

Eurydice

CSDS 390 Team 1

Premise

- **Game:** 3D horror game
- **Setting:** Rescue submarine in the Mariana Trench
- **Background:** Communications with a research facility at the bottom of the trench have gone silent and it is the player's job to reach the underwater lab and find out what happened.
- **Goal:** Player must keep the submarine in running order while avoiding any unwelcome visitors.

Mechanics

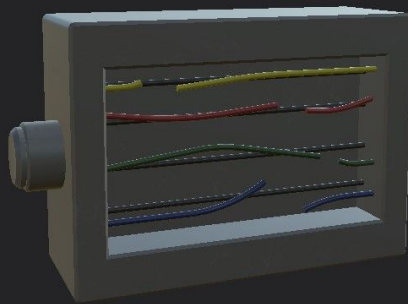
- 3D Movement
- Stealth and Evasion
- Quicktime Minigames and Prompted Tasks
- Resource Management



Tasks



Fix Fuse Box



Fix Wires



Repair Engine



Repair Hull

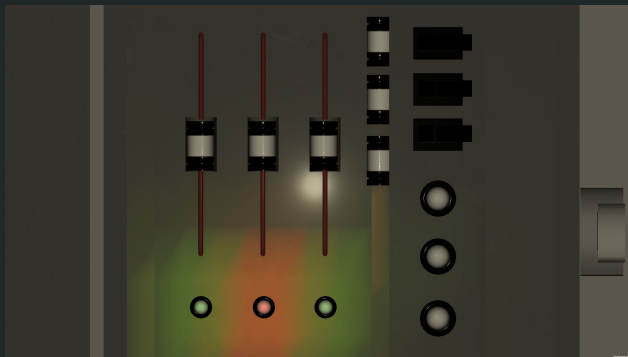


Storage



Extinguisher Fire

Minigames



Fix Fuse Box



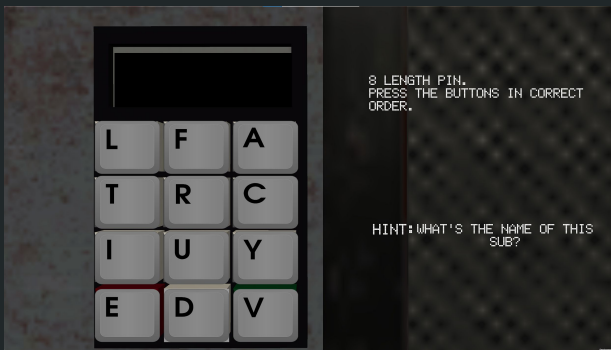
Fix Wires



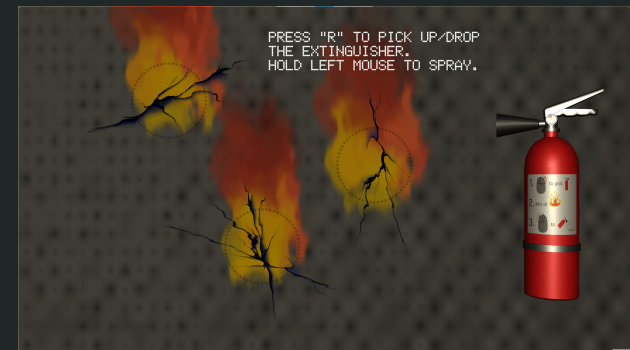
Repair Engine



Repair Hull



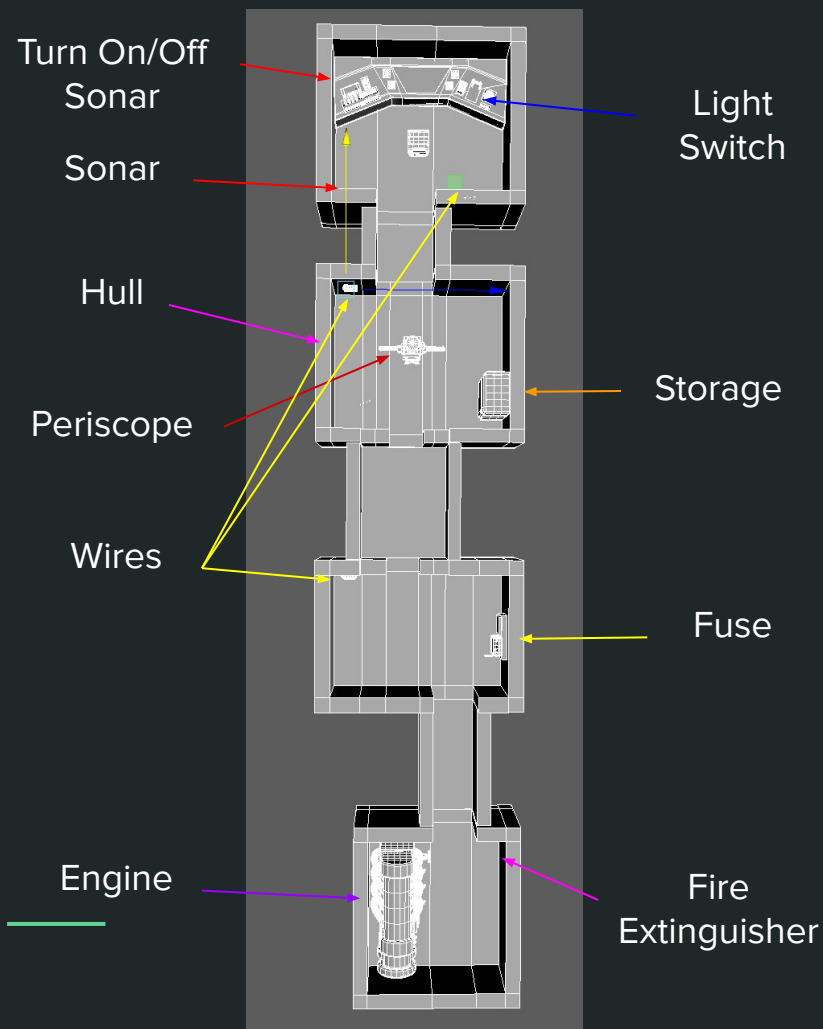
Storage



Extinguish Fire

Features

- Task Management
- Enemy Behavior
 - Exterior Monster
 - Interior Monster
- Resource Management
 - Health
 - Lights



