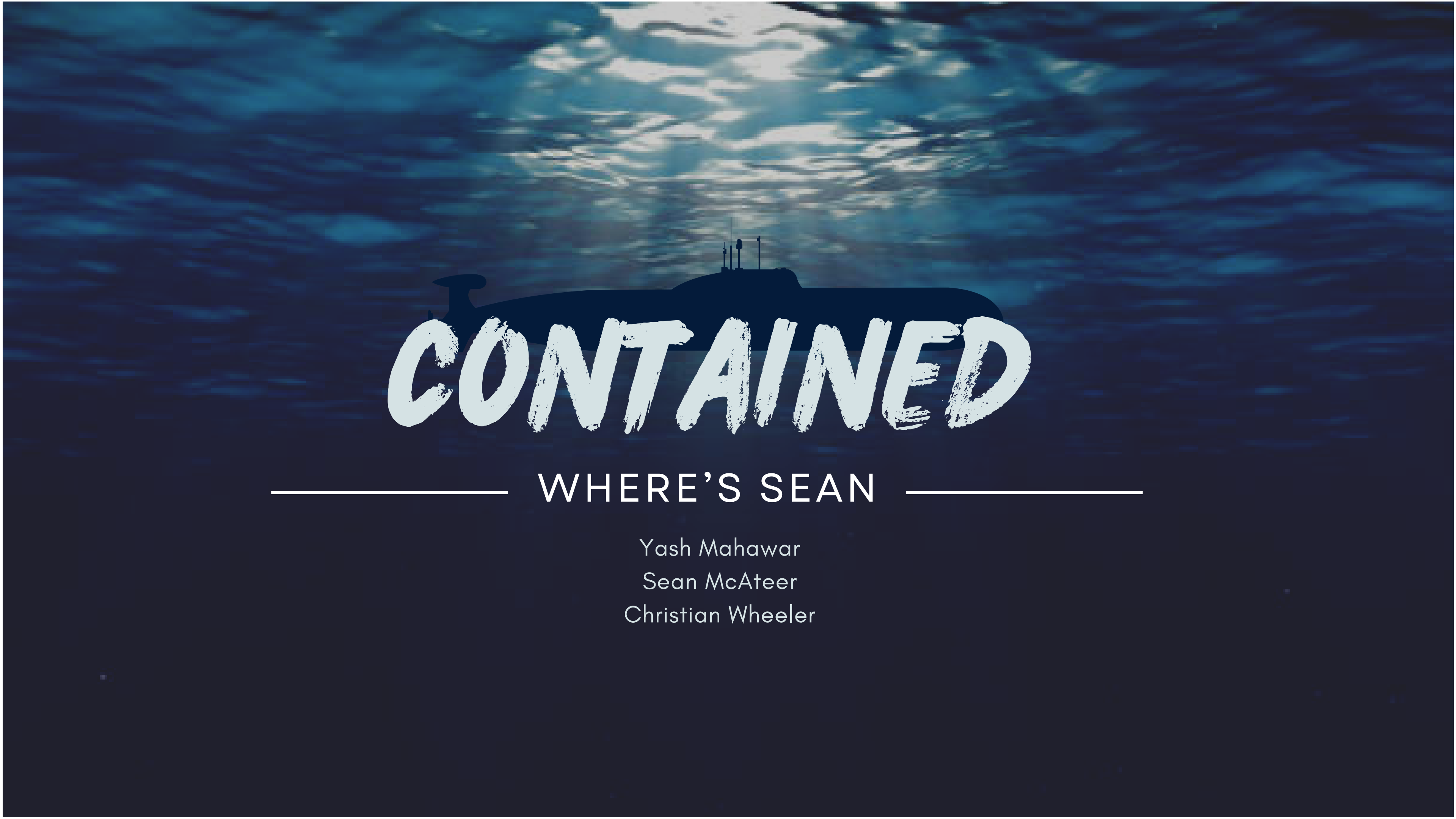


A silhouette of a submarine is centered in the upper half of the image, set against a background of a blue sky with white, wispy clouds. The submarine's conning tower and various antennas are visible.

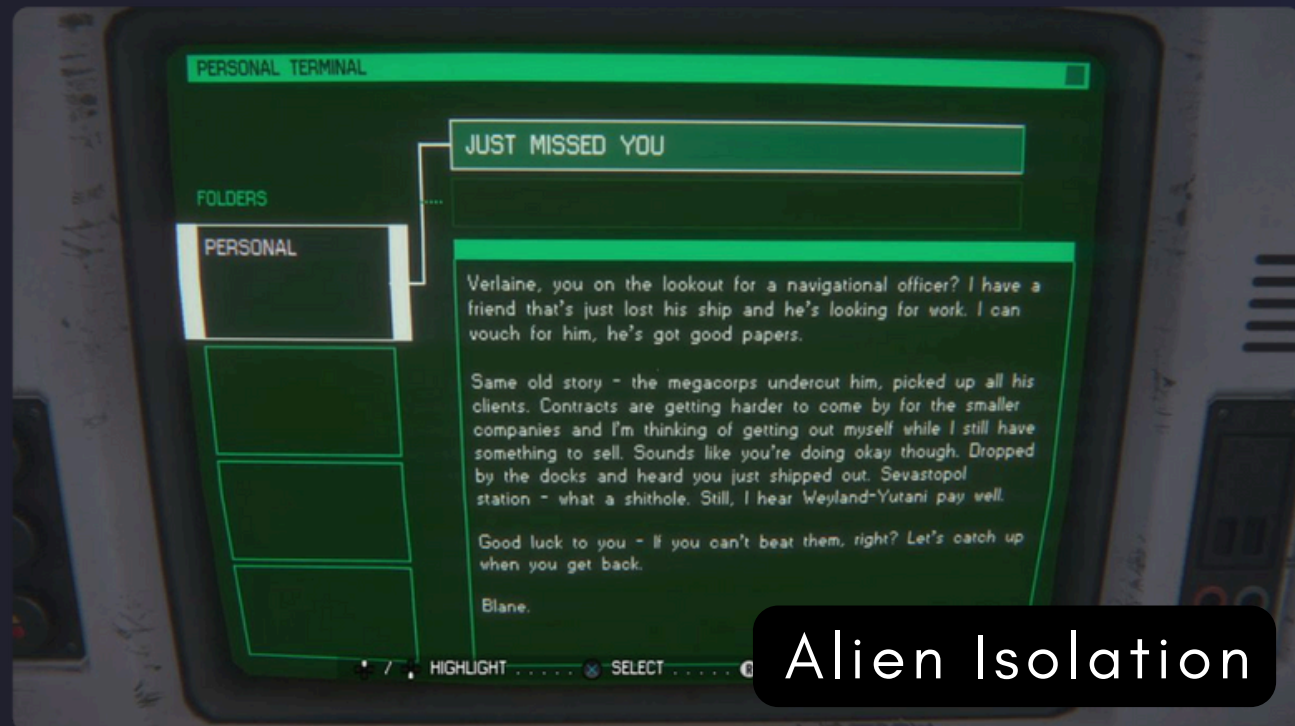
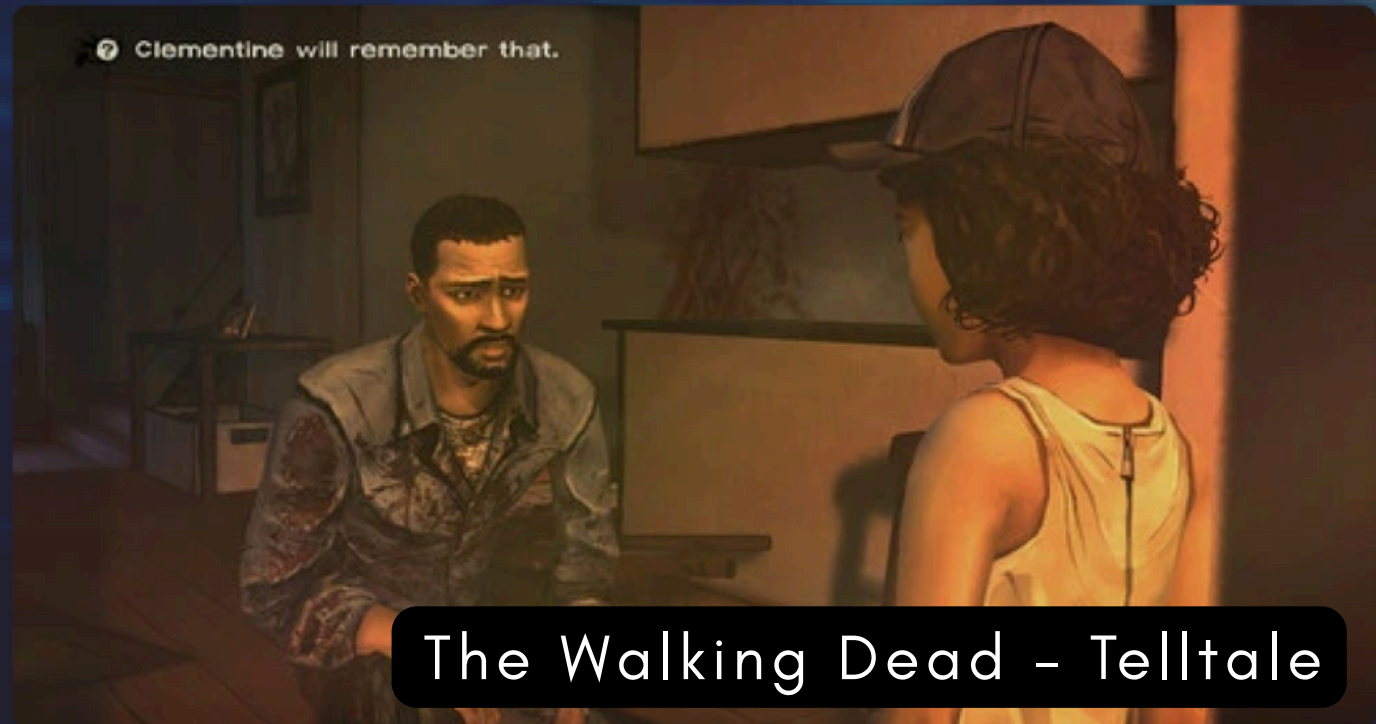
CONTAINED

