

# BABY'S ROOM

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CVPP FINAL CRIT

# FEATURE

the feature of our game.

- Psychological horror storytelling.
- Player need to face the monster and follow it.
- Solving the puzzles.
- Player will look at two world in the same space.
- Clues scattered across realities.

# BACKGROUND

Game story background

The player is trapped within their own psychological shadow — a world they've sealed themselves inside. This world manifests from the psychological strain of parents raising a child.

The hallucinations stem from the conflicting emotions and pressures surrounding birth, death, and guilt.



Inspired by Fences and Silent Hill

# PROCESS

→ Enter the space with a wall inside.



→ The door opens automatically when the user approaches, and it closes after the user goes through it.



# PROCESS

→ The monster will approach if the user is not gazing at it. Otherwise, it will guide the user to solve the puzzle.



→ Grab the key to unlock the lock.



# PROCESS

- Search for the puzzle item while tracking the monster
- Approach and touch the interactive object. The object reveals a view into another world.



- Collect the scattered puzzle pieces, and the user can see the complete puzzle on hand (it may later be replaced with torn photo pieces featuring a baby and their parents).



# PROCESS

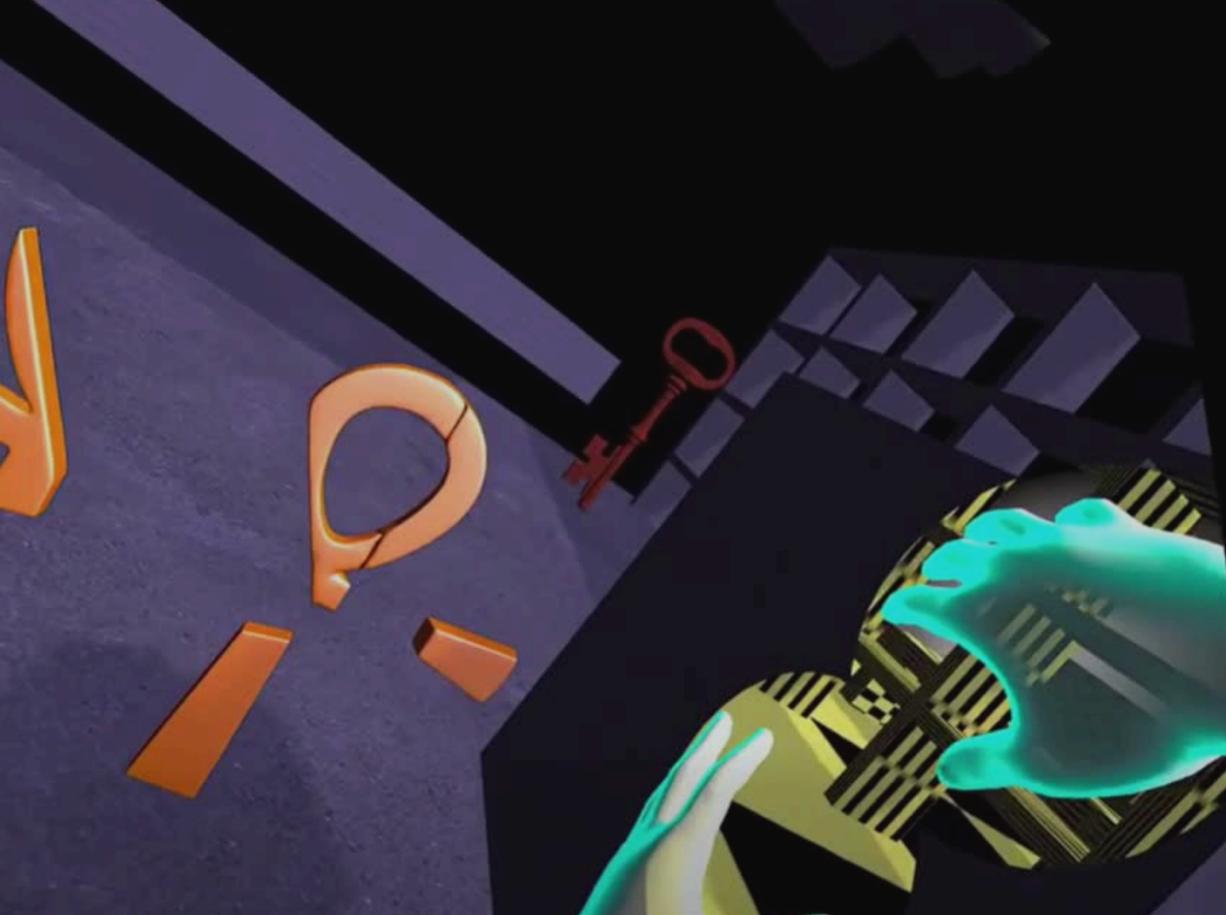


Grab the numbers from the other world and solve the math equation.

