UNSOLVED

Hinterkaifeck

Christos Koliniatis
Mina Saad
Panagiota Revithi
Abdykerim Erikov

Gameplay

- Harvesting the results of early planning
- Smooth development
- Small changes in the development schedule, rearranging a number of tasks
- We may have to decrease our goals when it comes to sfx

Critiques & Feedback

- The main focus should be on the riddles that must be both challenging and entertaining.
- Assets, how they differ from each other and how well they blend with the environment.
- Sound effects as well as music scores will drastically define and improve the gameplay.
- Gun usage should be introduced earlier.

Suggestions

- FPS style navigation
- Implementation of more riddles especially in the first scene
- Reduction of the scenes and more interactable objects
- Not focus too much on the action element because it can add unnecessary workload

Changes & Improvements

- Teleportation system finished and towards the end an FPS style navigation will also be developed.
- A basic riddle will be also included in the office scene in order for the user to unlock the "Case file".
- Riddles will be developed in such a way that they can be broken into smaller ones in case we need more.
- We have already started "recruiting" people for a music score and will record some of the more unusual sfx
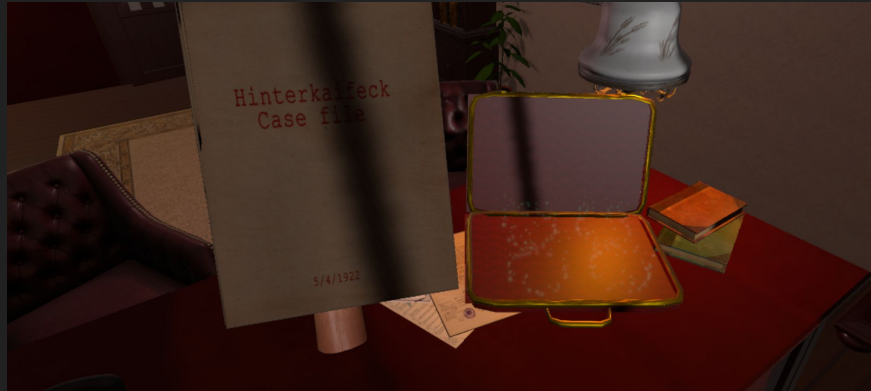
Our Prototype

As we said in our previous presentation, our core game idea is something that we had thought of & polished before. The workload is also very big and we have to work on the main game. Because of these 2 factors we broke down our prototype in parts :
- Digital Prototype
- Real life Prototype

Digital Prototype

The idea here was to use our first scene(The Office) as a sandbox and decide on which interaction techniques and basic tools would really capture the attention of the user.

Digital Prototype

We created a basic office and then we added different kinds of objects. Some were small and interactable and some were just furniture. Then we all took turns exploring the environment to judge how realistic it feels and what more we could add. This process was repeated a number of times.

Demo of the digital prototype

Real world Prototype

Having little to no experience in game design and riddles being the core gameplay of the game, we had to sharpen our skills. We all came up with some basic riddle concepts and then had the rest of the team to play them. After we came up with ideas on how to improve them.
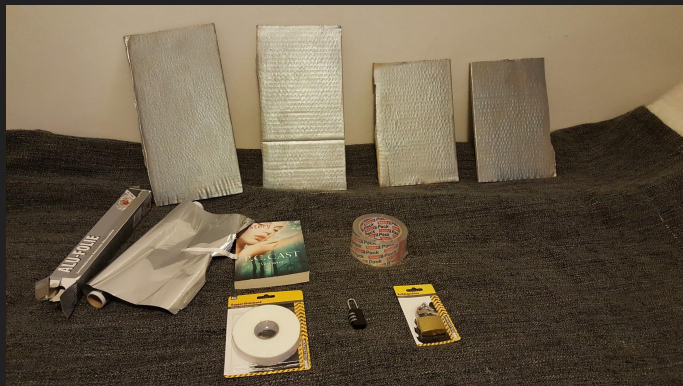
Real world Prototype

Quickly we improved and as a hands-on prototype we managed to create one that can be played here by all of you. There are no rules, just solve the riddle & add some imagination regarding your surroundings.

Real world Prototype

Will add another
Pic here tomorrow

Questions

Ask 'em !