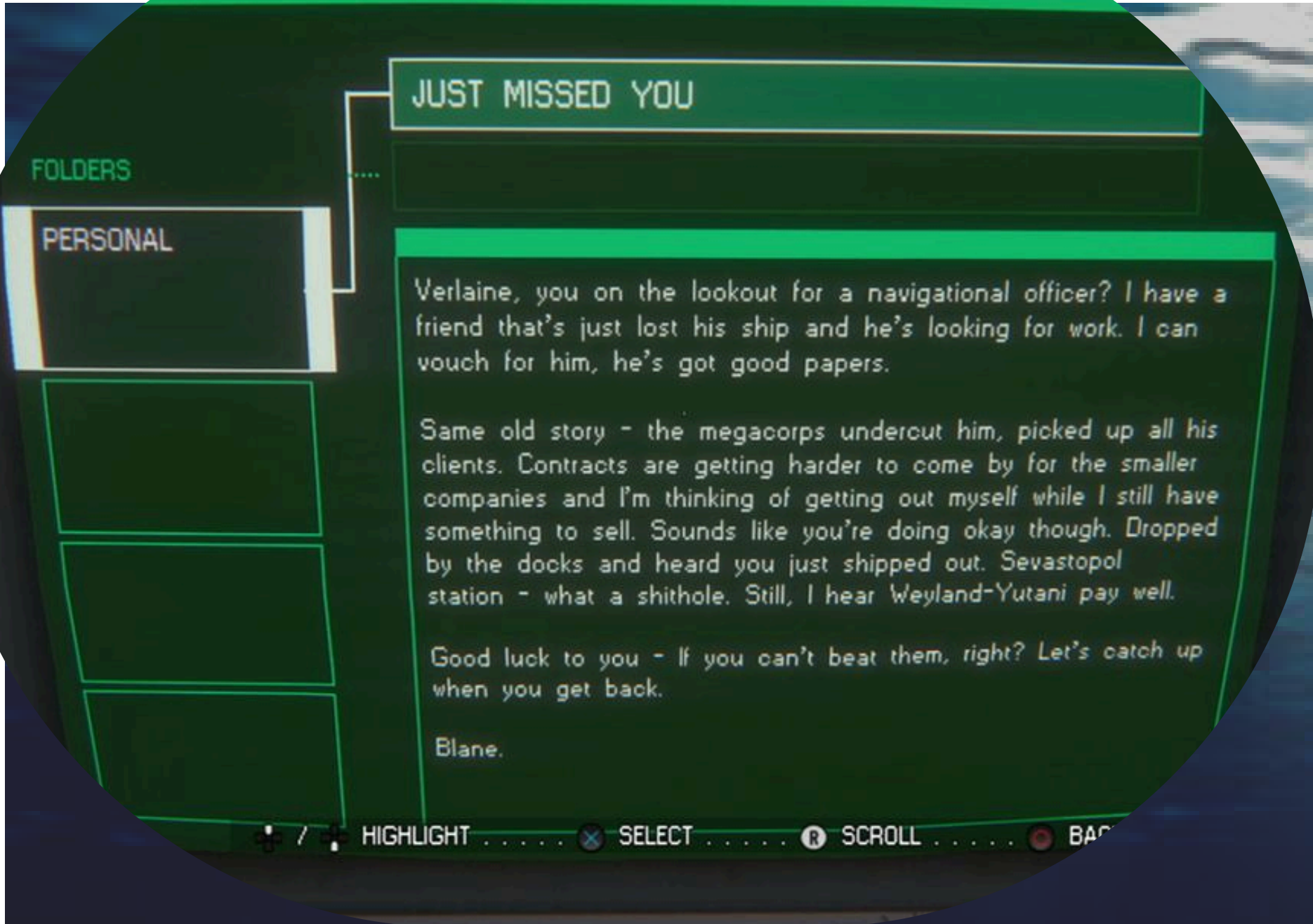
WHERE'S SEAN

Yash Mahawar
Sean McAteer
Christian Wheeler

PART 1

INSPIRATION

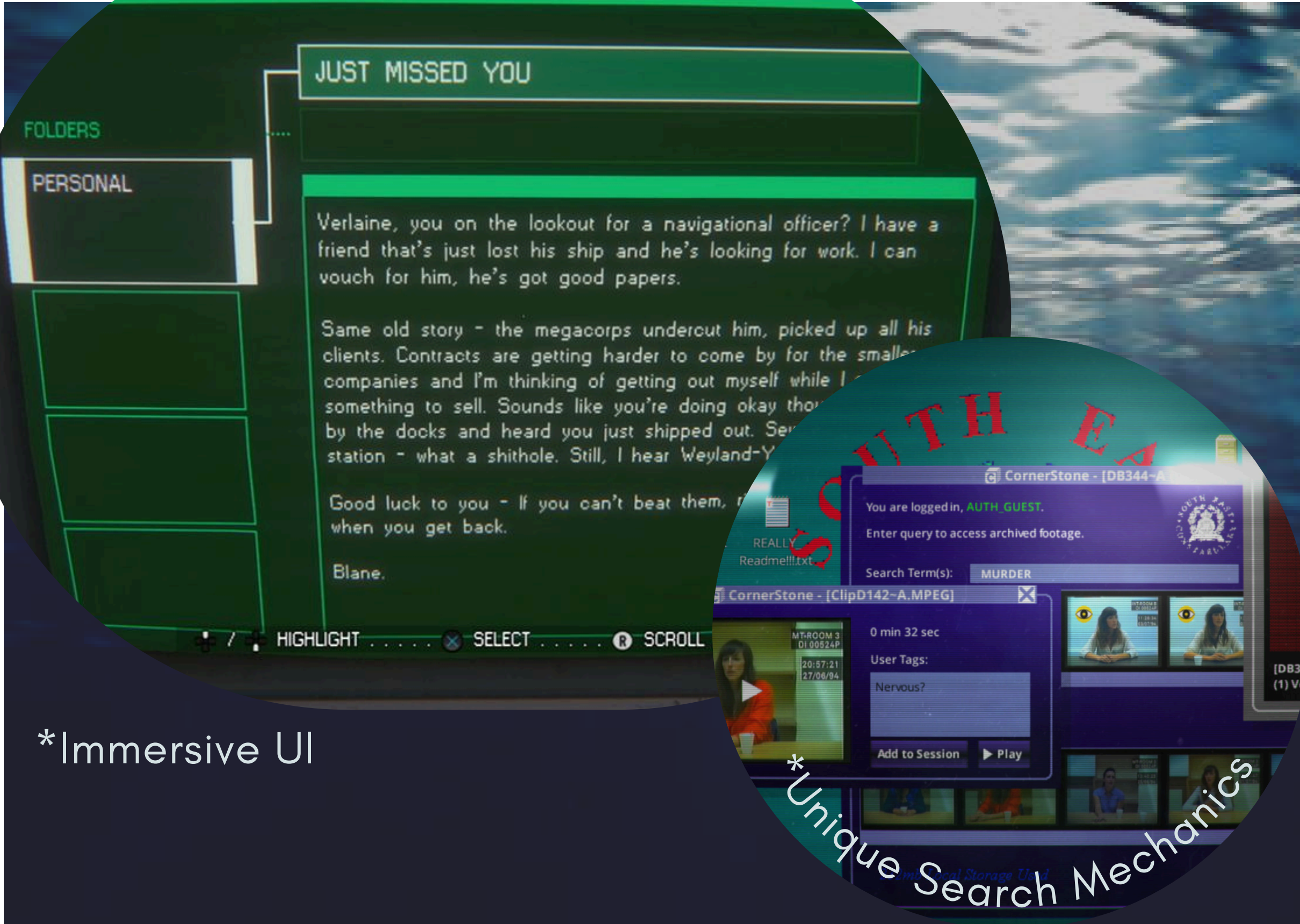




*Immersive UI

PART 1 – UNIQUE SELLING POINT UI & DIEGETIC IMMERSION

All interactions with the game world will be through ship terminals and logs.



*Immersive UI

*Unique Search Mechanics

PART 1 – UNIQUE SELLING POINT UI & DIEGETIC IMMERSION

All interactions with the game world will be through ship terminals and logs.



*Immersive UI

*Environmental Impact

*Unique Search Mechanics

PART 1 – UNIQUE SELLING POINT UI & DIEGETIC IMMERSION

All interactions with the game world will be through ship terminals and logs.

PART 2

GAME DESCRIPTION

You are the last surviving crew member aboard a stranded submarine. Oxygen is running out, and the only way to escape is by bypassing security systems and repairing critical functions—guided only by a distant voice topside.

- Single Player
- Genre: *Mystery/Suspense*
- Features: puzzles to uncover passwords
- Goals
 - Short: Unlock passwords
 - Medium: Repair ship functions
 - Long: Rise to surface



