



# **Team Submechanophobia - Milestone 1**

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# General Idea - Narrative

## Immersive Survival Horror with Puzzle Elements

- Submarine expedition
- Find unknown life form
- Life form not dead
  - ⇒ hunts crew
- Last survivor
  - ⇒ manage submarine
  - ⇒ survive
  - ⇒ contact homebase



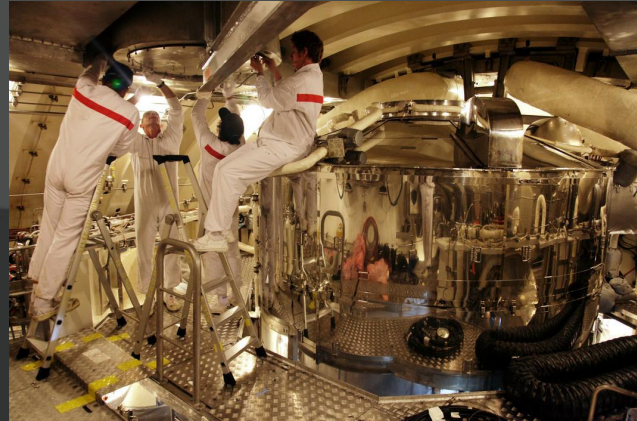
# General Idea - Core Mechanics

Immersive Survival Horror with Puzzle Elements

- Core mechanics:
  - Nuclear submarine  
⇒ detailed reactor management
  - Creature roams around submarine  
⇒ player must evade to survive
  - Different systems all around the ship  
⇒ exploration necessary

# Development Schedule - Functional Minimum

- Reactor mechanics
- Basic submarine design
- First-person player controls





# Development Schedule - Low Target

- Sound effects
- Creature design
- Basic Creature behaviour
- Power-dependent light and oxygen systems



# Development Schedule - Desired Target

- Puzzles
- Equipment
- More rooms
- Random map generation
- Improved creature mechanics



# Development Schedule - High Target

- Music
- Different endings
- Story, potentially NPCs
- Additional visual polish
- Submarine depth mechanics





# Development Schedule - Extras

- Pre-rendered cutscenes
- Surfacing + short land trips
- AI integration for creature behaviour





# Bullseye

Scary creature  
design + SFX

Replayable  
immersive horror  
submarine  
experience

Realistic reactor  
mechanics

Procedural map  
generation



Questions?