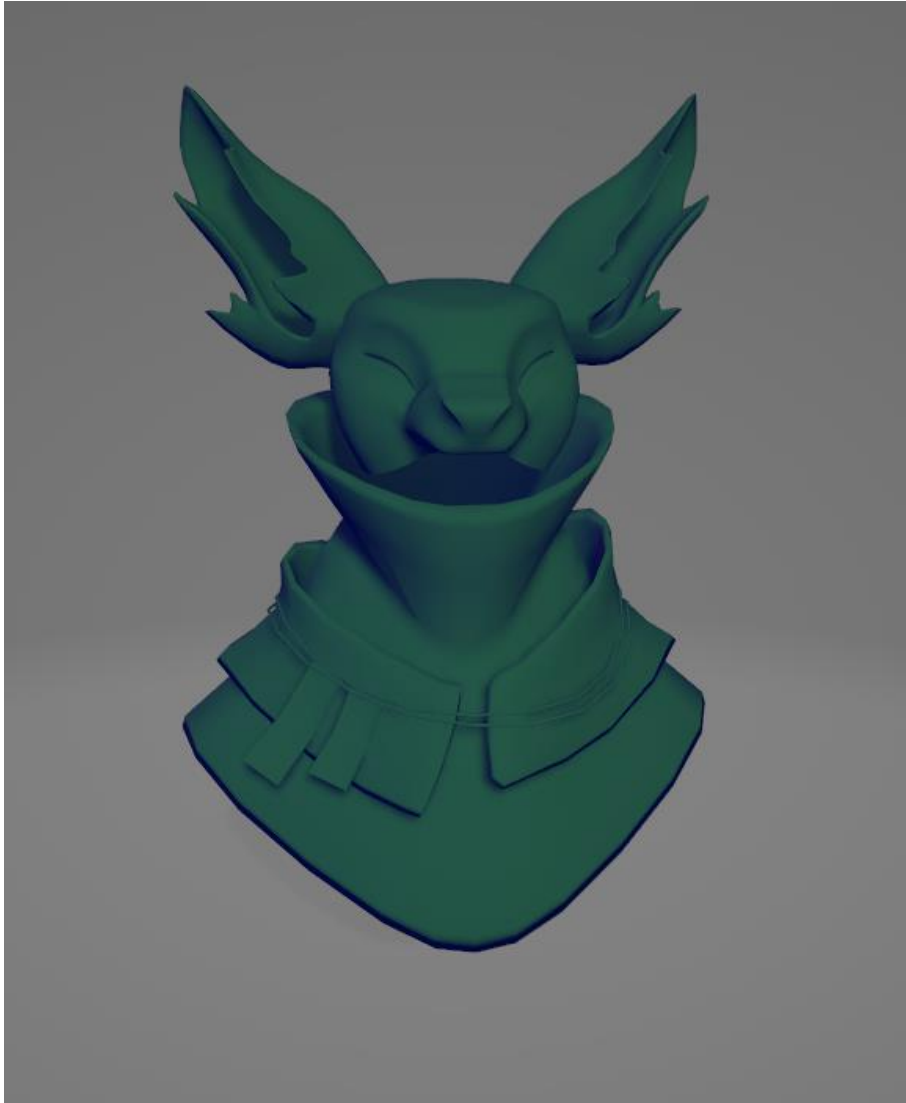
TEAM PROJECT HEART

*Alba Josefin Pläp Golfe – Lead and Character Artist | alba.plaep@gmx.de

*Maria Lobanova – Environmental Artist | maroosyalmk@gmail.com