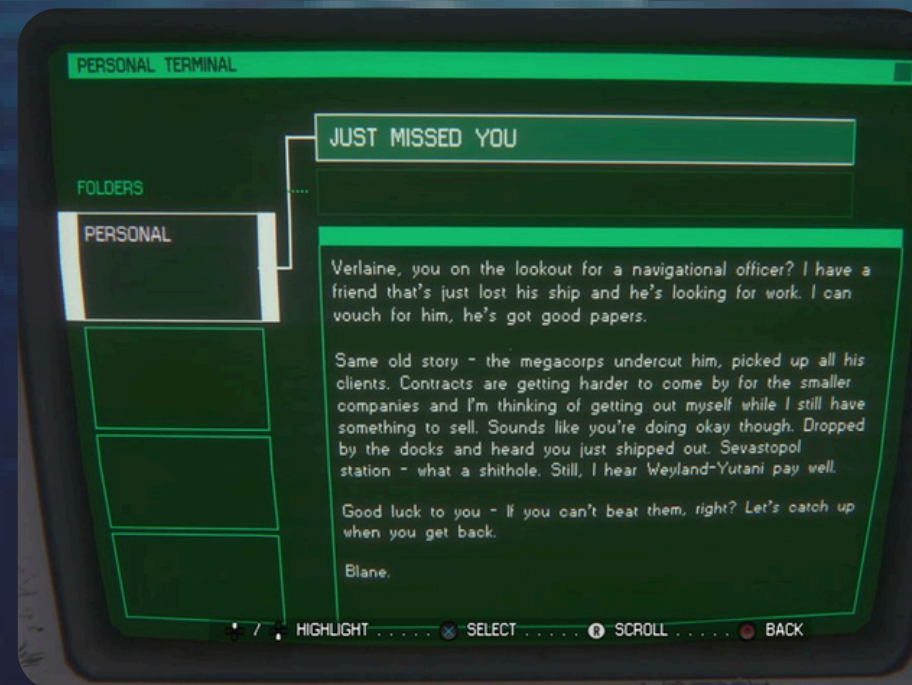
PART 2

GAME MDA



MECHANICS

- Database
- Notifications
- Ship Objectives



DYNAMICS

- UI & Hacking
- Puzzles
- Terminal

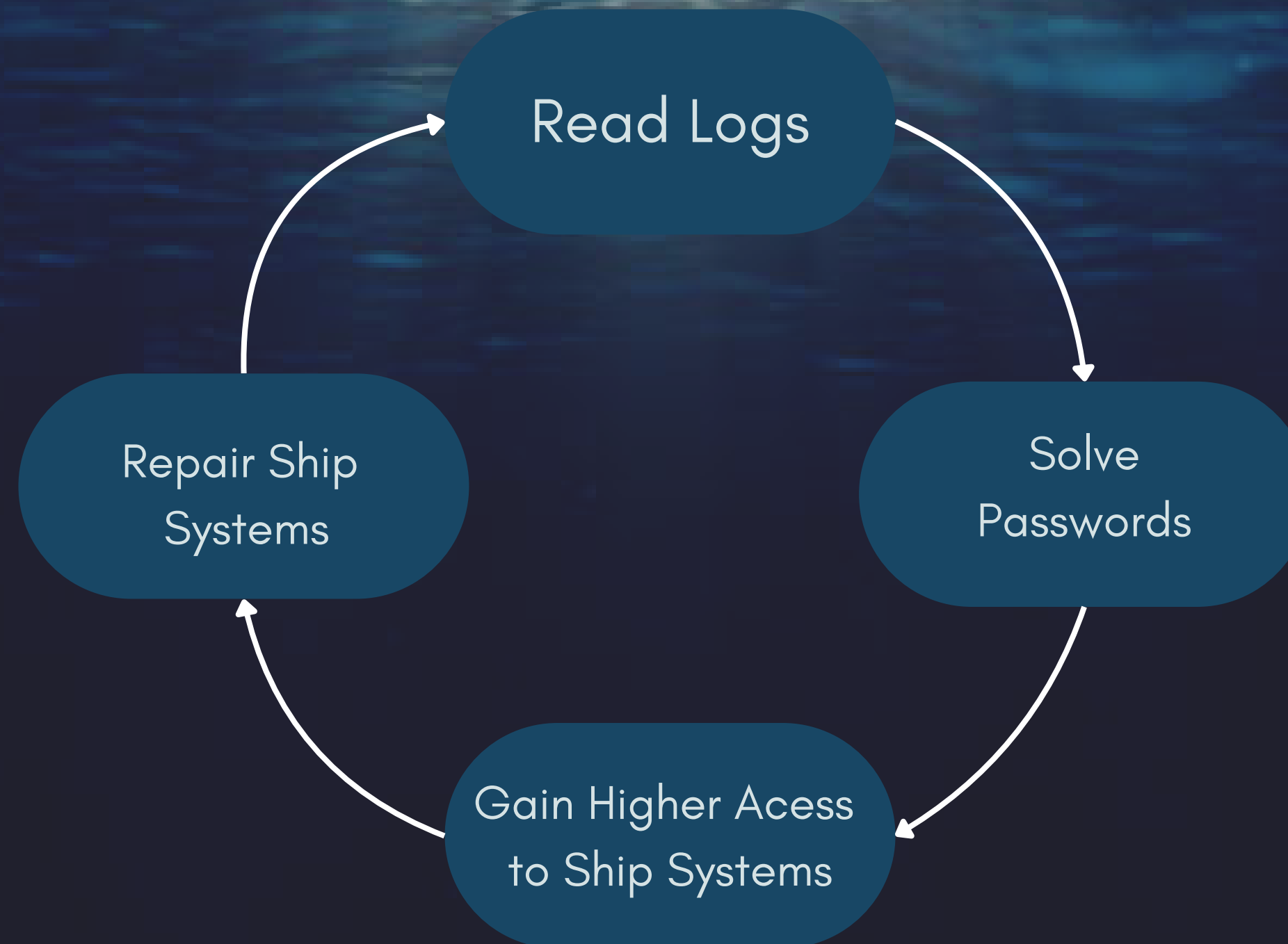


AESTHETICS

- Narrative
- Discovery
- Fantasy
- Challenge

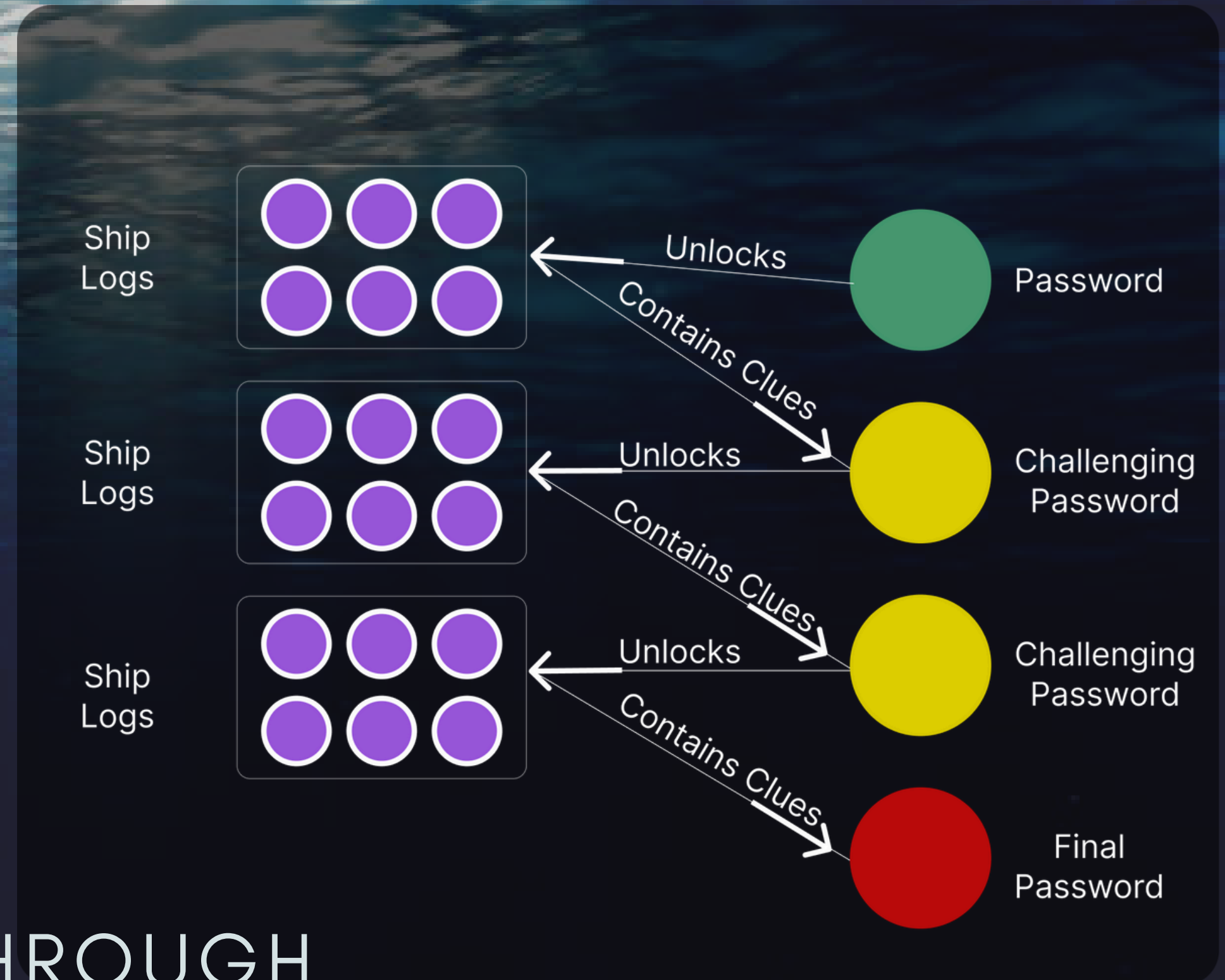
