

STATIC

WATCH YOUR BACK

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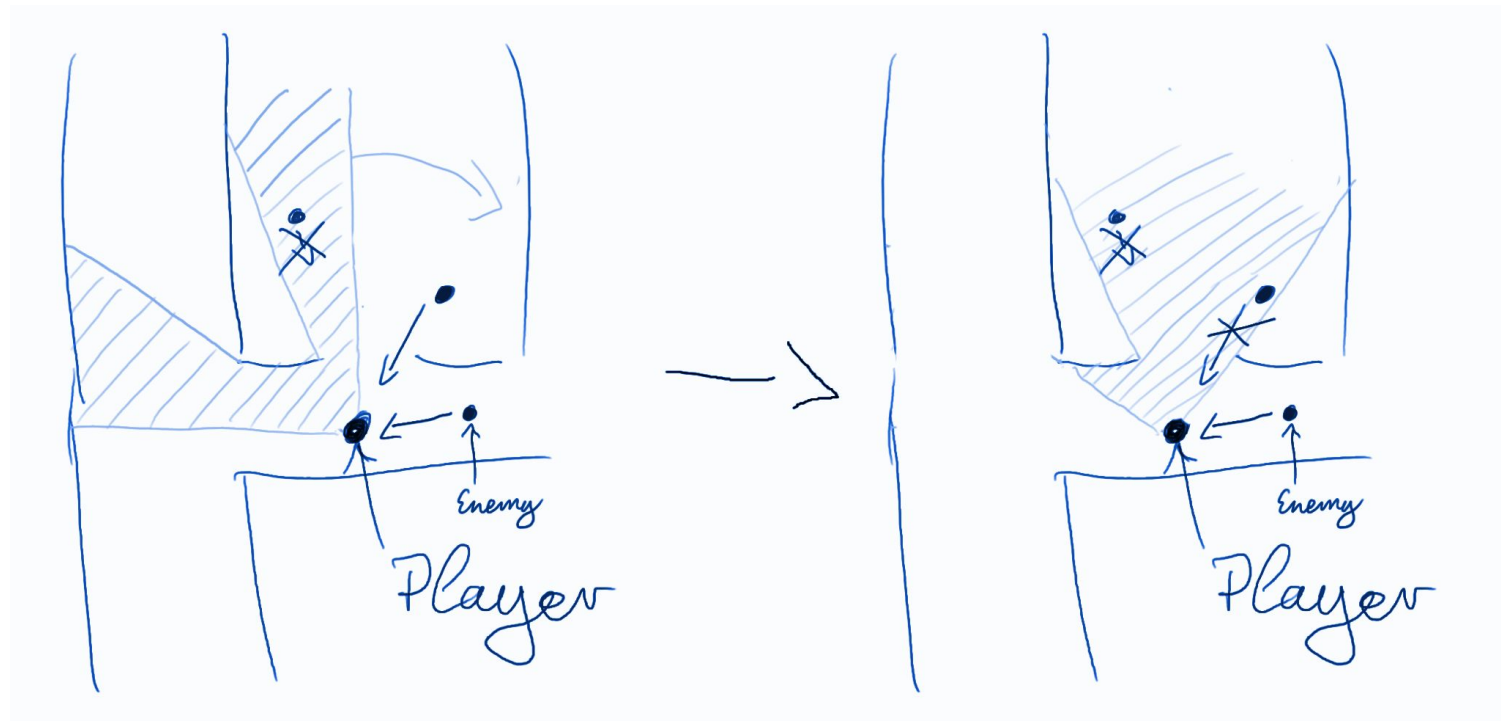
OVERVIEW

- Roguelike FPS
- Escape from an underground base
- Survive hordes of monsters
- Experience the narrative with each run