Exterior Monster

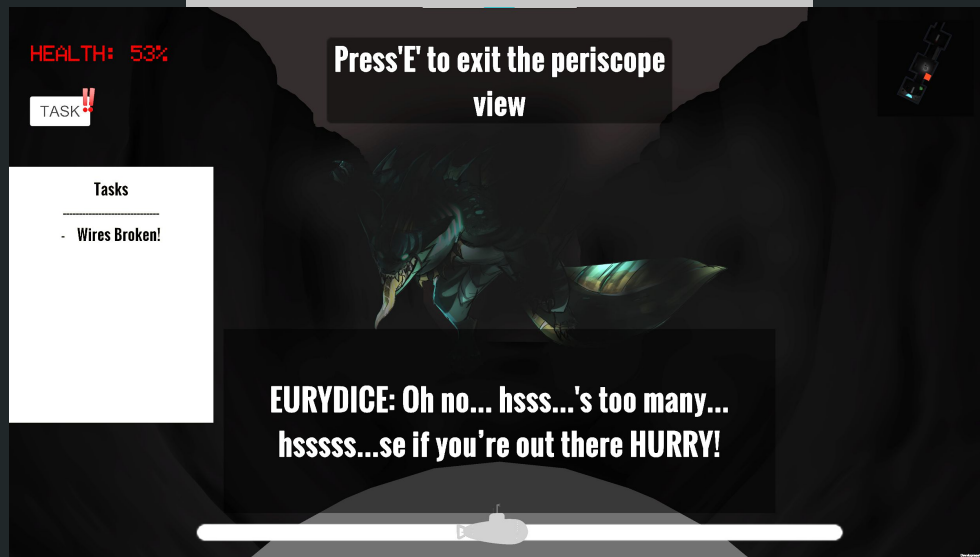


Toggle Sonar



Sonar

Concept Art



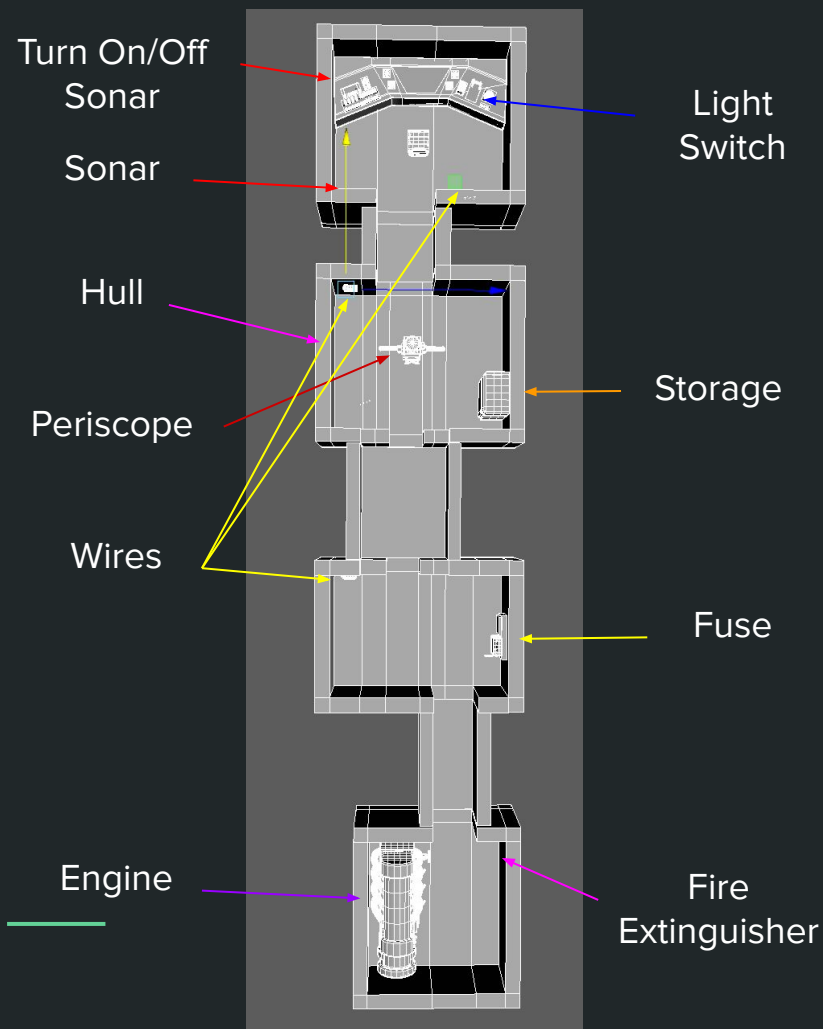
Periscope View

Interior Monster



Features

- Task Management
- Enemy Behavior
 - Exterior Monster
 - Interior Monster
- Resource Management
 - Health
 - Lights



Sound

- Realistic
- Player Feedback
 - Engine Broken
 - Hull Hit
 - Interior monster
 - Sonar

