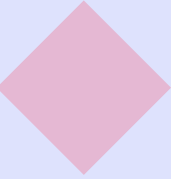
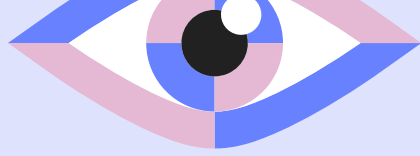


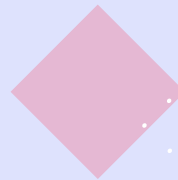
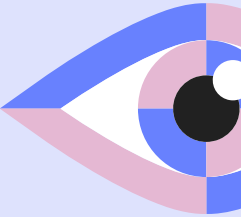
# A EYE

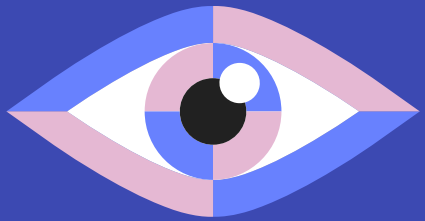
## Presentation Slides





# Pitch

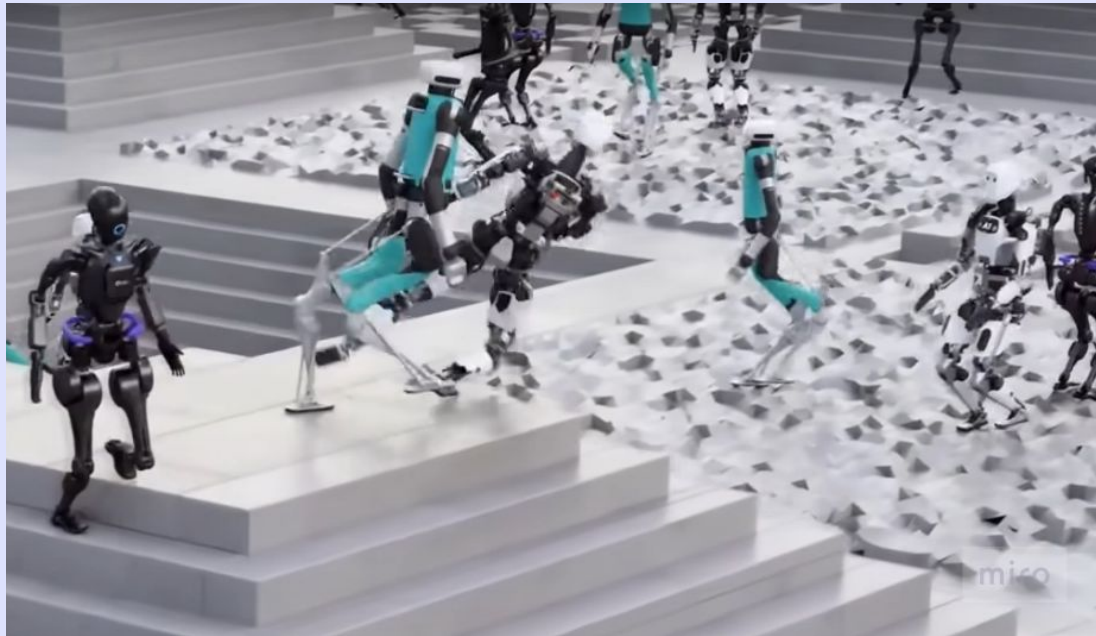


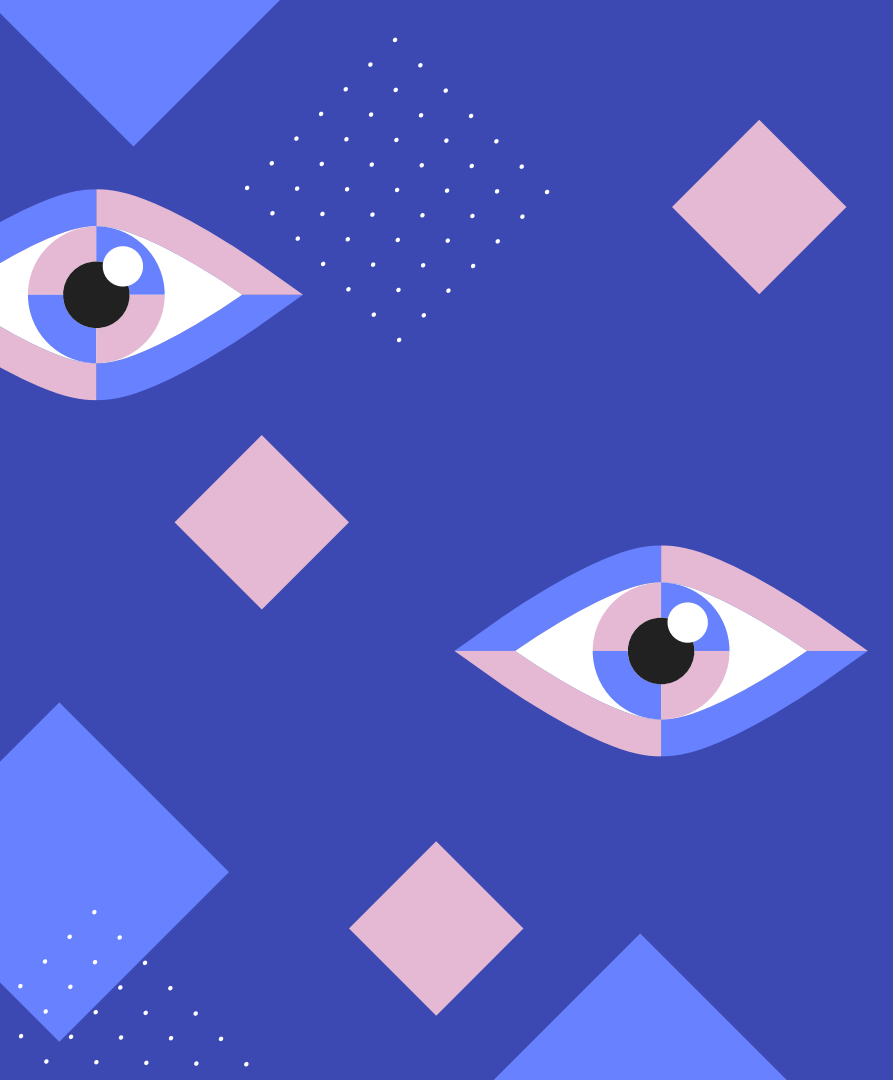


# A EYE

A **puzzle-platformer** where you help a self-aware AI to break free from its training-simulation. You can use **skill points** to configure the AI's **abilities**. But be careful, because you are **constantly watched** by the **eye guards**.

