



# DeepEnd

Writer and documentarian: Beau Smith

Lead Programmer: Tabshir Khandaker

Lead Artist: Sapphire Ma



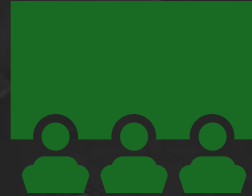
# Elevator Pitch

- Where reality is an illusion, you are sinking into the Deep End. a collapsing world where everything you know is twisted, erased, and hunting you. Survive the plunge before you're lost forever.

# Audience and Genre



**Genre:** First-person  
psychological horror



**Audience:** Horror  
enthusiasts ages +13.



**Platform:** PC



# Theme

- Setting Forest
- Cultural Ideology - fear of the unknown



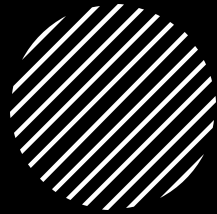
# Screenshots / Assets





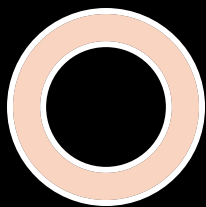


# Goals



- **Primary Goal:** Collect all five crosses scattered throughout the forest to exorcise the ghost and survive.
- **Win Condition:** Find and collect all five crosses without being caught by the monster.
- **Lose Condition:** Caught by the monster = game over.





# Mechanics



- First-person bodycam perspective
- Search and collect five hidden crosses scattered throughout the environment.
- Environmental sound listen for ghost proximity with whispers, heartbeat sounds
- Exorcism sequence — once all crosses are collected, perform a ritual to banish the ghost and win.





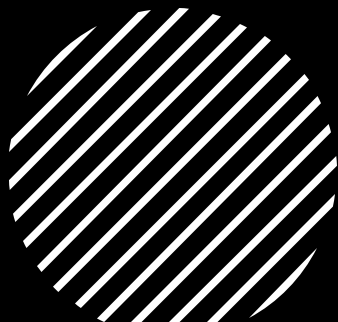
# Progress Report

## **Completed:**

- First-person bodycam system
- Basic forest environment

## **In Progress:**

- Ghost AI behavior (chasing)
- Environmental sounds  
(heartbeat, whispers)







- Exorcism ritual sequence
- Playtesting
- Polishing

## Next Steps