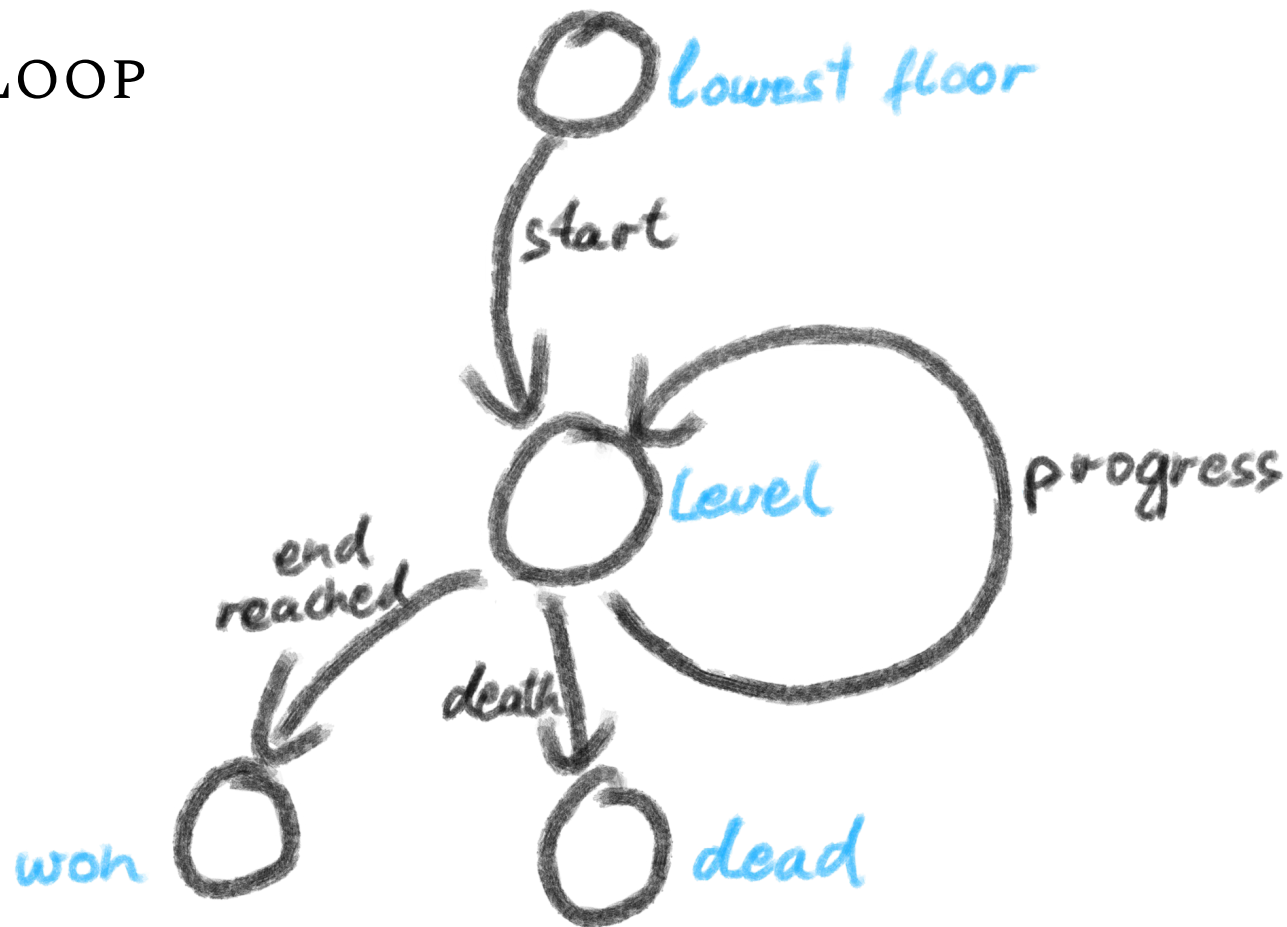
THEME: SLENDER MAN

- Slender man does not move when the player looks at it
- Expand this to the whole game world
- Some issues arise

