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WIDE GAMES

Presents

NOCTURNIA

FROM THE CREATORS OF SILHOUETTE

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GAME OVERVIEW

- Visual Novel/Puzzle Game
- Age Ratings:

- Target Audience: Young Adults and higher.
- 3 hours of Playability.
- Game Platforms for release:

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GAME STORY

- ❑ Play as Evelyn.
- ❑ Dark Surreal Horror.
- ❑ Restore memories, discover suffering.
- ❑ Solve puzzles, survive nightmares.
- ❑ Connections to player/character.
- ❑ Franchise potential in portraying emotion.

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GAME FEATURES

Gripping emotions.

Story-driven.

Real-life experiences.

eminence of human feelings.

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GAMEPLAY SUMMARY

- ❑ Restore memories, open up the past.
- ❑ Camera view Cinematic & 2D perspective.
- ❑ Achievements in puzzles/clues.
- ❑ Daytime Bedroom. Nightmare World
- ❑ Chapter levels, cracked timelines.
- ❑ Intensifying backstory, unique play modes.

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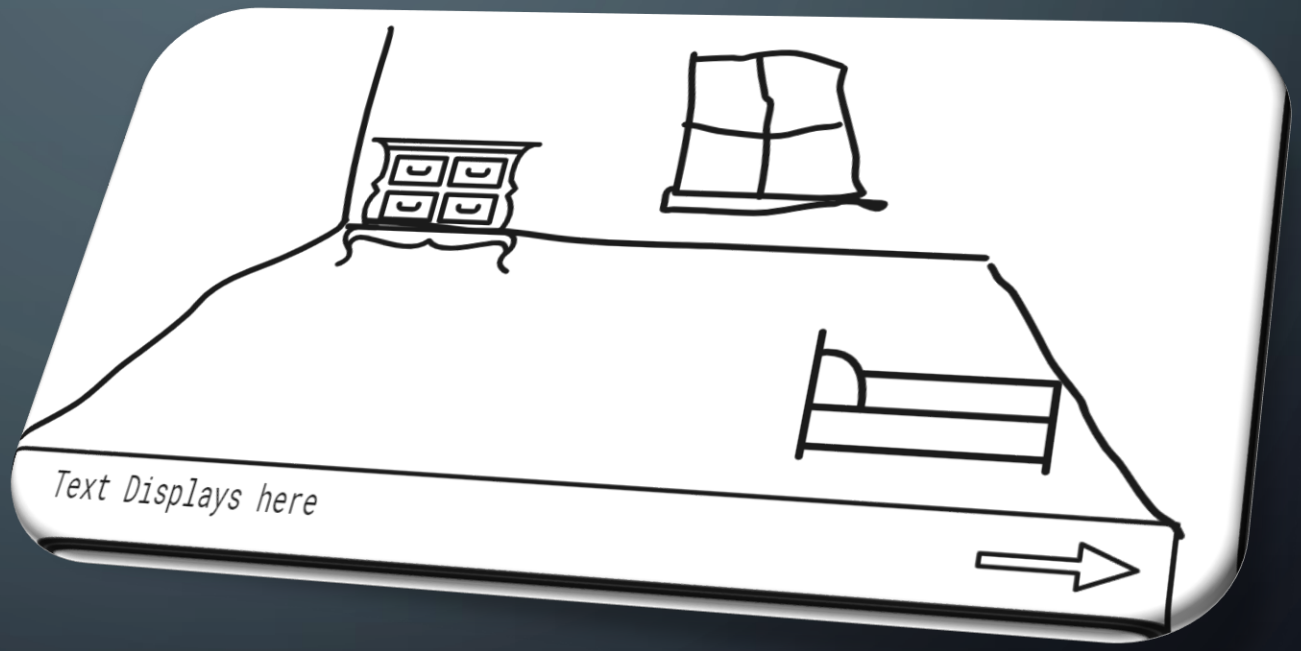
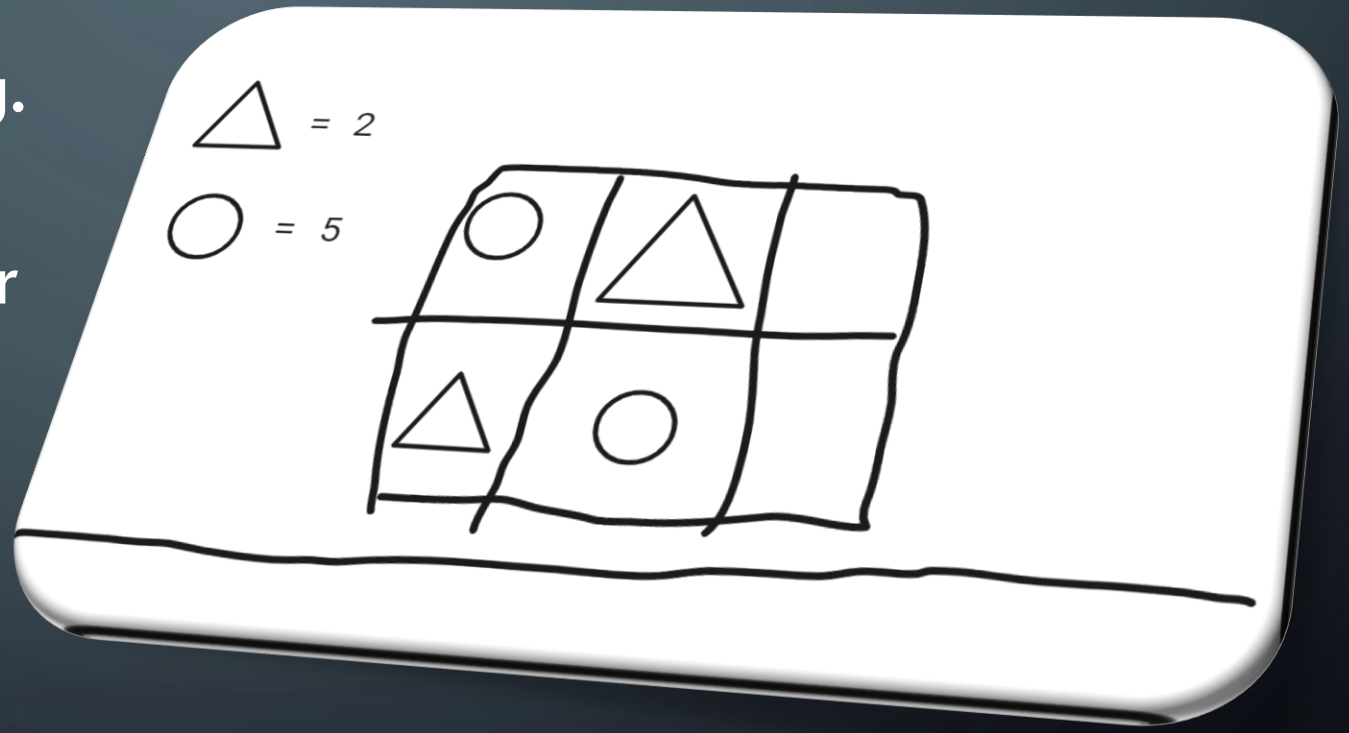
GAME MODE: VISUAL NOVEL