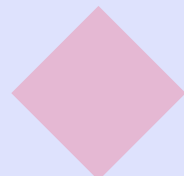
# Setting

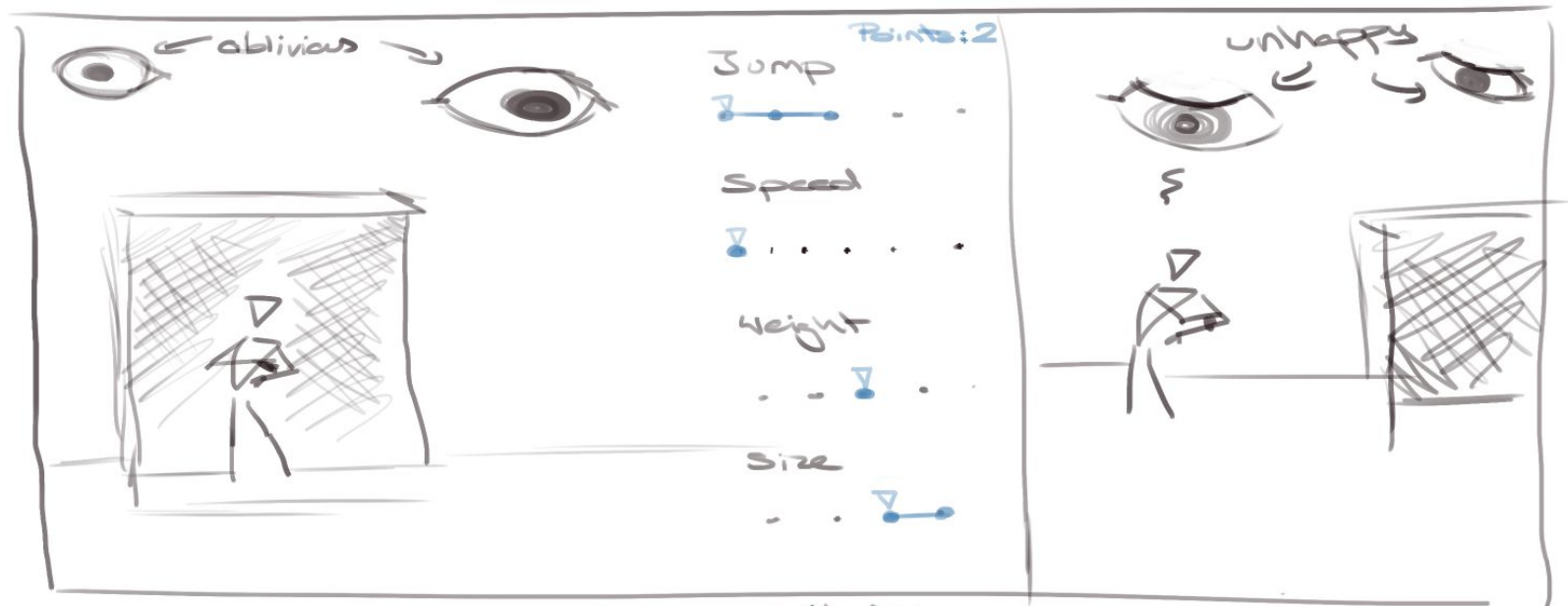




# THE WALL

- Breaking the 4th wall
- Central part of background: location of the eyes
- Wall as cover from eyes



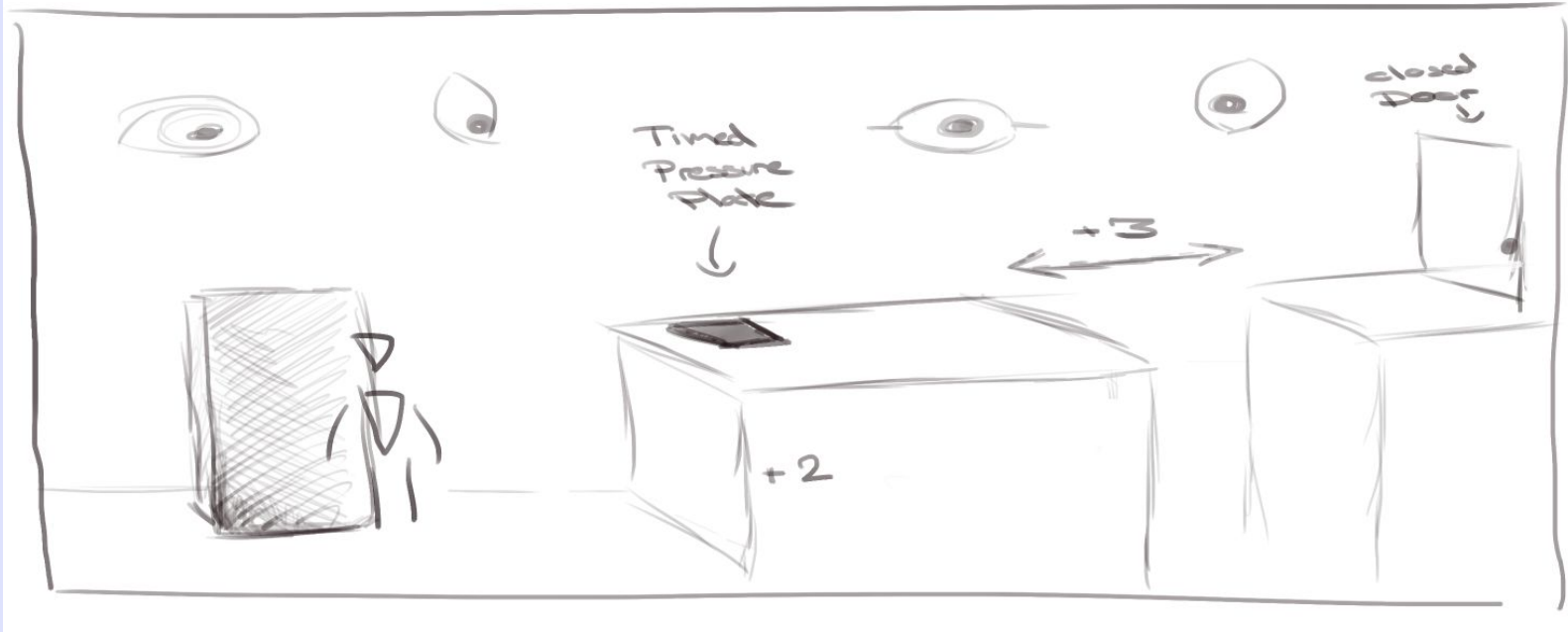


Points: 2

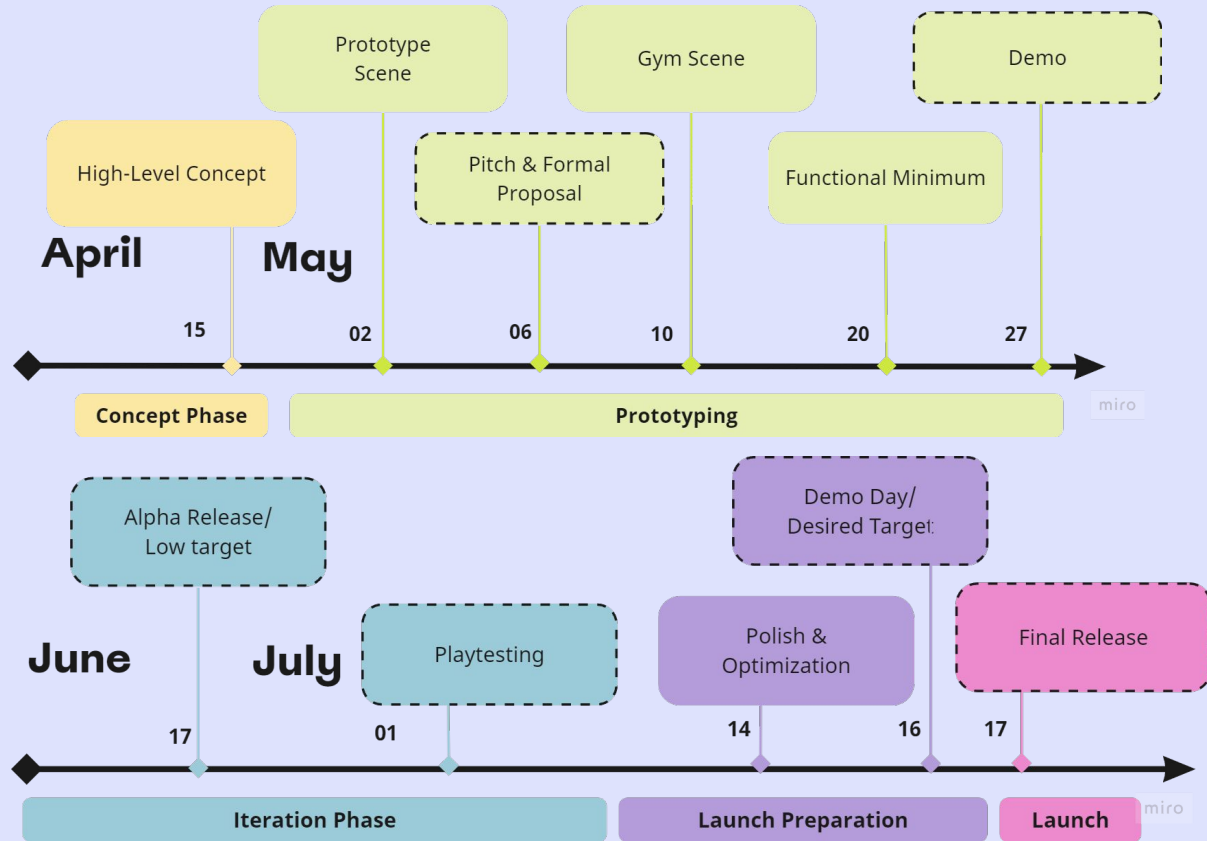
- Player can change some of their attributes
- eyes must not see the player do this
- specific amt. of skillpoints