PART 2 CONT

GAMEPLAY LOOP



DISCOVER

- Players use available info in ship logs to unlock ship repairs



PART 3 – EXAMPLE PLAYTHROUGH

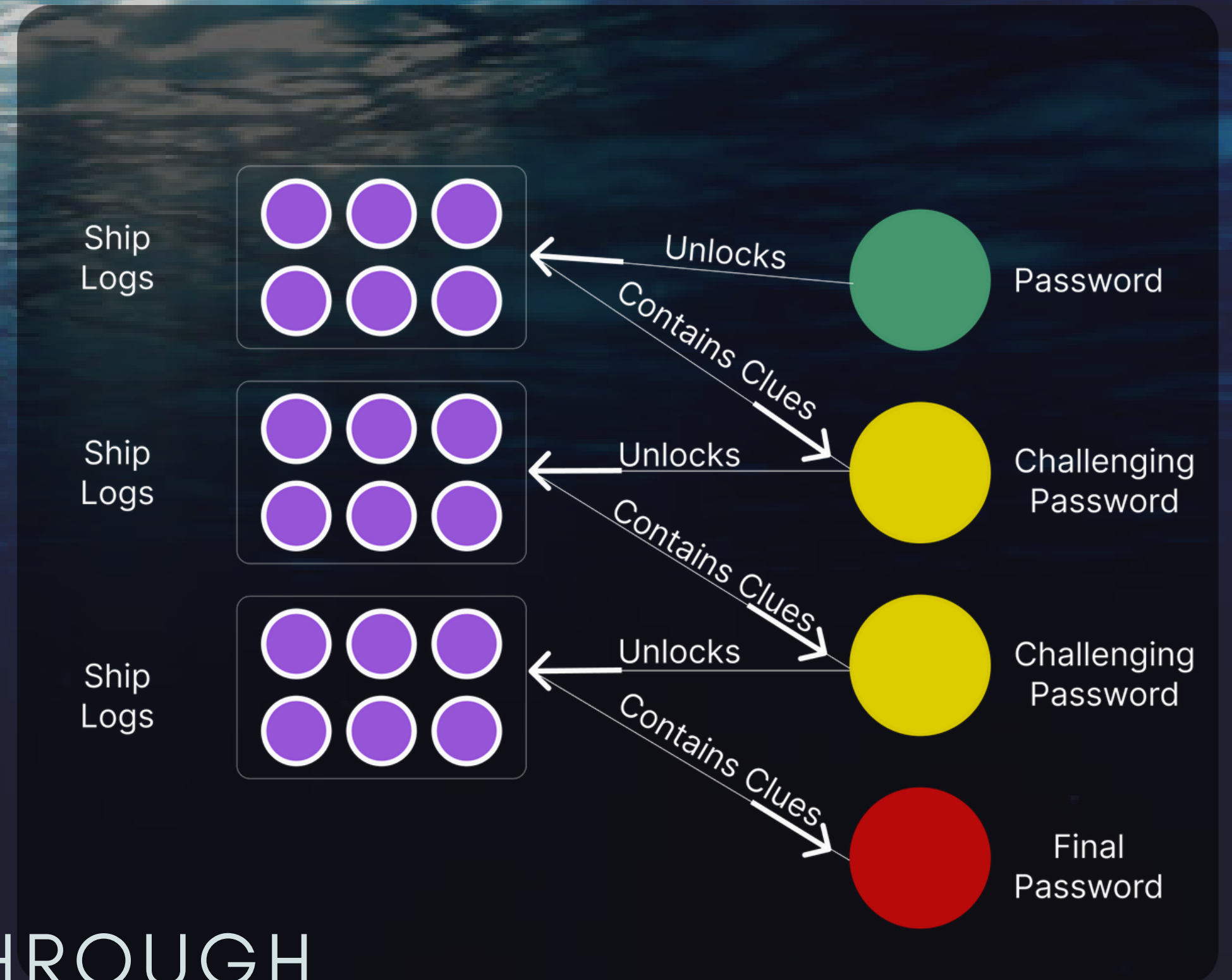
UI & DIEGETIC IMMERSION

DISCOVER

- Players use available info in ship logs to unlock ship repairs

UNLOCK