- Cinematic mode.
- Play and interact at your own pace.



GAME MODE: 2D PUZZLES

- 2D for puzzle solving.
- User friendly familiar perspective.



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GAME ART STYLE

CEL SHADED

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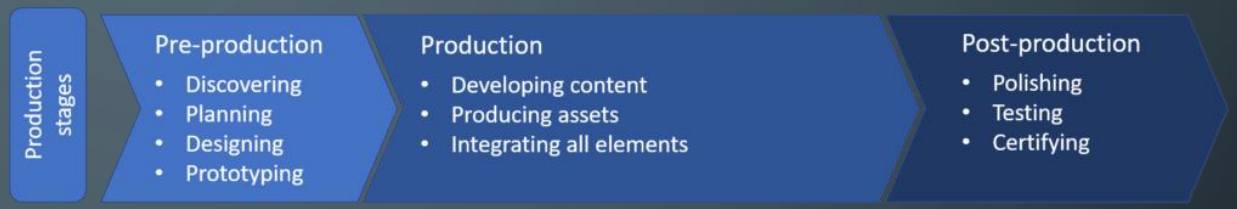
GAME PRODUCTION SPECS

- ❑ Dev team size of 22.
- ❑ 9-12 months Development.
- ❑ Lead artist, assistant producer. Technical supervisor.
- ❑ Game Engine unity
- ❑ Agile and waterfall methodology combined.



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GAME LONG TERM PLANS

- ❑ Additional content, unofficial chapters.
- ❑ The Red Sun DLC.
- ❑ Customary puzzle packs.

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QUESTIONS?

Thank you for witnessing my Game Pitch on Nocturnia.

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