

The background of the image is a dark, textured surface, possibly a forest floor or a stage set, with three lit candles. The candles are cylindrical and have a warm, orange glow. Smoke is rising from the candles, creating a hazy, atmospheric effect. The overall mood is mysterious and somber.

HYPNAGOGIA

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CONCEPT

VISUAL DESIGN

Style: Realistic

Colour Pallet:



VISUAL DESIGN – CHARACTERS AND ANIMATION

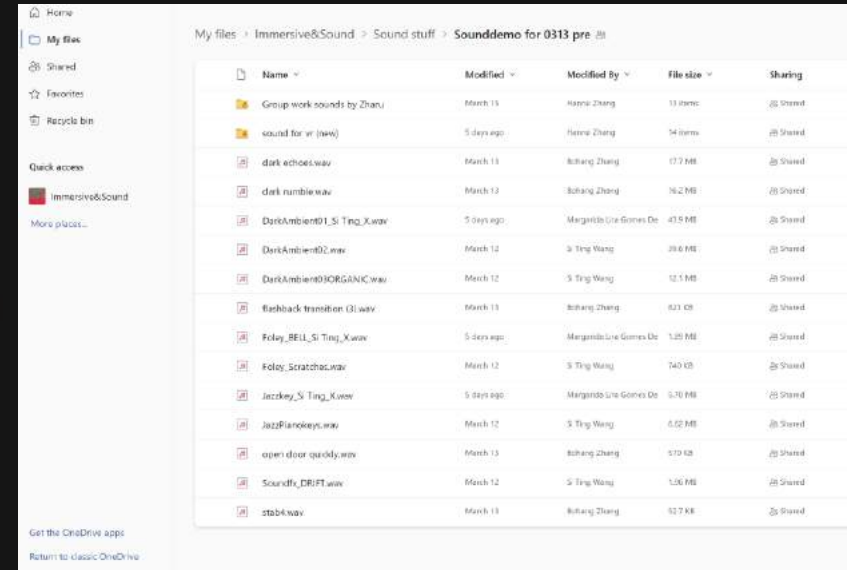
In terms of animation, the overall motion is realistic and not too exaggerated. The only exception is the clown scene, where the movements were sped up or dramatized.

The characters also fit this realistic approach, however slightly more cartoony when compared to the rest of the aesthetics throughout the game.



AUDIO DESIGN

https://artslondon-my.sharepoint.com/:f:/g/personal/m_liragomesdealmeidabelo0420201_arts_ac_uk/Ep_wKgd2IPZKg0WYdi7_l1gBJ90AUo8aaUUeCIUmnJ9hHg?e=8pJLw8



The screenshot shows a OneDrive interface with a sidebar on the left containing navigation links: Home, My files, Shared, Favorites, and Recycle bin. Below these are 'Quick access' and 'More places...' sections. The main area displays a file explorer view for the path 'My files > Immersive&Sound > Sound stuff > Sounddemo for 0313 pre'. A table lists the files in this folder, including folders like 'Group work sounds by Zhanu' and 'sound for w (new)', and individual audio files with their names, modification dates, modified by users, file sizes, and sharing status.

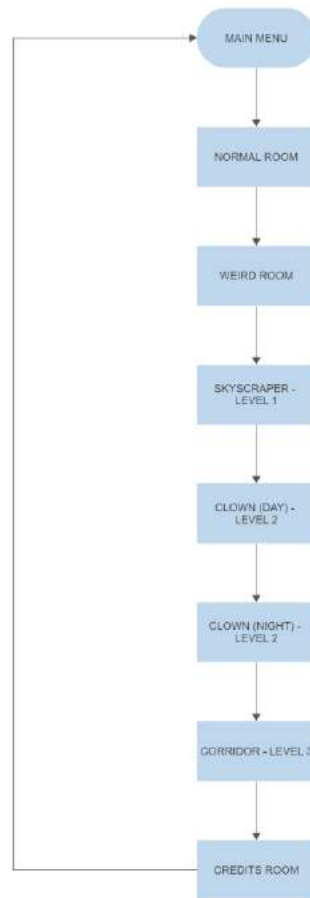
Name	Modified	Modified By	File size	Sharing
Group work sounds by Zhanu	March 13	Hanye Zhang	13 items	⌵ Shared
sound for w (new)	5 days ago	Hanye Zhang	14 items	⌵ Shared
dark echoes.wav	March 13	Bihang Zhang	17.7 MB	⌵ Shared
dark rumble.wav	March 13	Bihang Zhang	16.2 MB	⌵ Shared
DarkAmbient01_Si Ting_X.wav	5 days ago	Margareto Lina Gomes De	43.5 MB	⌵ Shared
DarkAmbient02.wav	March 12	Si Ting Wang	28.6 MB	⌵ Shared
DarkAmbient03ORGANIC.wav	March 12	Si Ting Wang	12.1 MB	⌵ Shared
flashback-transition 03.wav	March 13	Bihang Zhang	823 KB	⌵ Shared
Polay_BE11_Si Ting_X.wav	5 days ago	Margareto Lina Gomes De	3.25 MB	⌵ Shared
Polay_Scratch.wav	March 12	Si Ting Wang	740 KB	⌵ Shared
Jazzkey_Si Ting_X.wav	5 days ago	Margareto Lina Gomes De	5.70 MB	⌵ Shared
JazzPianokeys.wav	March 12	Si Ting Wang	0.52 MB	⌵ Shared
open door quickly.wav	March 13	Bihang Zhang	510 KB	⌵ Shared
Soundfx_DREFT.wav	March 12	Si Ting Wang	1.56 MB	⌵ Shared
stab4.wav	March 13	Bihang Zhang	12.7 KB	⌵ Shared

At the bottom of the sidebar, there are links for 'Get the OneDrive apps' and 'Return to classic OneDrive'.

GAME FLOW CHART

Overall, very linear game flow. The player cannot make any choices that change the narrative or outcome. The only exception is the pop-up menu which can reset/take the player to other scenes. However, the order remains the same. To finish the game, the player must finish level 3.

The game always ends by going back to the main menu scene and therefore restarting the game.



INSPIRATIONS

IT

Visual and Audio



Richie's Plank
Experience

Visual and Gameplay



FNAF

Gameplay



Slenderman

Visual, Gameplay and
Audio



GAMEPLAY



THANKS!

DO YOU HAVE ANY QUESTIONS?

FEEDBACK?



BYE-BYE