- Ship repairs unlock more logs and clues to more challenging passwords.



PART 3 – EXAMPLE PLAYTHROUGH

UI & DIEGETIC IMMERSION

DISCOVER

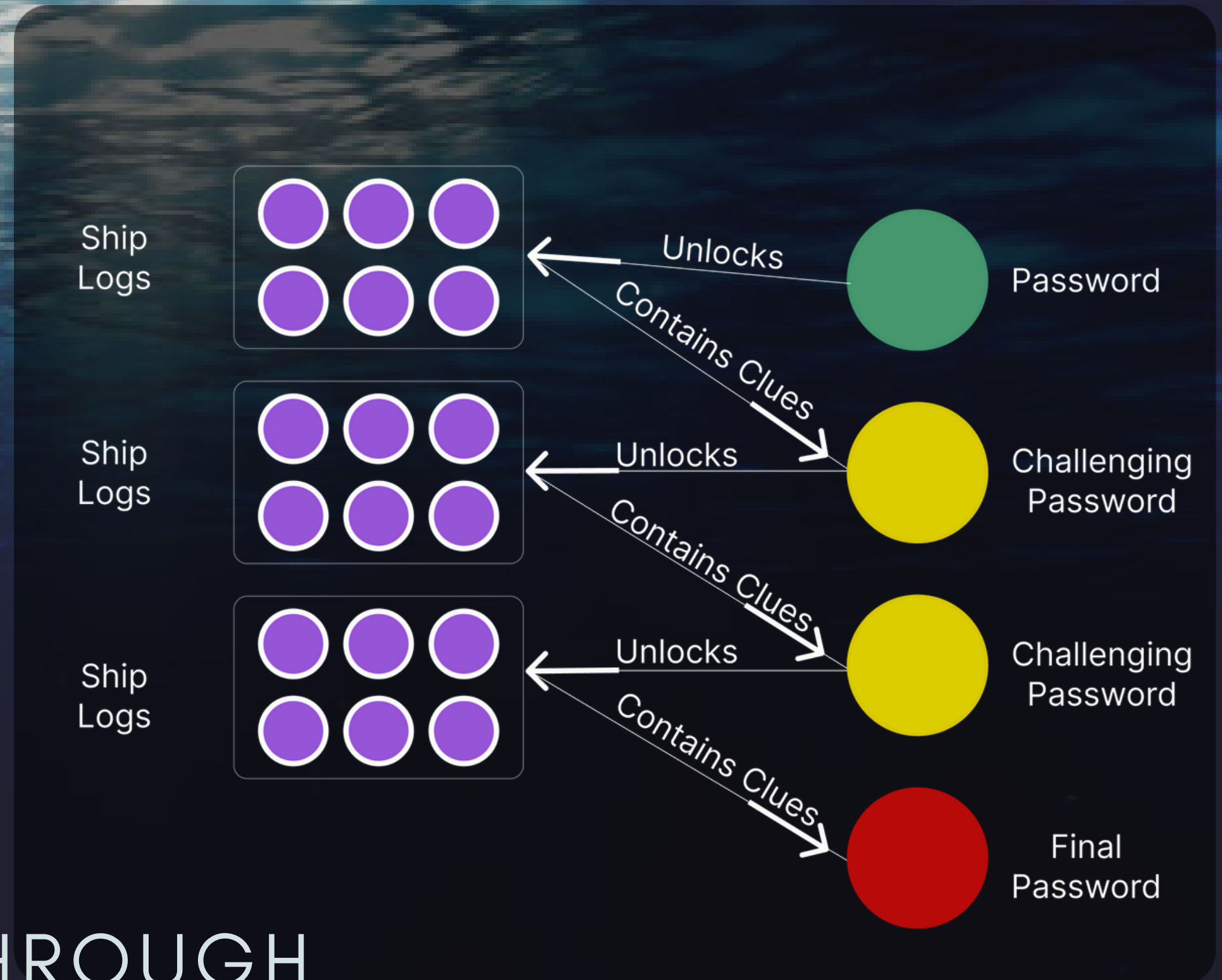
- Players use available info in ship logs to unlock ship repairs

UNLOCK

- Ship repairs unlock more logs and clues to more challenging passwords.

