



Team Submechanophobia - Milestone 0

Leo Keil, Pascal Neubert, Ruben Pfeiffer, Kim Simon

Game Idea

- Procedurally generated Survival Horror
- Setting: Player has to manage a submarine and reach their destination while being stalked by a monster.
- Various tasks on the submarine:
 - Resource management (reactor power, oxygen, ...)
 - Fixing broken parts of the submarine
 - Opening blocked rooms to find new gear
 - ...
- 3D graphics, special focus on monster animations

Dichotomy

push player out of comfort and safety

Monster less active

Submarine Pressure damage

Resource costs

Rig for red (red lights)



Get oxygen

Access to closed off section

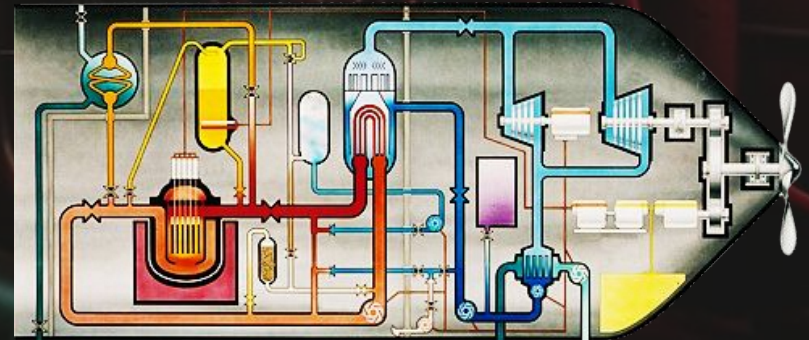
Monster more active

Rig for black (lights off)



One Core Mechanic - Reactor

- A constant Up & Down of different systems and resources.
- Modelled after real workings of a Nuclear Reactor as found in Nuclear Submarines.
- Deeply interwoven with other ship systems.
- Controls spread out into the entire submarine.



INSPIRATION

AMNESIA: THE BUNKER

SCP 087-B

Hunt For Red October

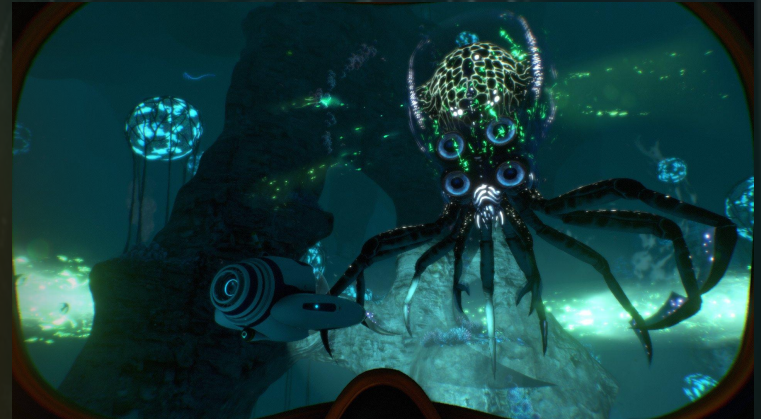


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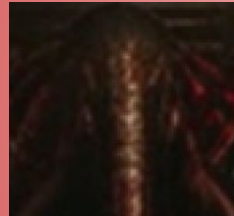
BIOSHOCK

Subnautica

IRON LUNG



Henry Lv. ??



Questions, teehee? ;3