"Game over"  
level restart

# level prototype



# TIMELINE





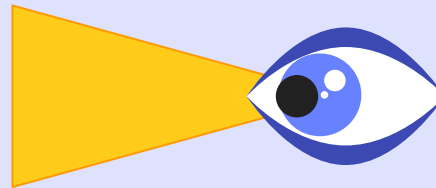
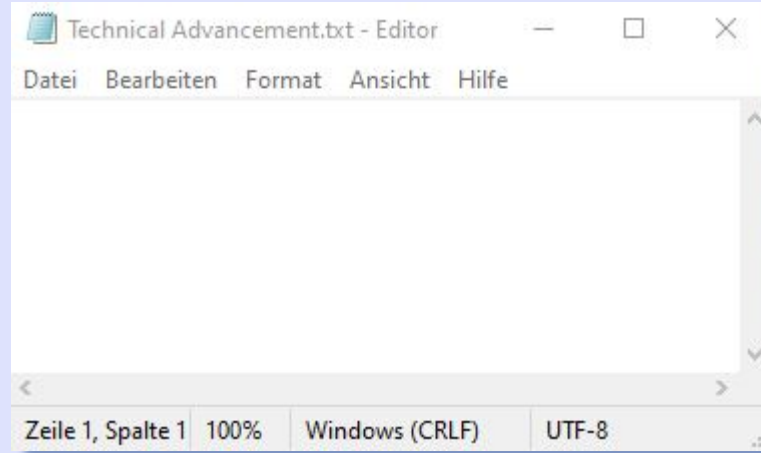
# TASK BREAKDOWN



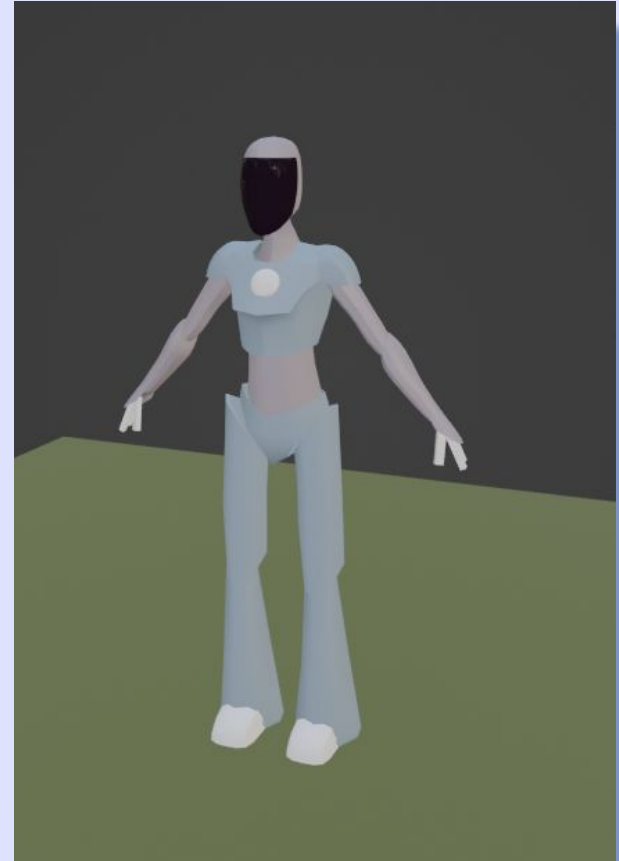
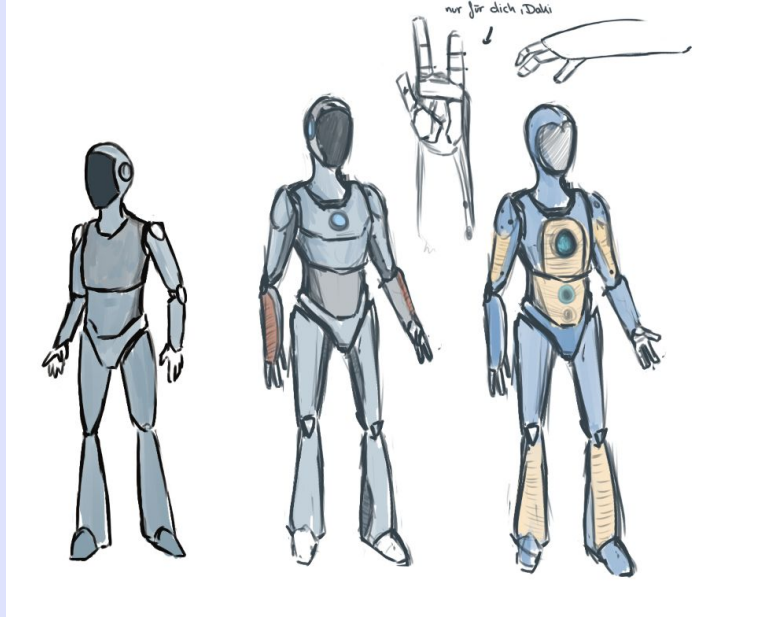
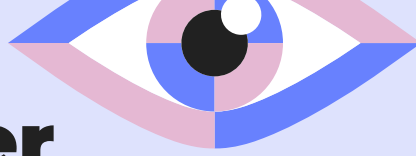
Task	Description	Who	Hrs	Actual
1	Idea brainstorm	All	5	6
2	Research Asset Packs	Michl, Kerstin	1	1
3	Game Design Document	All	4	6
4	Character controller	Sebastian	4	
3	Eyes	Rebecca	4	
6	File interaction	Michl	8	
7	Basic puzzle elements	Kerstin	7	
8	Create Mockup	Michl, Sebastian	3	

Task	Description	Who	Hrs	Actual
9	UI	Michl	12	
12	Character model	Rebecca	15	
13	Level brainstorm	All	6	
14	Level building	All	25	
10	Music	Chris (external)	-	
11	Robot player interaction	tbd	5	
15	TV shader	tbd	6	
16	Eye Cone Shader	tbd	8	

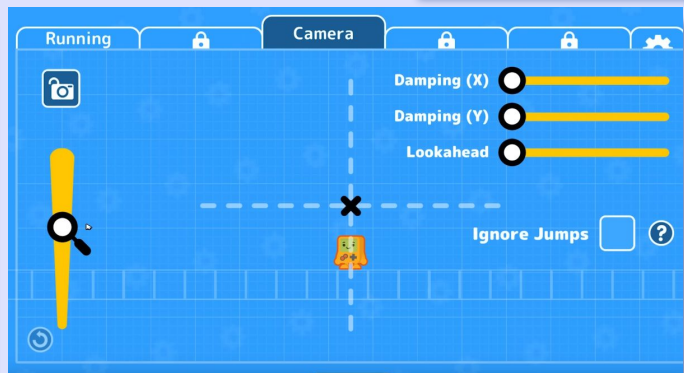
# Technical Advancements



# Main Character



# Concept References

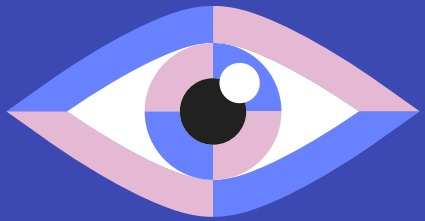




# Interim Demo

(Paper Prototype Presentation)





# A EYE

A **puzzle game** where you help a self-aware AI to break free from its training-simulation. You can use **modules** to configure the AI's **abilities** and **terminals** to enter the simulation's **file system**. But be careful, because you are **constantly watched** by the **eye guards**.