ASCEND

- Players use available info in ship logs to repair the ship and ascend.



PART 3 – EXAMPLE PLAYTHROUGH

UI & DIEGETIC IMMERSION

PART 4

TARGET AUDIENCE

Brain Hex: Mastermind – Survivor

- Solve puzzles
- Uncover what happened
- Survive the sinking submarine.

Leblanc's Taxonomy:

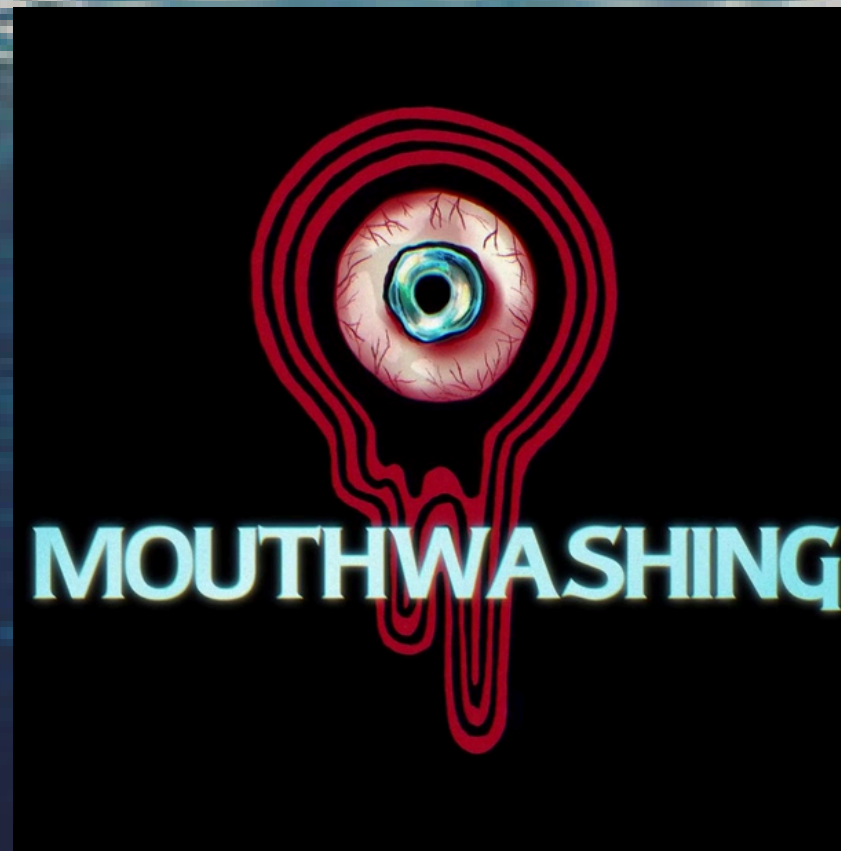
- Narrative
- Discovery
- Fantasy
- Challenge



