

The background of the image is a dark, textured surface, possibly a table or a piece of fabric, with three lit candles. The candles are arranged in a small cluster, with one in the foreground and two slightly behind it. The flames are bright and the smoke is thick and white, rising from the candles and filling the lower part of the frame. The overall atmosphere is mysterious and somber.

# HYPNAGOGIA

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CONCEPT

# VISUAL DESIGN

Style: Realistic

Colour Pallet:



# VISUAL DESIGN – CHARACTERS AND ANIMATION

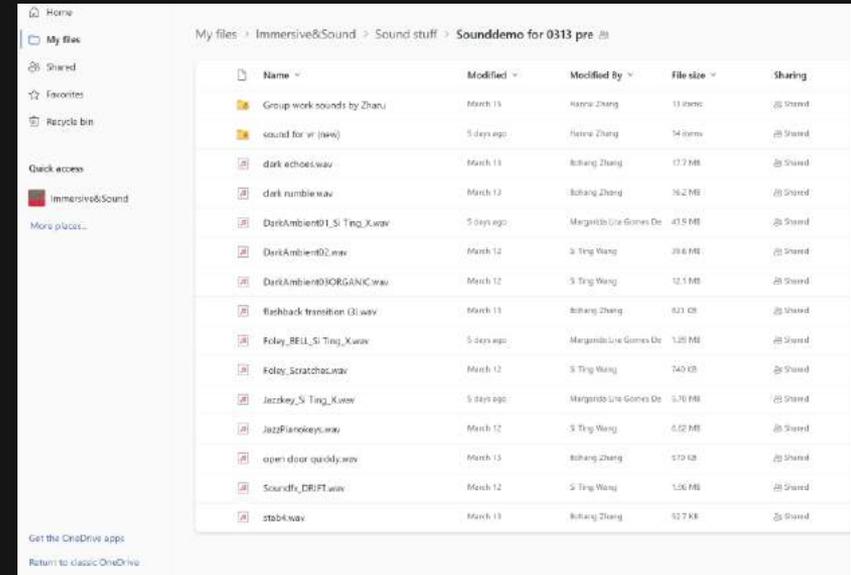
In terms of animation, the overall motion is realistic and not too exaggerated. The only exception is the clown scene, where the movements were sped up or dramatized.

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

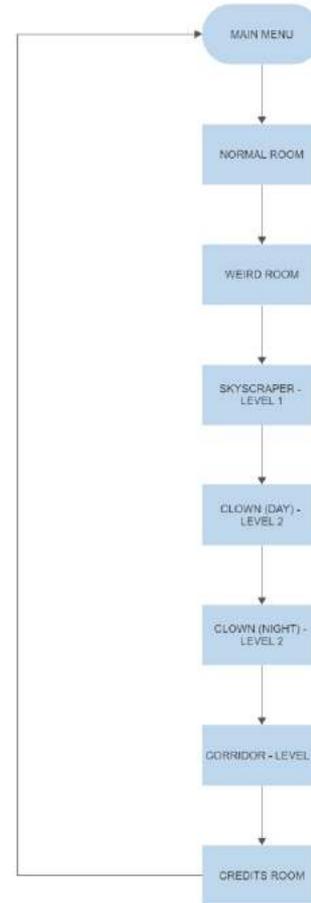


The screenshot shows a OneDrive file explorer interface. The breadcrumb path is 'My files > Immersive&Sound > Sound stuff > Sounddemo for 0313 pre'. The main area displays a list of files with columns for Name, Modified, Modified By, File size, and Sharing. The files listed are:

Name	Modified	Modified By	File size	Sharing
Group work sounds by Zhanu	March 11	Hayou Zhang	13 items	Shared
sound for w (wav)	5 days ago	Hanna Zhang	94 items	Shared
dark echoes.wav	March 11	Bihang Zhang	0.7 MB	Shared
dark rumble.wav	March 11	Bihang Zhang	16.2 MB	Shared
DarkAmbient01_Si Ting_X.wav	5 days ago	Margareta Lina Gomes De	43.9 MB	Shared
DarkAmbient02.wav	March 12	Si Ting Wang	28.6 MB	Shared
DarkAmbient03ORGANIC.wav	March 12	Si Ting Wang	12.5 MB	Shared
Blackback-transition (3).wav	March 11	Bihang Zhang	823 KB	Shared
Foley_BE11_Si Ting_X.wav	5 days ago	Margareta Lina Gomes De	1.29 MB	Shared
Foley_Scratch.wav	March 12	Si Ting Wang	740 KB	Shared
Jazzkey_Si Ting_X.wav	5 days ago	Margareta Lina Gomes De	5.70 MB	Shared
JazzPianokeys.wav	March 12	Si Ting Wang	0.52 MB	Shared
open door quietly.wav	March 11	Bihang Zhang	570 KB	Shared
Soundfx_DRIFT.wav	March 12	Si Ting Wang	1.56 MB	Shared
stab4.wav	March 11	Bihang Zhang	92.7 KB	Shared

# 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



**FNAF**

Gameplay



**Richie's Plank  
Experinece**

Visual and Gameplay



**Slenderman**

Visual, Gameplay and  
Audio



# GAMEPLAY



THANKS!

DO YOU HAVE ANY QUESTIONS?

FEEDBACK?



**BYE-BYE**