*Ignacio Di Paola – Writer and Designer | ignaciodipaola@hotmail.com

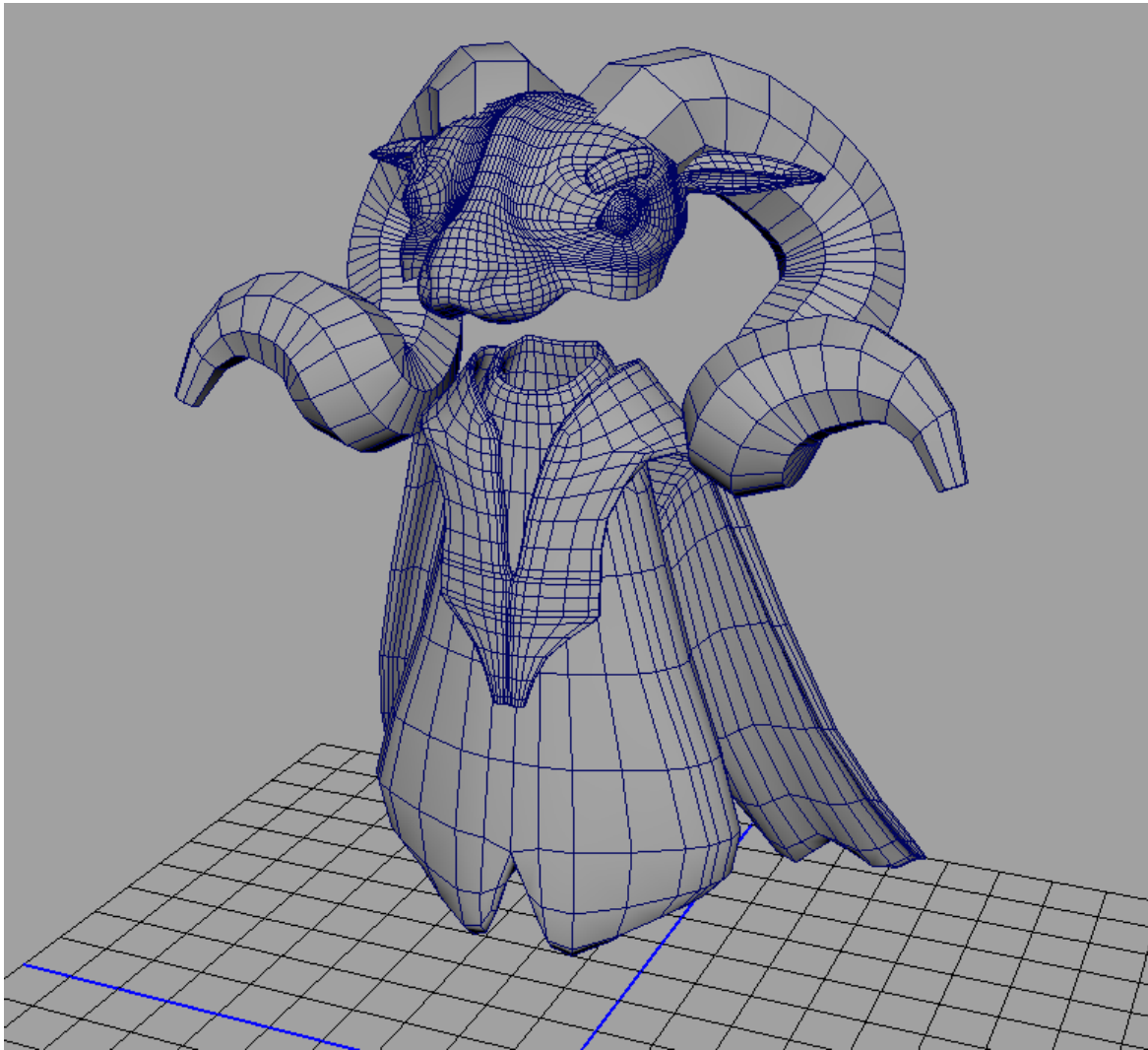
*Frederyk Wilhelm Sperling – Programmer, Lighting Artist, and Sound Designer | mail@frederyk.de



