

TEAM NINJA

TEAM TEN

# Overview

*Help another version of you to overcome your inner demon in a strange physical manifestation of your mind.*

- First Person LAN Co-Op
- Horror/Puzzle
- Unreal Engine 5
- 4 weeks
- 7 person team.

# Pillars

- Unconventional Communication
- Disturbing Atmosphere
- LAN Co-Op

USP: Co-op between dimensions using the environment & sounds to communicate.

# Inspiration

Resident Evil 7

*Lighting, Art Direction*

Phasmophobia

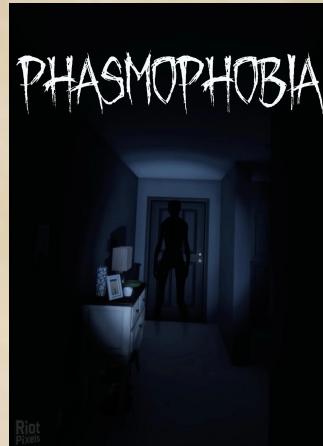
*Gameplay, Co-Op*

Stranger Things

*Narrative, World Building*

Overcooked 2

*Puzzle elements, stress*





# Feedback from Playtests

Pre-Alpha Feedback: *The game lacks a horror “feel”.*

Actions we took: Dimmed Lights, slowed movement speed, added a loose camera sway and tightened spaces in level.

Alpha Feedback: *What the \*\*\*\* are we supposed to do?*

Actions we took: Added environmental hints, informative sounds, closed off sections, added outlines and a “shopping list”.

Designers:

Fredrik Askebris, Sound Designer

David Kruse, Level Designer

Gustav magnusson, Product Owner, System Designer

Benoit Martin, Narrative Designer, Art Lead

Arvid Rongedal, Level Designer

Programmers:

Carolina Costa

Anton Hedlund

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HELP ME HELP ME