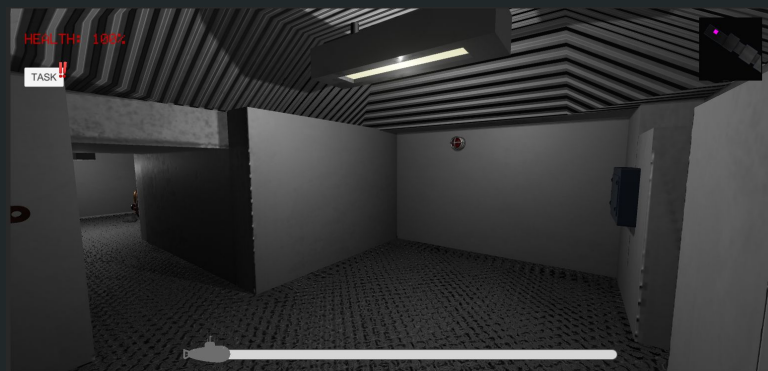
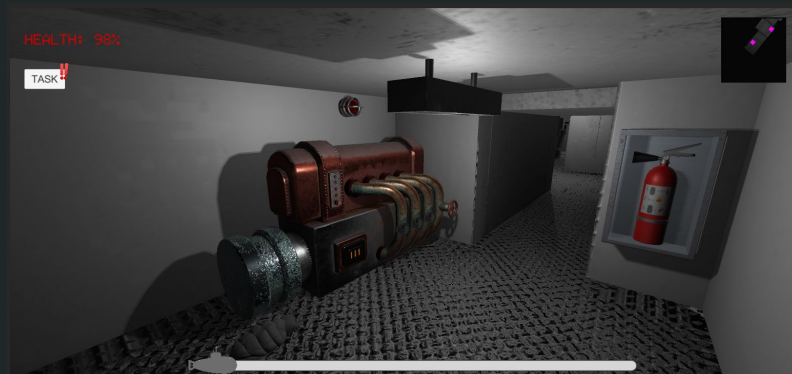


Art Design

- Realistic aesthetic
- Immerse player



In Game Screenshots (Final Lighting)



Demo

Further Development

- More Levels
- Continue Developing the Story
- Animation for the Monsters
- Model and Textures for Outside Monster
- Add More Details to Interior and Exterior Environment



Q & A

Thank You For Listening!
