

NeuroToxic



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BFA Thesis defense Presentation



Thank you!

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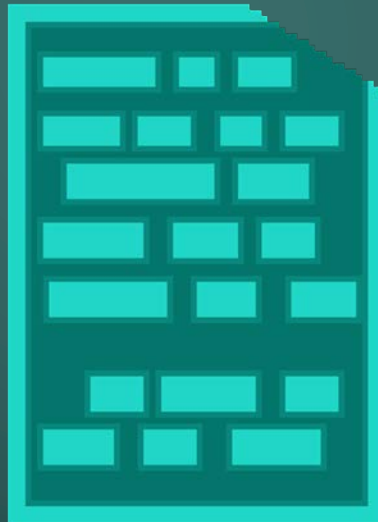
Charlie Cunningham

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Thesis Statement

Use the player character's momentum tandem with a grappling to create a sense of mastery over the environment

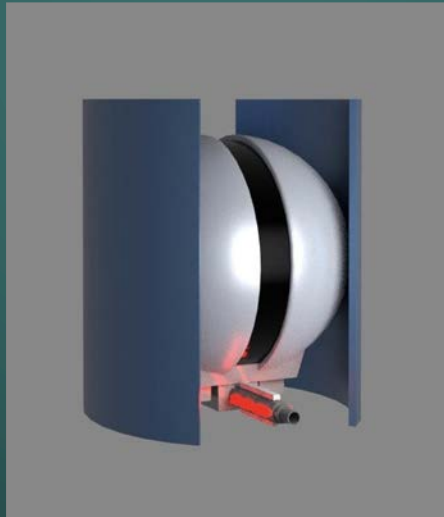


Inspirations



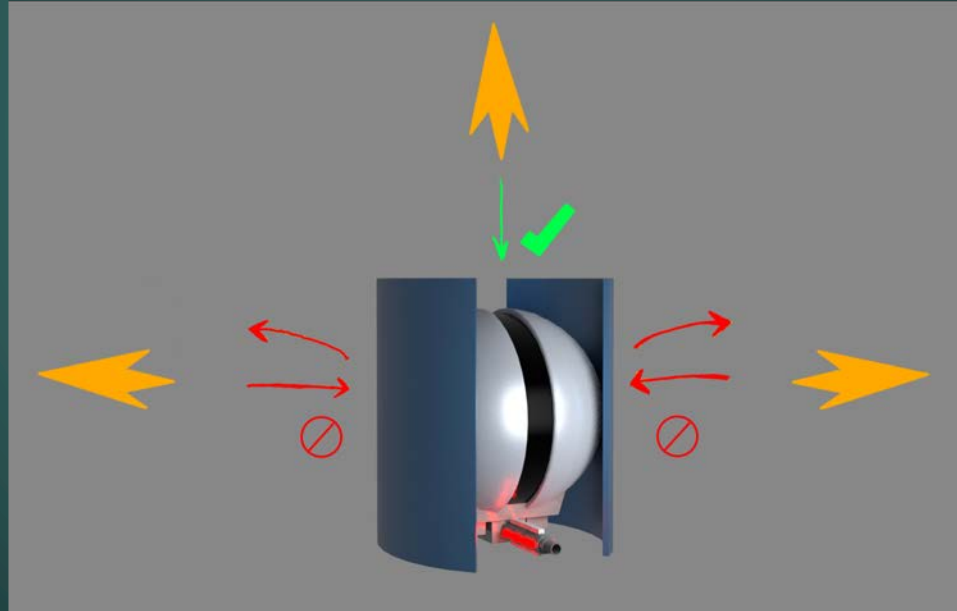
Story

A futuristic megacity is patrolled by the drones of a corrupt police force. Traverse the upper levels and try to escape your pursuers.



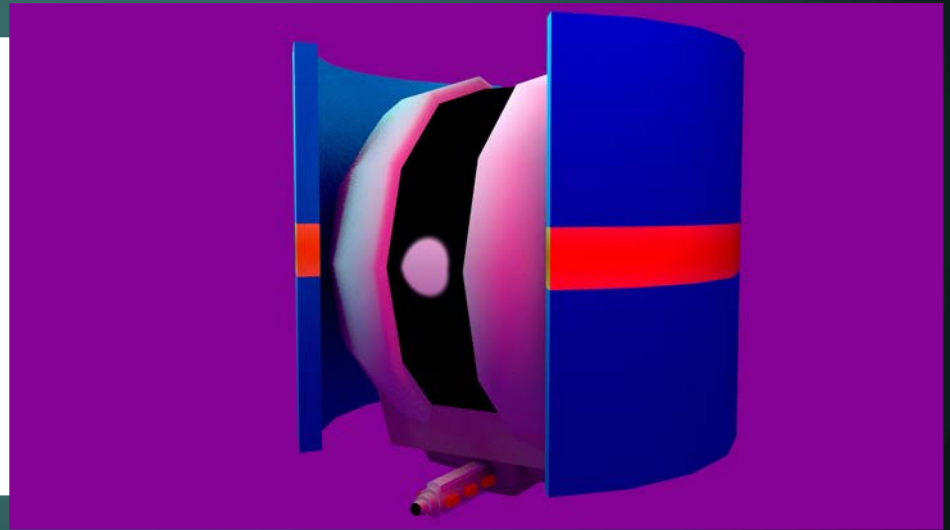
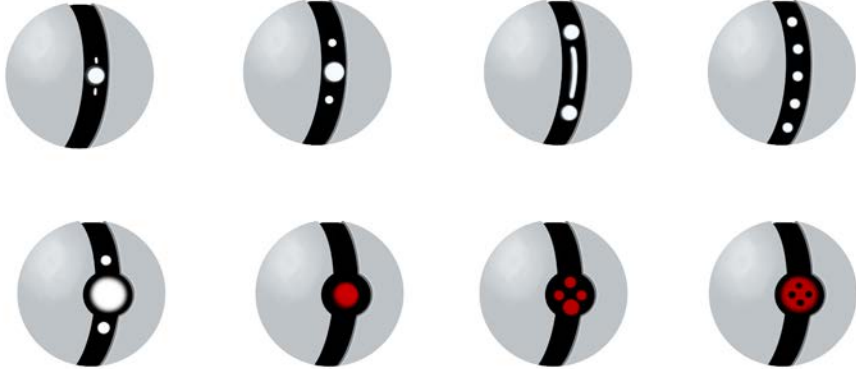
Primary Mechanic

The player's movement is heavily based around the use of a grappling hook and ground pound ability. When used together, they allow the player to navigate the environment in ways that enemies cannot, adding to the sense of environmental mastery.



Enemy Design

Enemies have been designed around the idea of environmental mastery, being immune in the direction they shoot, but vulnerable from above, encouraging the player to use their verbs to gain height.



Environment

The environment is meant to evoke cyberpunk classics by using stark, geometric architecture, but also create an illusion of speed by employing a grid technique similar to the 2D Sonic games.







What's Next?

- Enemies and enemy types
- Animations to sell the player verbs
- Character models
- Music and sound design to hold everything together



Bibliography

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Phillips, Winifred. *A Composer's Guide to Game Music*. The MIT Press, 2017.

Ravaja, Niklas, et al. "Phasic Emotional Reactions to Video Game Events: A Psychophysiological Investigation." *Media Psychology*, vol. 8, no. 4, 2006, pp. 343–367., doi:10.1207/s1532785xmep0804_2.



Thank You!