CORE MECHANIC

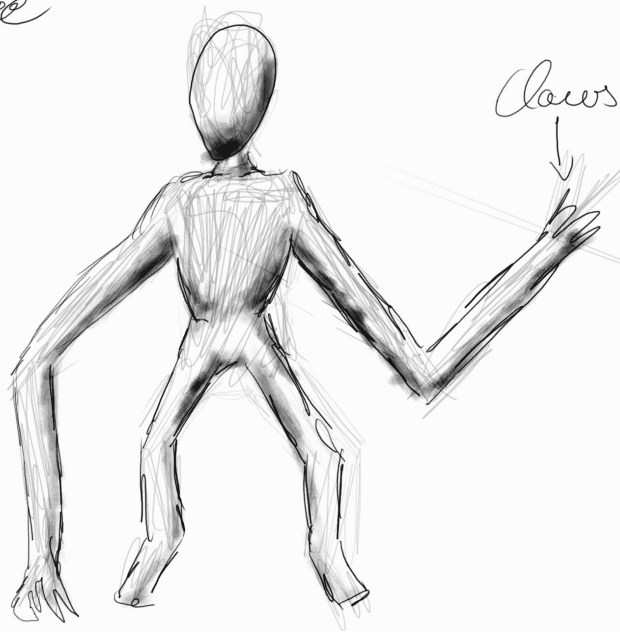


GAME LOOP



ENEMIES

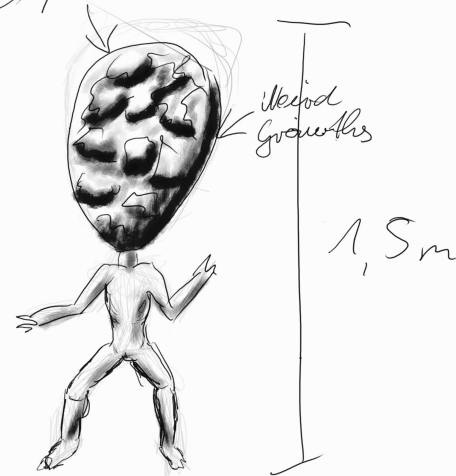
Mob



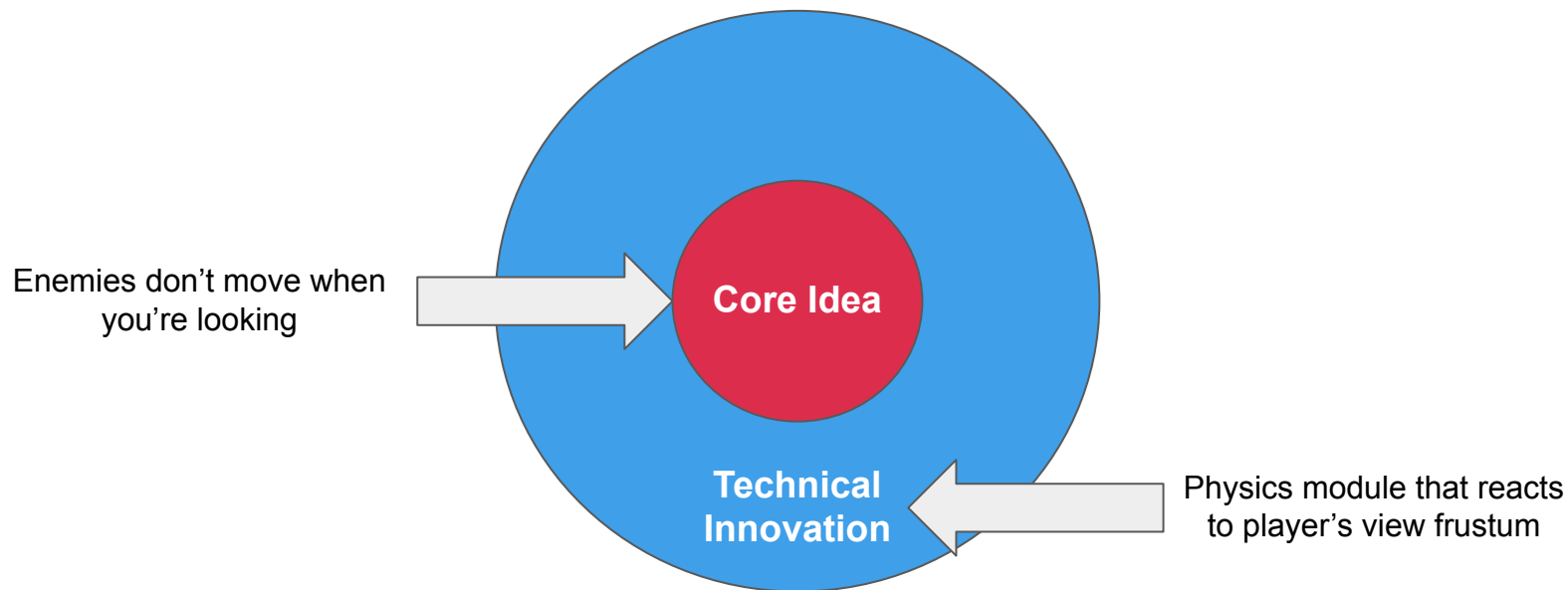
Elite



Explosive



BIG IDEA



TECH ACHIEVEMENT

- Stop enemies when not visible to the player
 - View frustum
 - Occlusion
 - Lighting
- Impede the player's vision (e.g., make lights flicker)
 - Enemies can move again
- Warn the player with audio cues

SELLING POINTS

- A fresh FPS experience
- Skill-based gameplay
- Challenging, but encourages to retry

SUCCESS?

- Satisfaction similar to solving a puzzle / executing a combo
- An experience that is very different from a regular shooter
- A player on their toes

QUESTIONS?