Deep Into Darkness

Niche Entertainment

MEET THE TEAM

- **Yehonatan Tamir** - *Game/model designer*

- **John Zlotek** - *Co-head programmer*

- **Jack Warren** - *Head level designer*

- **Stelios Papoutsakis** - *Head sound engineer*

- **Zach Brown** - *Head graphics/interface designer*

- **Jonathan Saewitz** - *Co-head Programmer*

- **Jordan Berger** - *Sound engineer/producer*

MOTIVATION

- To produce a game that appeals to a more mature audience
- To convey a message
  - That even one that is considered good can turn evil when the right buttons are pushed
- The games that inspired us are Rayman and Dishonored.

INITIAL PLAN

- Have the game include
  - Cutscenes
  - Four levels
  - Custom music
  - 3D models
  - A twisted story
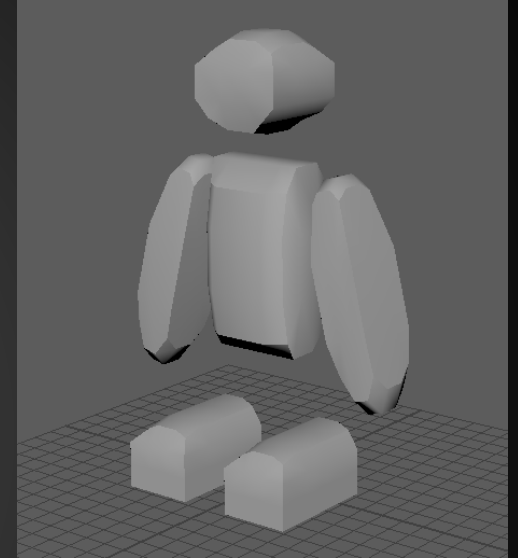
DEVELOPMENT PROCESS

- Started by each working on our own individual tasks
- Ended by combining each part of our work

OUTCOME

What we have accomplished:

- 3D models
- Four levels
- Custom music
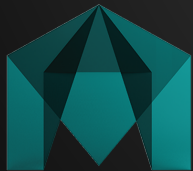- Twists and turns in the story

WHAT HAVE WE LEARNED?

- Over ambitious
- Maya should not taken lightly
- Programming is a multistep process
- Teamwork
- Focus
- Drive to succeed

Technologies Used

- Maya LT
  - 3D modeling and animating program
- Unity
  - Game engine and creation software
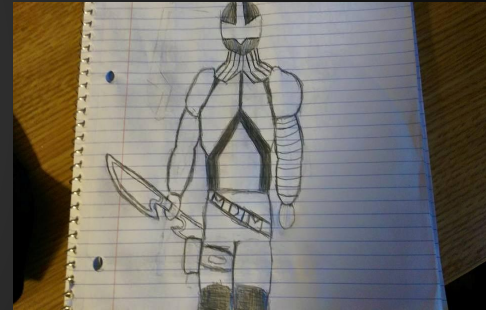- Magix Music Maker
  - Music production software

STORY AND CHARACTER

Lead character: Sir Loki

Story: Loki's son gets murdered and out of pure aggression Loki goes on a rampage killing anyone who could have done his son harm

Twist: Loki's wife was the murderer and killed her son out of revenge for the slaughter that Loki's family did to her family many years earlier

ADVISERS AND PSYCHOLOGY

We talked to many advisors:

- Dippy, Alberto, Brandon, Jeremy, JJ

We talked to a psychologist:

- Kayla Rash diagnosed our character

Time to see the game in action, hope you enjoy!

https://drive.google.com/open?id=0B4_KNn0VwVg8QlZkeVp1WjlsT2c