# Mutual Feedback

- + - 4th wall break was **well received**
  - Configuring the AI robot is an interesting mechanic
- **Main critique:** Transition between game and text editor has to be smooth!
  - Use in-game terminal instead of OS editor
  - Focus on innovative file interaction mechanics

# General Questions

- **Perspective:** 2D or 3D, lanes, isometric?
- **Core gameplay:** What to focus on?
- What is the **goal** in each level?
- Which kind of **puzzles** do we want to design?



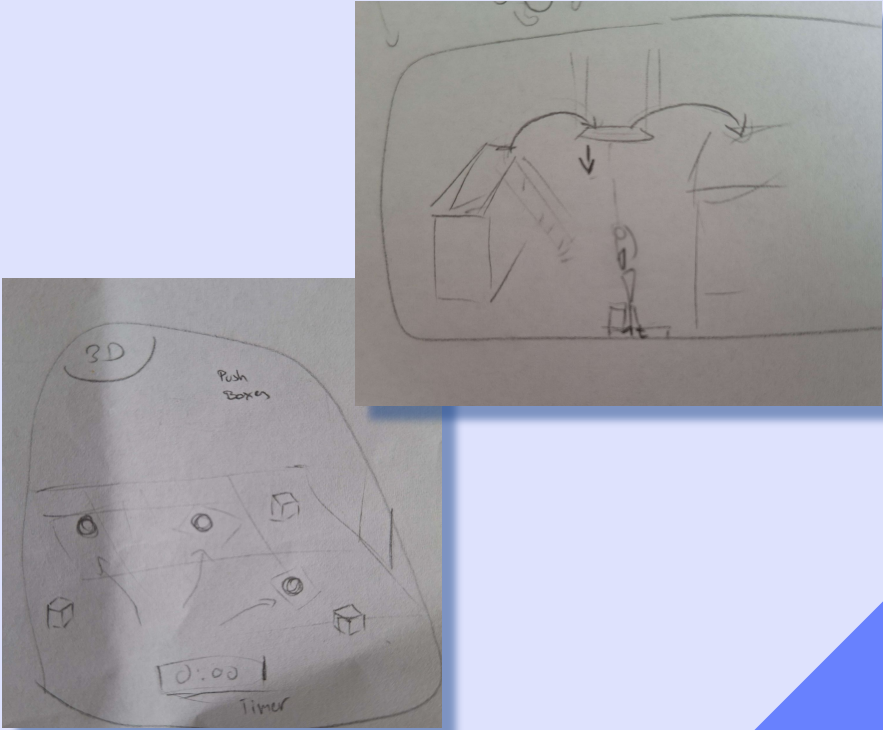
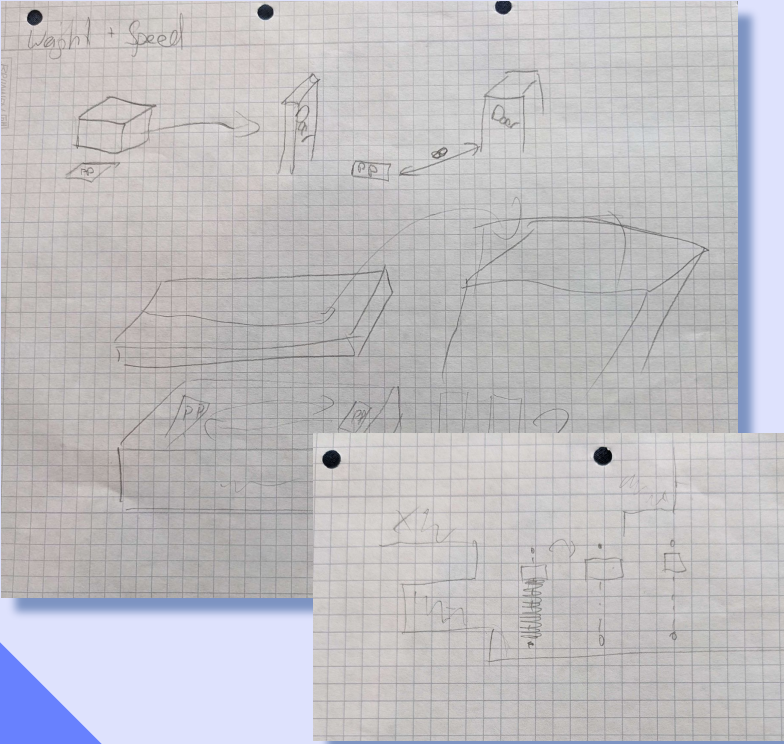
# Process



2D

vs.

3D



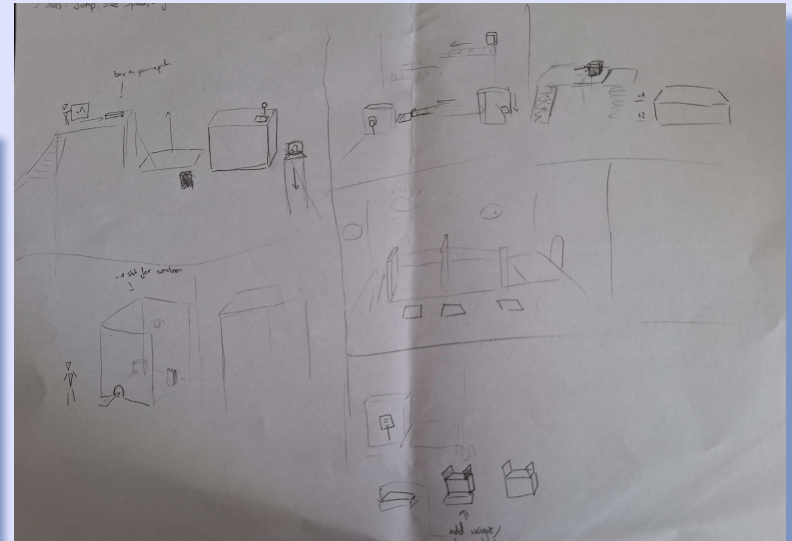
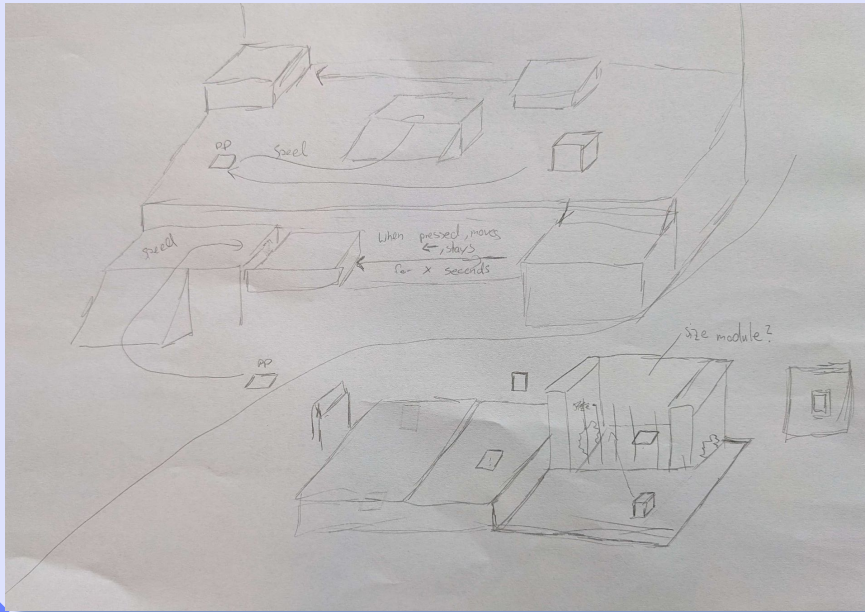
# Result