Stories untold
game 1



3D enviornment



Interacting with
the crew



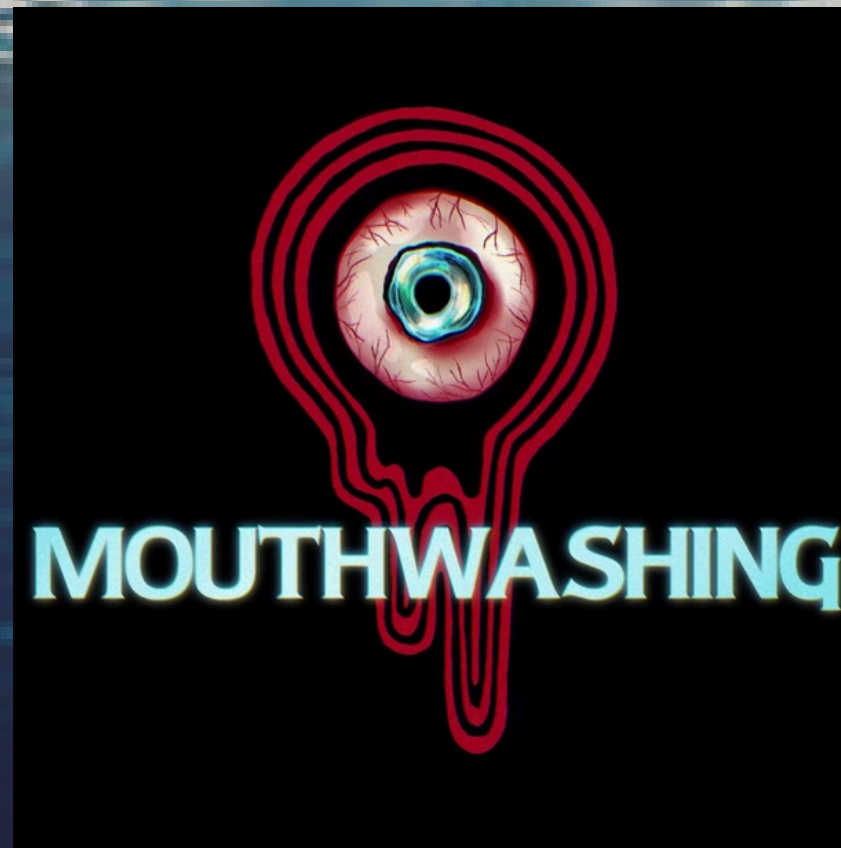
Setting

PART 5 – SIMILARITIES

COMPETITIVE ANALYSES



- Centralized story
- Survival puzzle



- Interacting with crew
 - messages
 - abstraction



- Branching path
- Terminal-based gameplay
- logic driven

PART 5 – DIFFERENCES

COMPETITIVE ANALYSES

PART 6

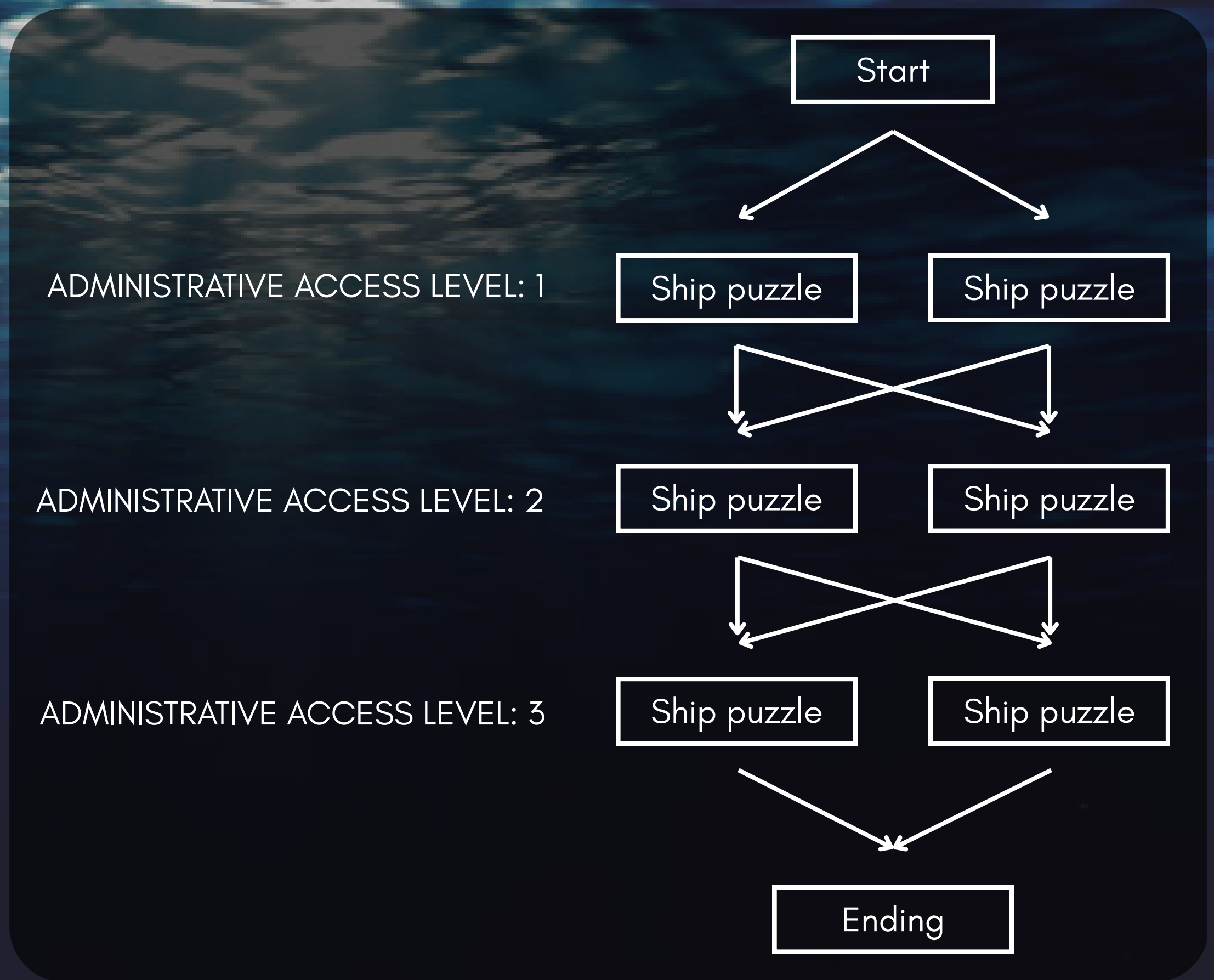
NARRATIVE - PREMISE

You are the last surviving crew member on a submarine.

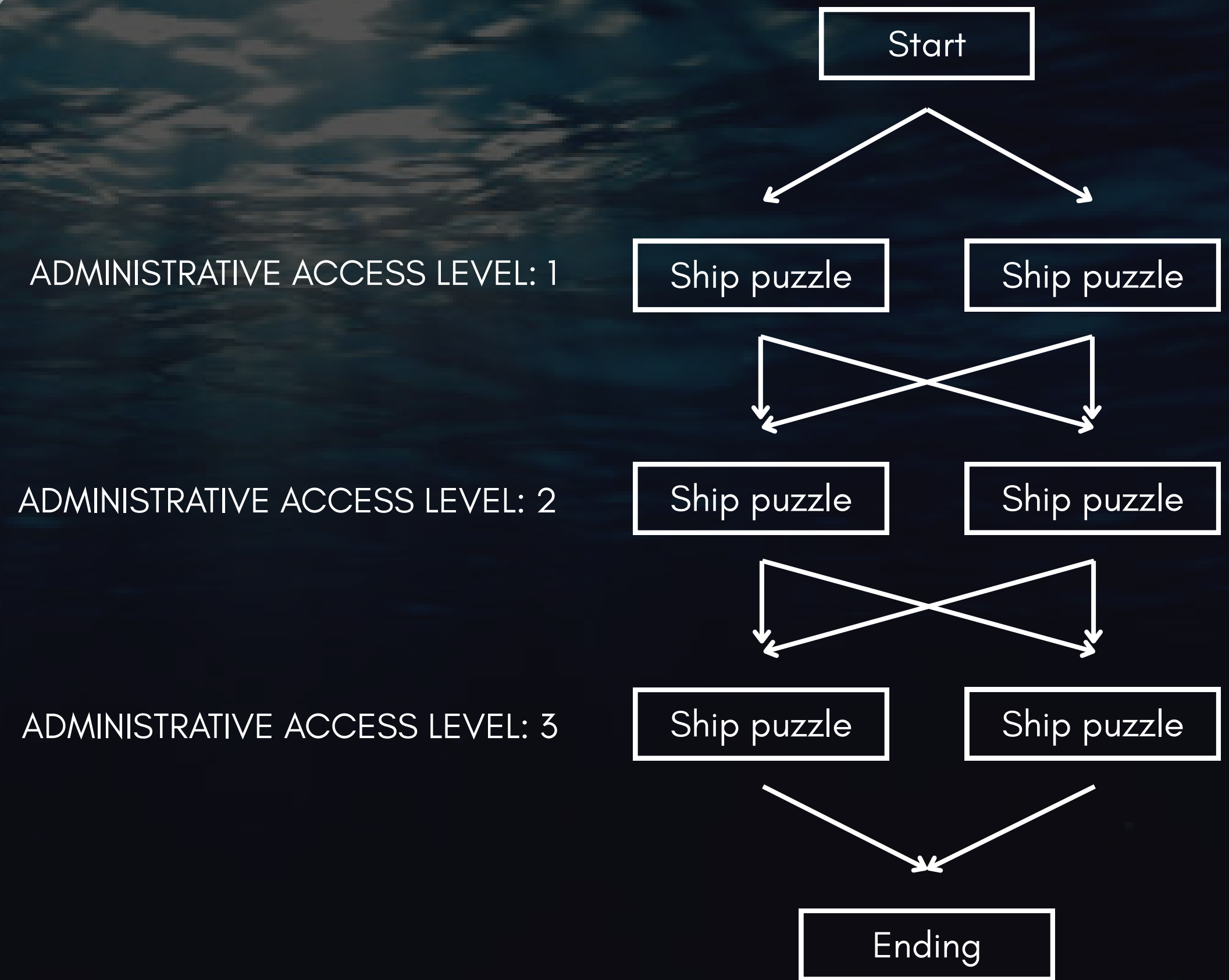
Your goal is to return to the surface – luckily, someone above ground is guiding you through operating the sub on your own. It's up to you now to perform operations that usually require a multi-person crew, but as long as you can bypass computer security using your wits and what you know about your crew members, you'll surely make it out safe!

PART 6 CONT.