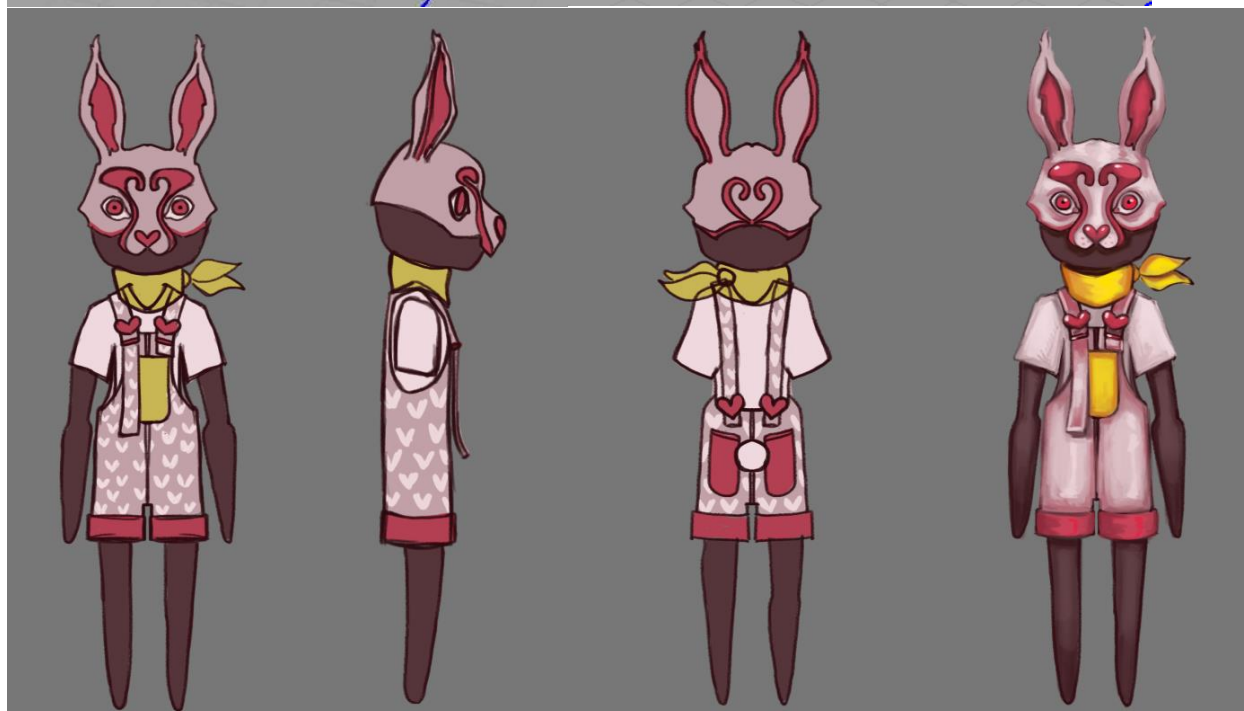
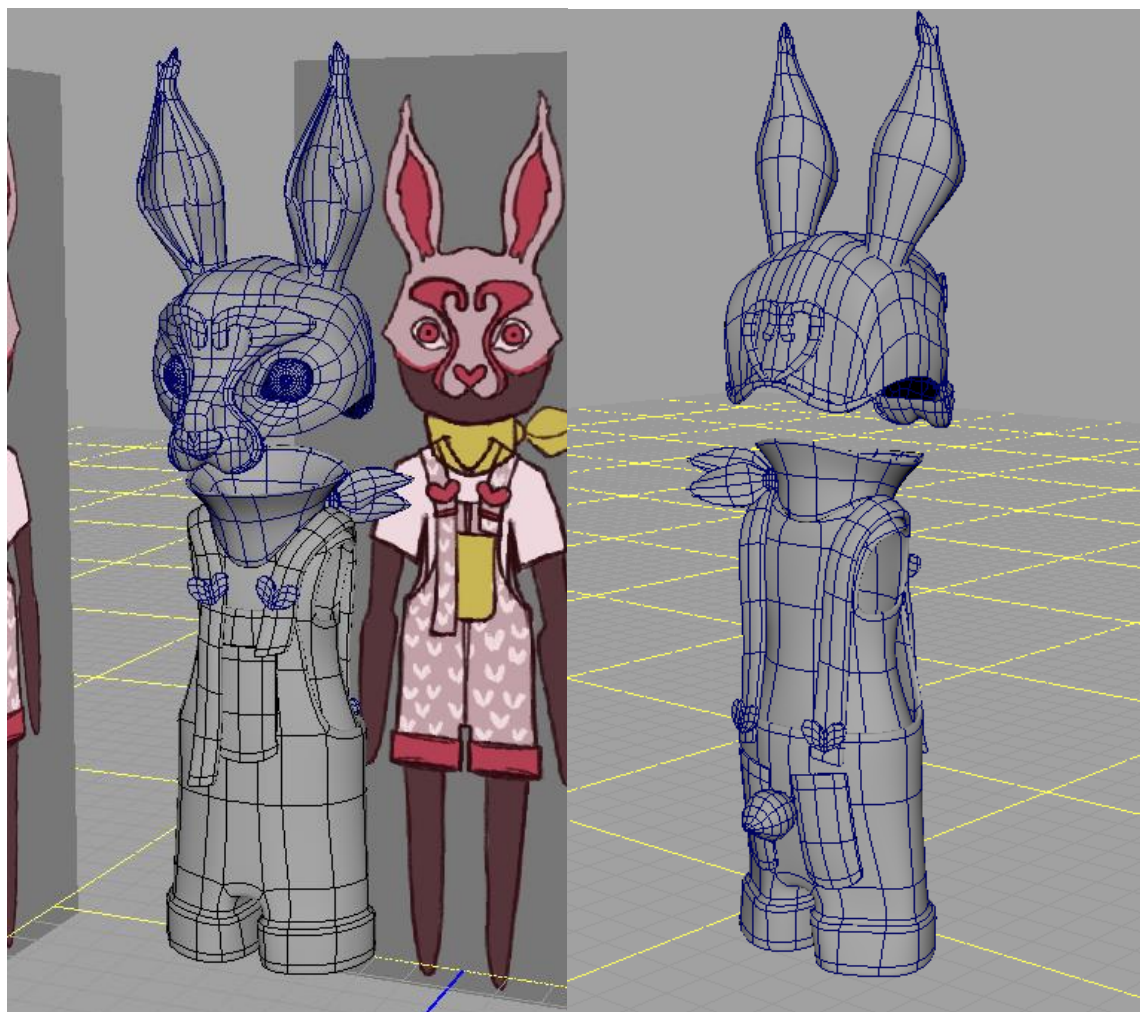
Main Character | Anxiety | Fox