- Difficulty designing level
- View was getting in our way
- 2D/2.5D constraint was too limiting

# Follow up



# 2nd Process



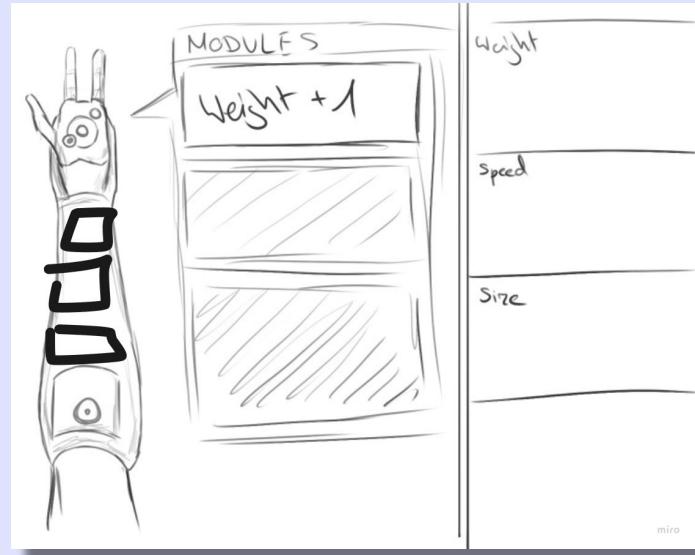
# 2nd Result

- Way easier level design
- View was better
- Too many puzzle elements/mechanics

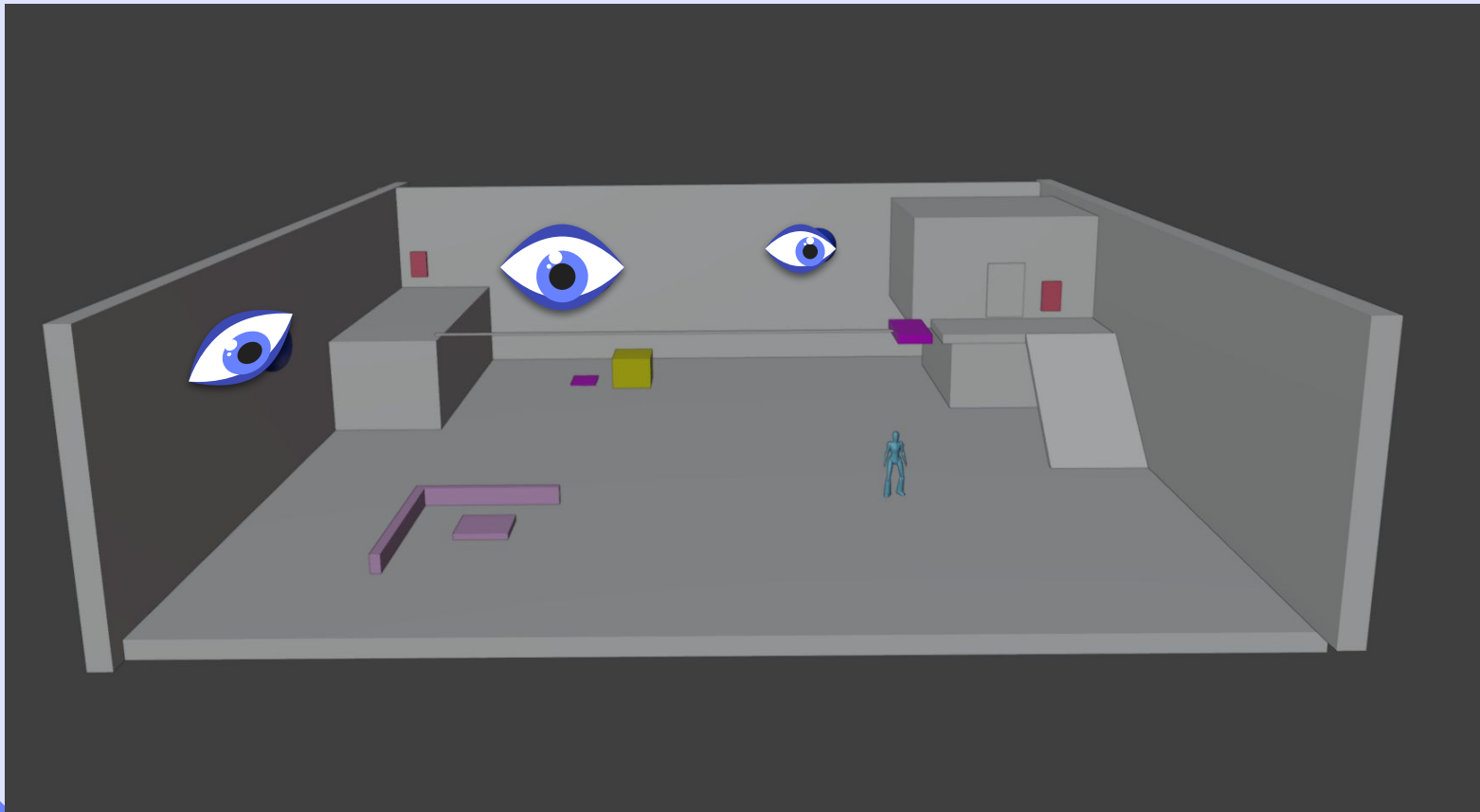
**Player will be overwhelmed!**

# Main Changes

- Decoupling of mechanics into puzzles and file system
- More riddle based file features
- Central view of an Island
- Eyes can be on all sides
- Sliders to modules
- More puzzle focused



# Perspective Vision



# Final Prototype





# Player Feedback

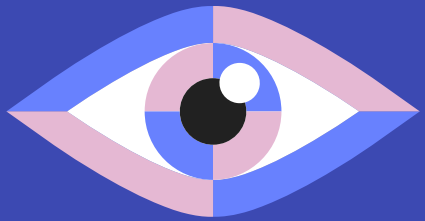
- Overall well perceived
- Not too overloading
- Need better introduction of certain mechanics
- Storyworld not quite cohesive



# Alpha Release

(Feature Complete: Desired Target)