NARRATIVE - FLOWCHART



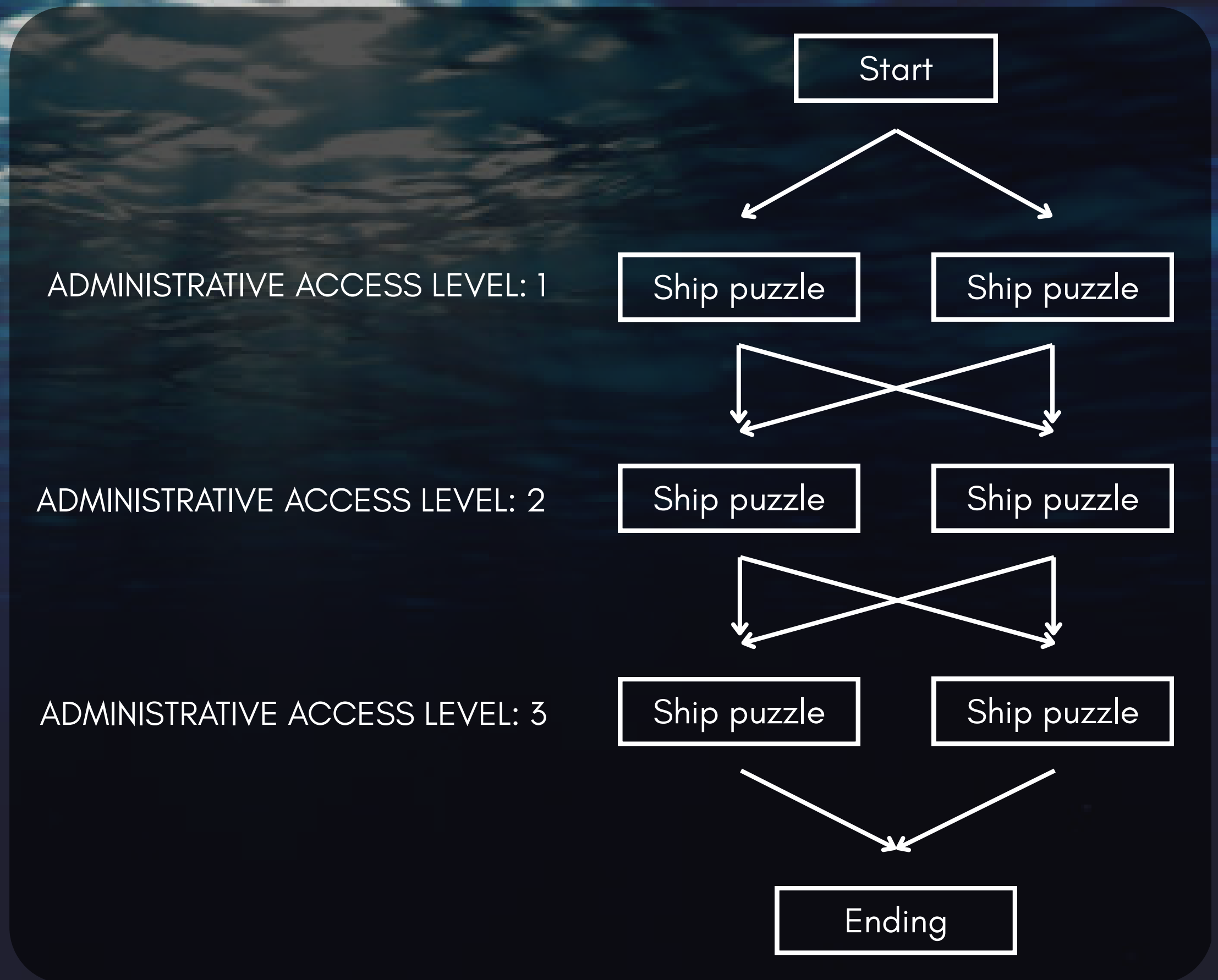
- “Ship puzzle” can refer to a password puzzle, or interacting with the ship’s functions to affect the environment.



PART 6 CONT.

NARRATIVE - FLOWCHART

- “Ship puzzle” can refer to a password puzzle, or interacting with the ship’s functions to affect the environment.
- There may be multiple puzzles available at any one access level.



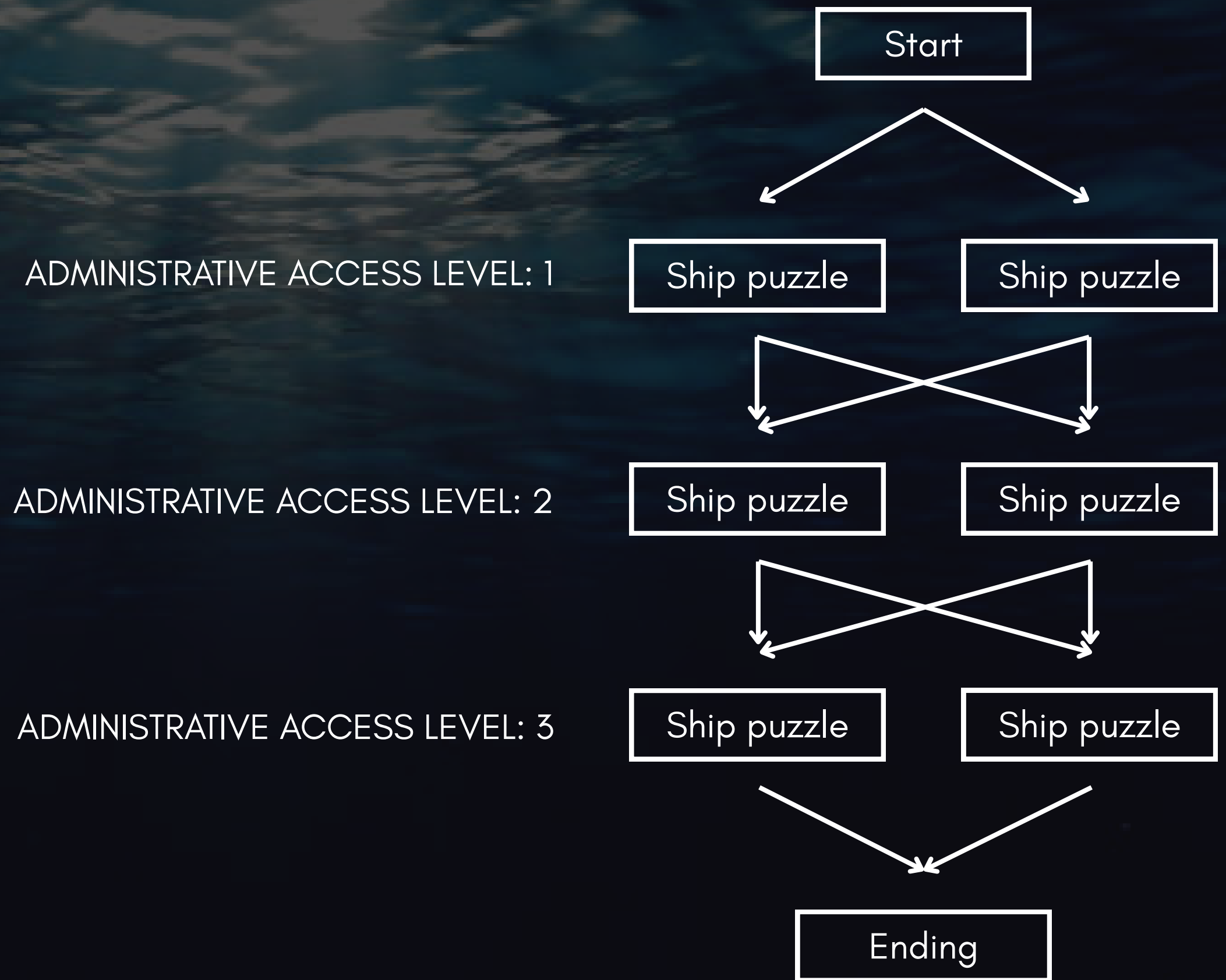
PART 6 CONT.

NARRATIVE - FLOWCHART

- “Ship puzzle” can refer to a password puzzle, or interacting with the ship’s functions to affect the environment.
- There may be multiple puzzles available at any one access level.
- The starting and ending are fixed, but localized player choices change the way the story unfolds.

PART 6 CONT.

NARRATIVE - FLOWCHART





THANK YOU

TEAM: WHERE'S SEAN