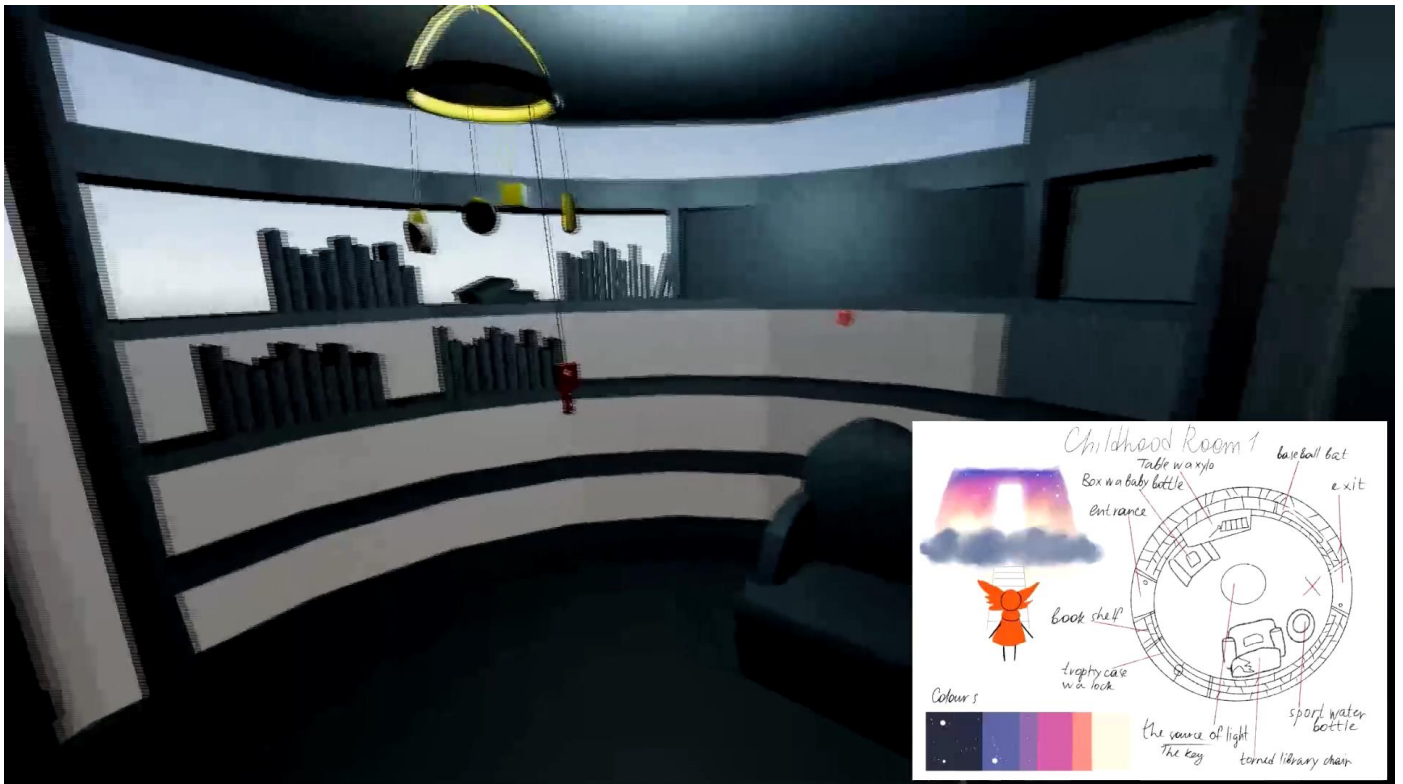
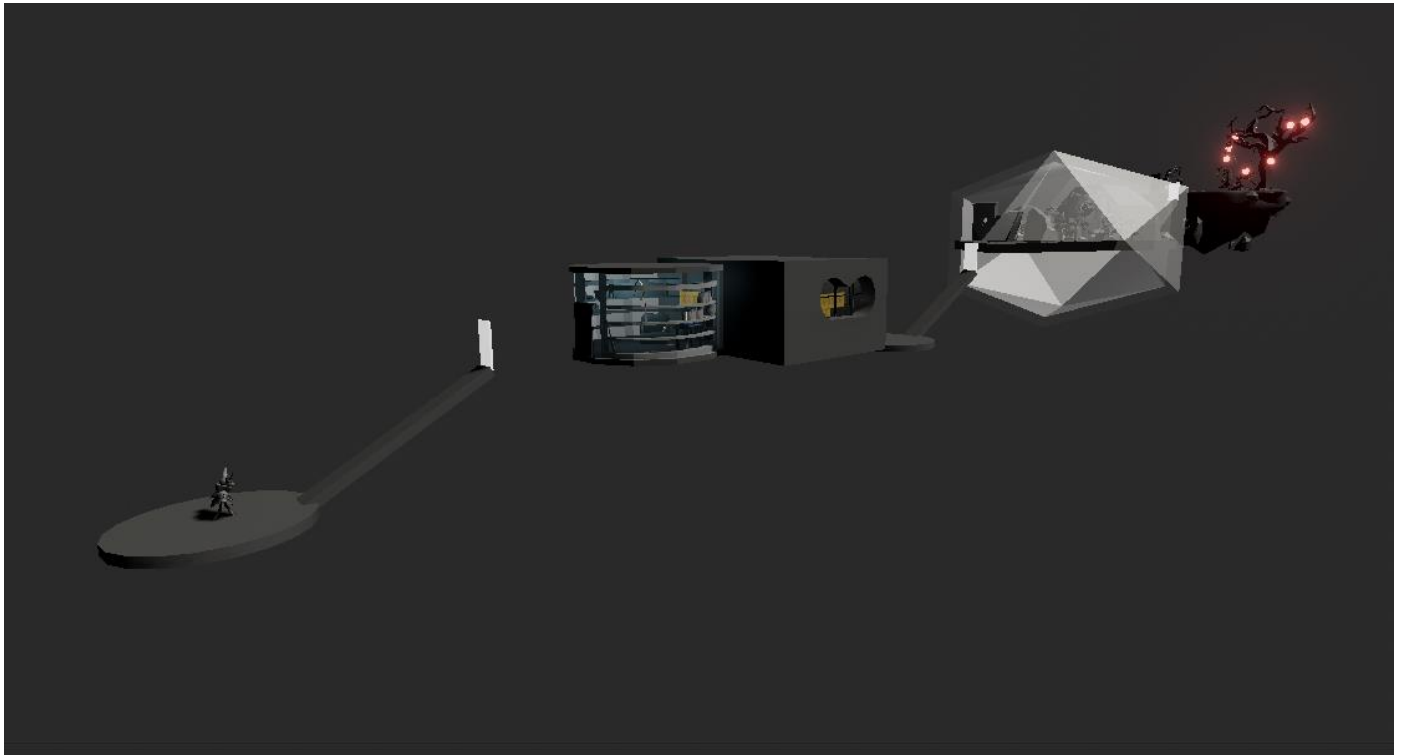
First Room | Anger | Aries



Second Level / Fear / Rabbit



BA2 – Collaborative Project – What becomes of the Broken Hearted?



The main image is a dark, atmospheric screenshot from a game. On the left, a large, dark door stands slightly ajar. In the center-right, a large arched window looks out onto a bright, hazy sky. In the foreground, a dark, rounded object, possibly a chest or a piece of furniture, has a small, glowing red heart icon on its front. The overall lighting is very low, creating a mysterious and somewhat ominous mood.

The inset image in the bottom right corner is a hand-drawn sketch titled "Letter Room 2". It shows a floor plan of a room with various labeled areas: "a globe", "window", "desk", "chair", "white stair", "exit flow room 2", "picture", "book shelf", "stairs", "entrance to letter box no. 100", "Full from entrance", "Childhood Room 1", and "Final exit". Below the floor plan, there is a section titled "Doors Concept" showing five different door designs with labels: "Regular white double door", "Childhood in room 1", "Childhood in room 2", "Letter door in room 1", and "Letter door in room 2". Each door design is a simple line drawing with different decorative elements like windows, handles, and signs.



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