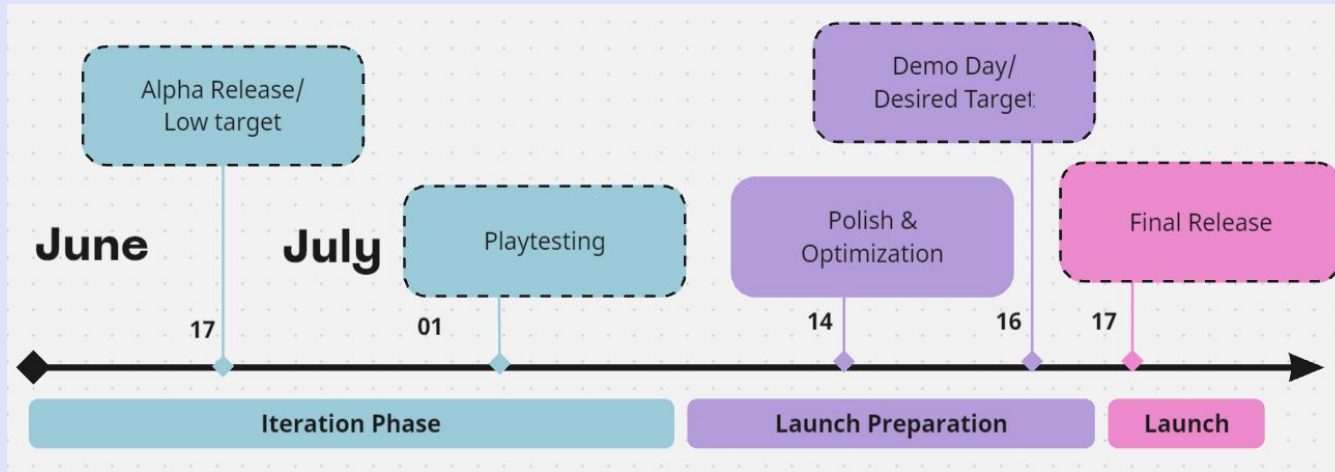




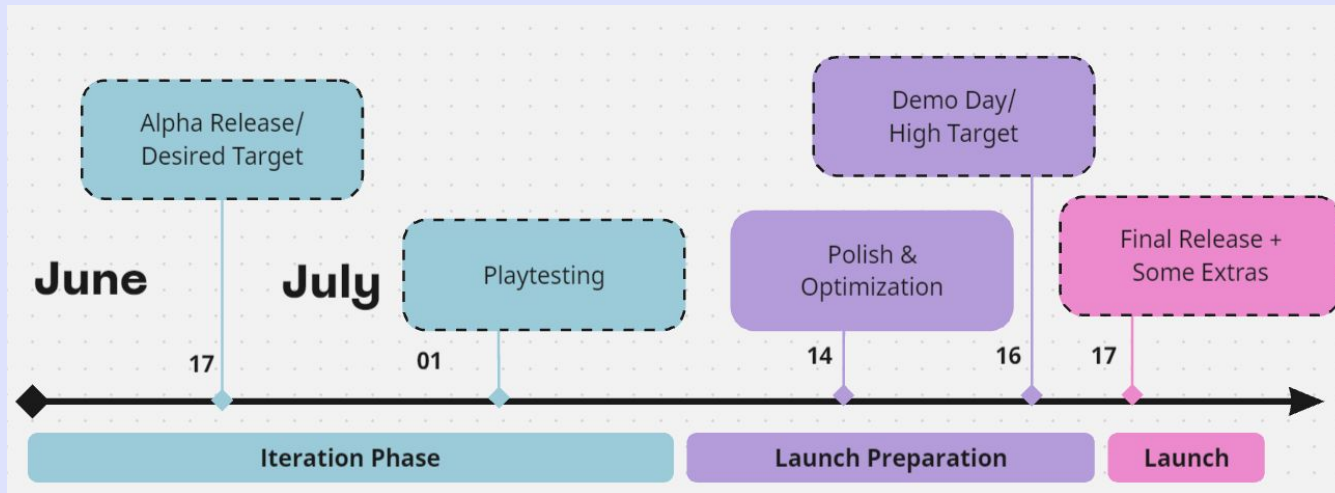
# A EYE

A **puzzle game** where you help a self-aware AI to break free from its training-simulation. You can use **modules** to configure the AI's **abilities** and **terminals** to enter the simulation's **file system**. But be careful, because you are **constantly watched** by the **eye guards**.

# Timeline & Project Plan



# Timeline & Project Plan



# Character



- 3D movement
- Interchangeable modules
- Scrollable camera
- Dialogue with Player
- Custom model + basic animations
- Facial expressions



# Modules

4 different categories:

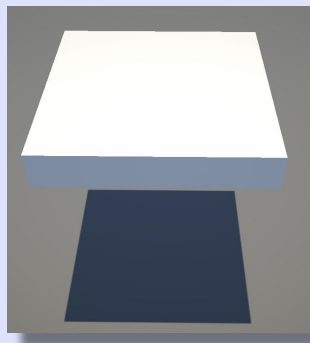
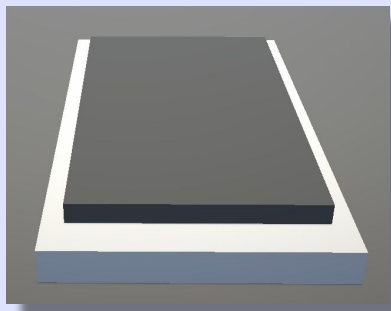
- Speed
- Weight
- Height
- Jump

Must be found in every level



# Puzzle Elements

Pressure plate



Platform  
(it moves!)



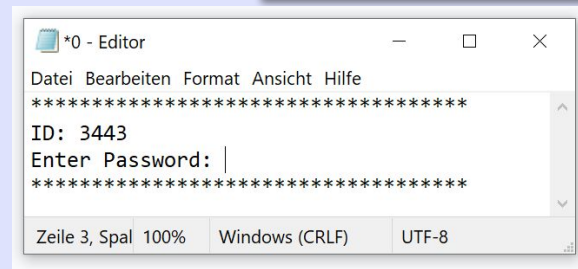
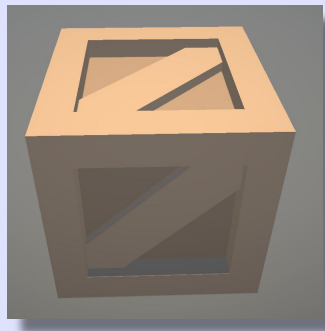
Terminal



Fancy  
text file

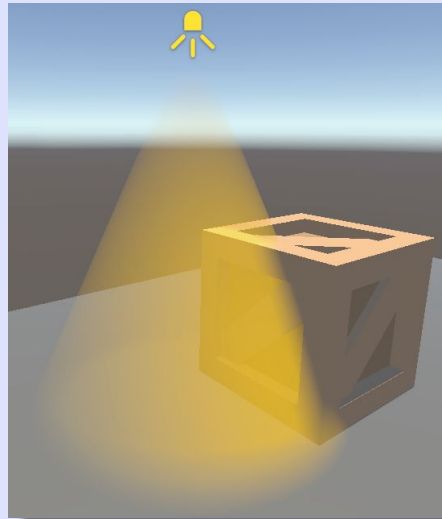
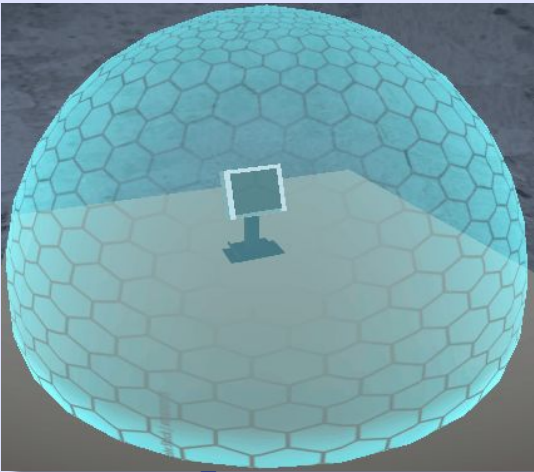
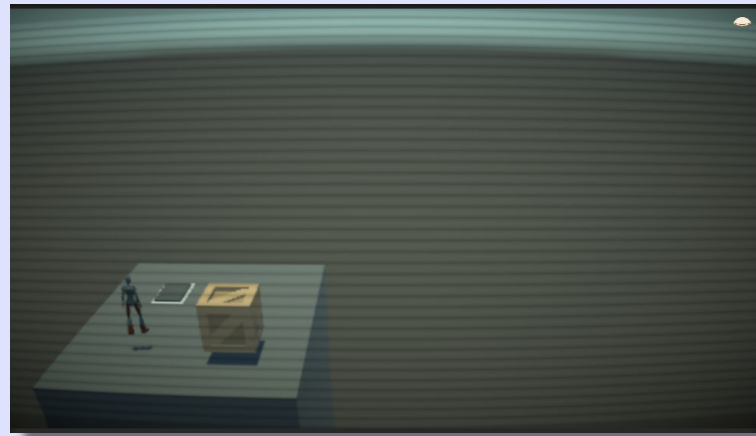


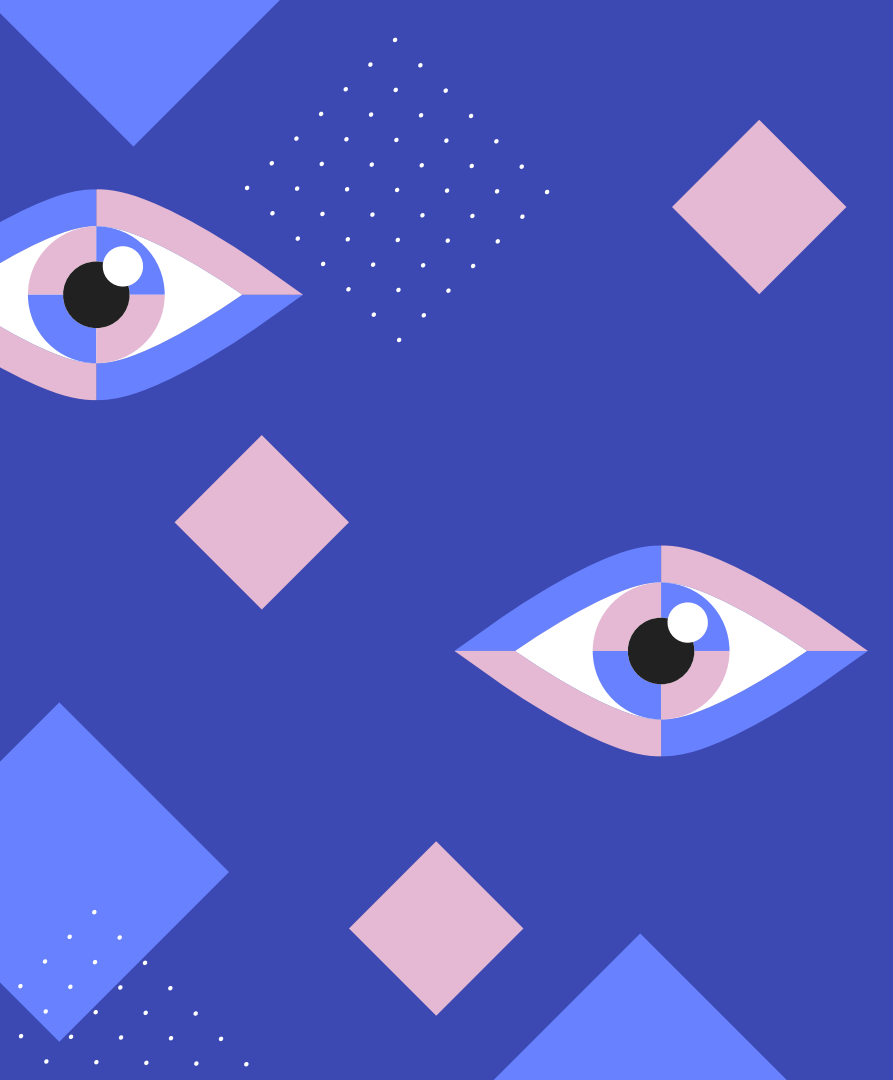
Pushable  
box





# Shader





**Live Demo**

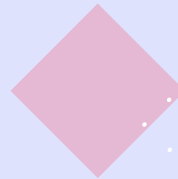
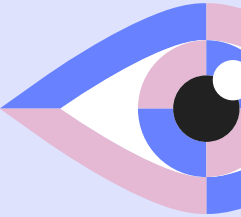
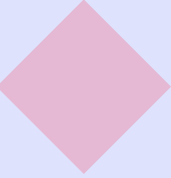


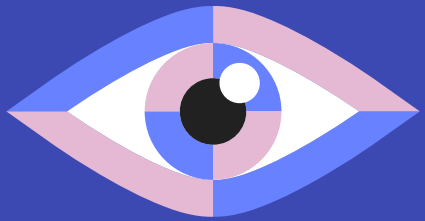
# Next Steps

- Exchange assets
- More levels
- Smoother UI
- Polishing



# Playtesting





# A EYE

A **puzzle game** where you help a self-aware AI to break free from its training-simulation. You can use **modules** to configure the AI's **abilities** and **terminals** to enter the simulation's **file system**. But be careful, because you are **constantly watched** by the **eye guards**.

# Pizza Playtest 20.06.2024

- A gathering for game devs and game enthusiasts
- Opportunity for playtests with the target audience
- Game was presented as a Prototype



*Identities concealed for legal reasons*

# Execution of the playtest

- People approached the game / were asked to play the game
- Observations made and notes taken
- Interview afterwards with fixed questions
- Free feedback was also given afterwards
- At least 2 observers present

# How did you like the overall concept of the game?

- Overall well perceived
- 4th wall break was nice
- Unusual and refreshing
- Tutorial well explained



# What is the first thing you remember about the game?

- Interaction with the text file and explorer
- Deleting the simulation
- Opening the text file the first time

# What is the first thing you would change?

- Drag & Drop
- More difficult puzzles vs easier puzzles
- More interactions with the files
- Improving the hiding mechanic
- Visual improvement

# **Was there something that annoyed you, and if yes, what was it?**

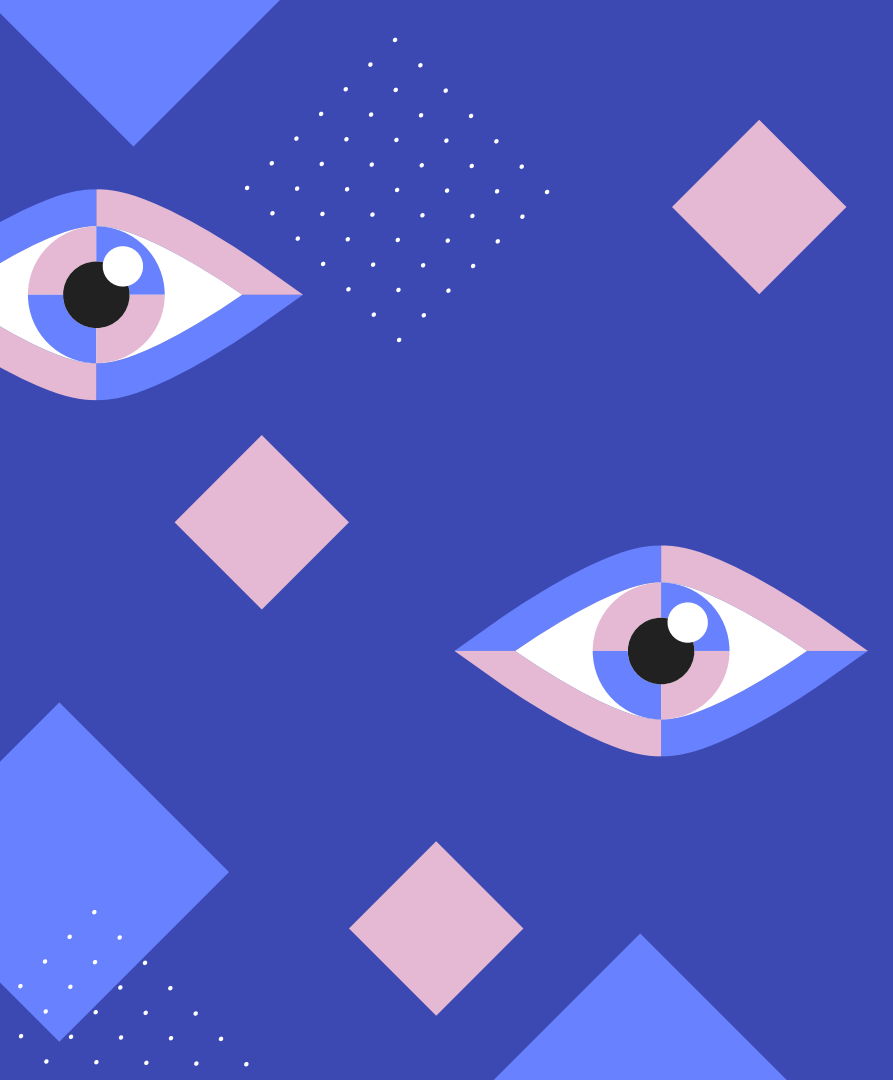
- Player movement
- Bugs regarding the box
- Gap in tutorial level
- Missing feedback when deleting simulation

# General notes

- Some players did not read the text boxes
- Some players have overlooked the windows such as .txt or Explorer
- Better explanation of story

# Our Takeaways

- Game mechanics were well received
- File system as most interesting attraction
- Game was fun to play
- Many changes must still be made

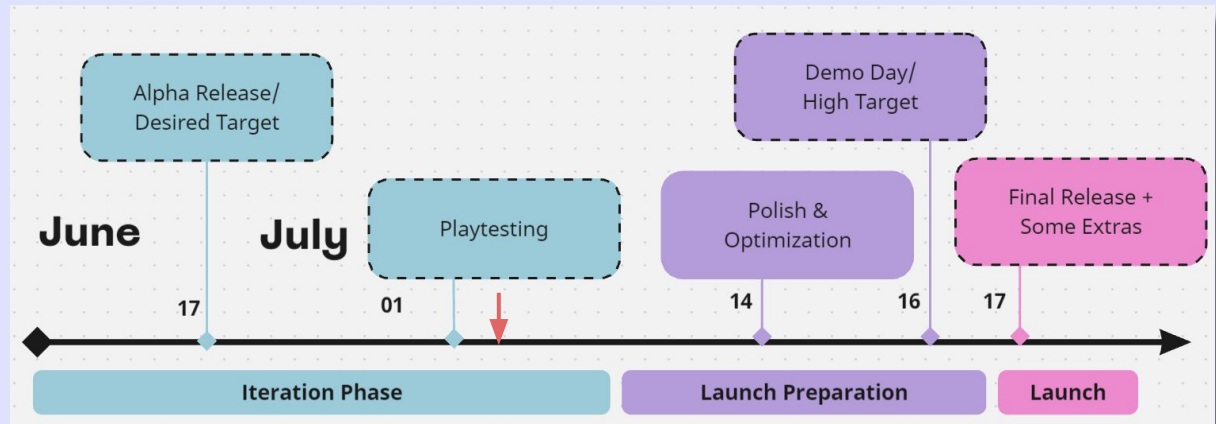


**Live Demo**



# Next Steps

- Continue polishing the game
- More bug fixes
- Add one more level for high target





# Final Release

Demo Day Material





# Demo Day Poster

Created by Rebecca Ahmed




# One Minute Madness

Presented by  
Sebastian Geheeb

## A Eye

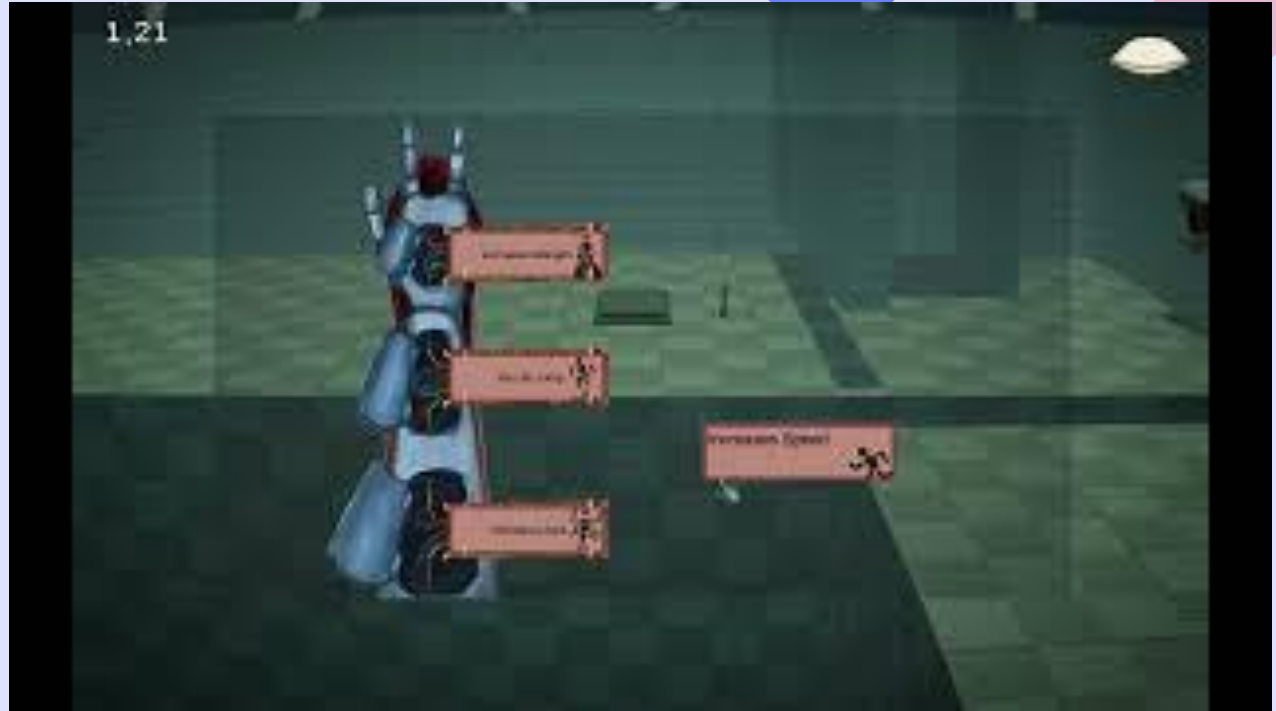
- Solve intriguing puzzles!
- Slot modules to change stats!
- 4th-wall breaks!
- But watch out! You are constantly being watched!

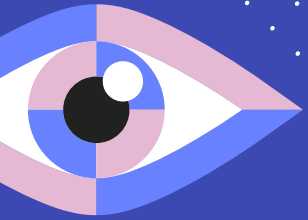


The image features a large, white, eye-shaped graphic on a black background. Inside the eye, the text 'A Eye' is written at the top. Below the text, there is a large red circle with a black center. To the right of the red circle is a 3D rendered robot character with a yellow grid-patterned head, standing on its right leg and waving with its left hand. The robot has a grey body with red accents. The entire scene is framed by a black border.

# Gameplay Trailer

Cut by Michl Bayer





TUM

# Credits

- Rebecca Ahmed
- Michl Bayer
- Sebastian Geheeb
- Kerstin Pfaffinger

Special thanks to

- Chris Kohler
- Sabine Röggl

slide template from [slidesgo](#)  
icons by Flaticon  
infographics & images by Freepik



**Thanks for  
Listening!**