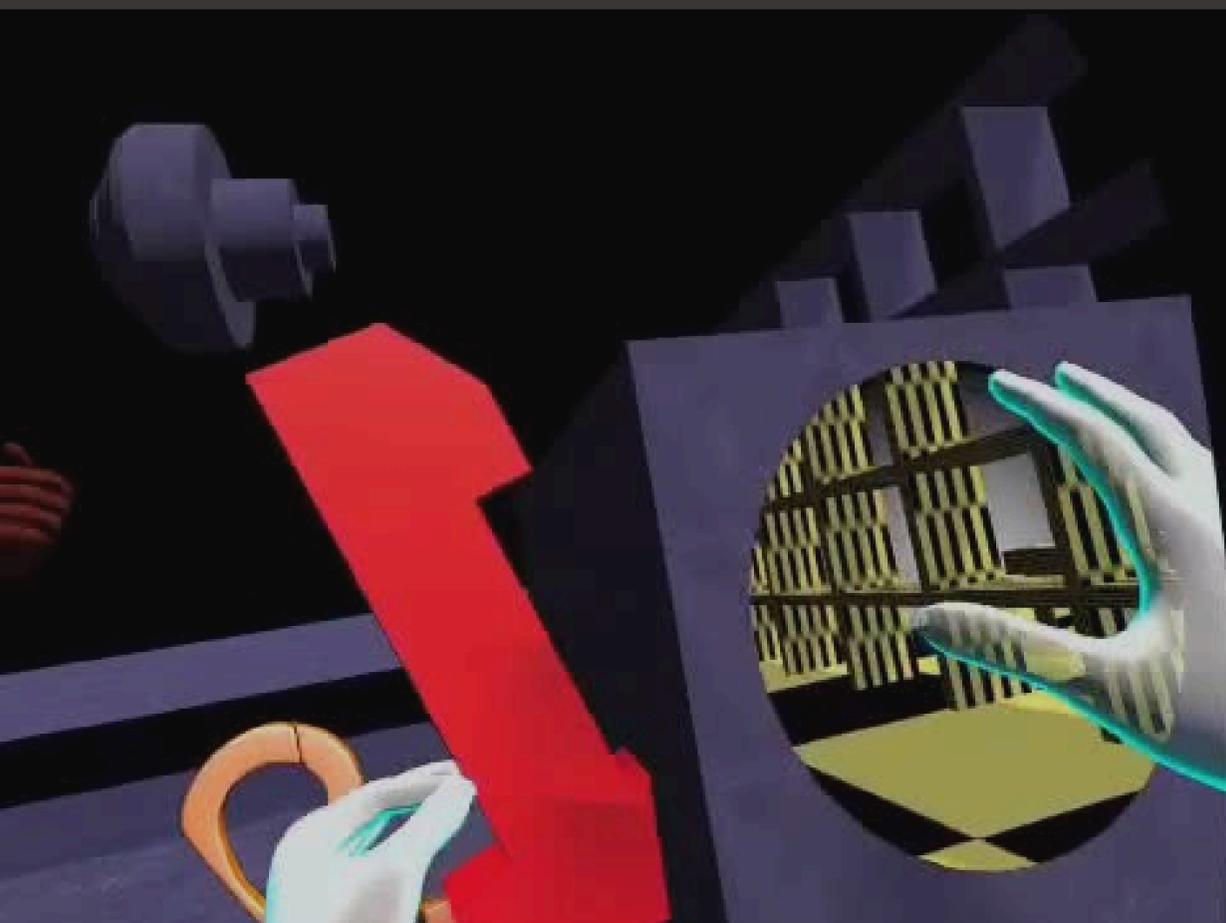


The portal door appears, allowing the user to enter the other world. The entire environment transforms into something beautiful, and the monster turns back into a baby.



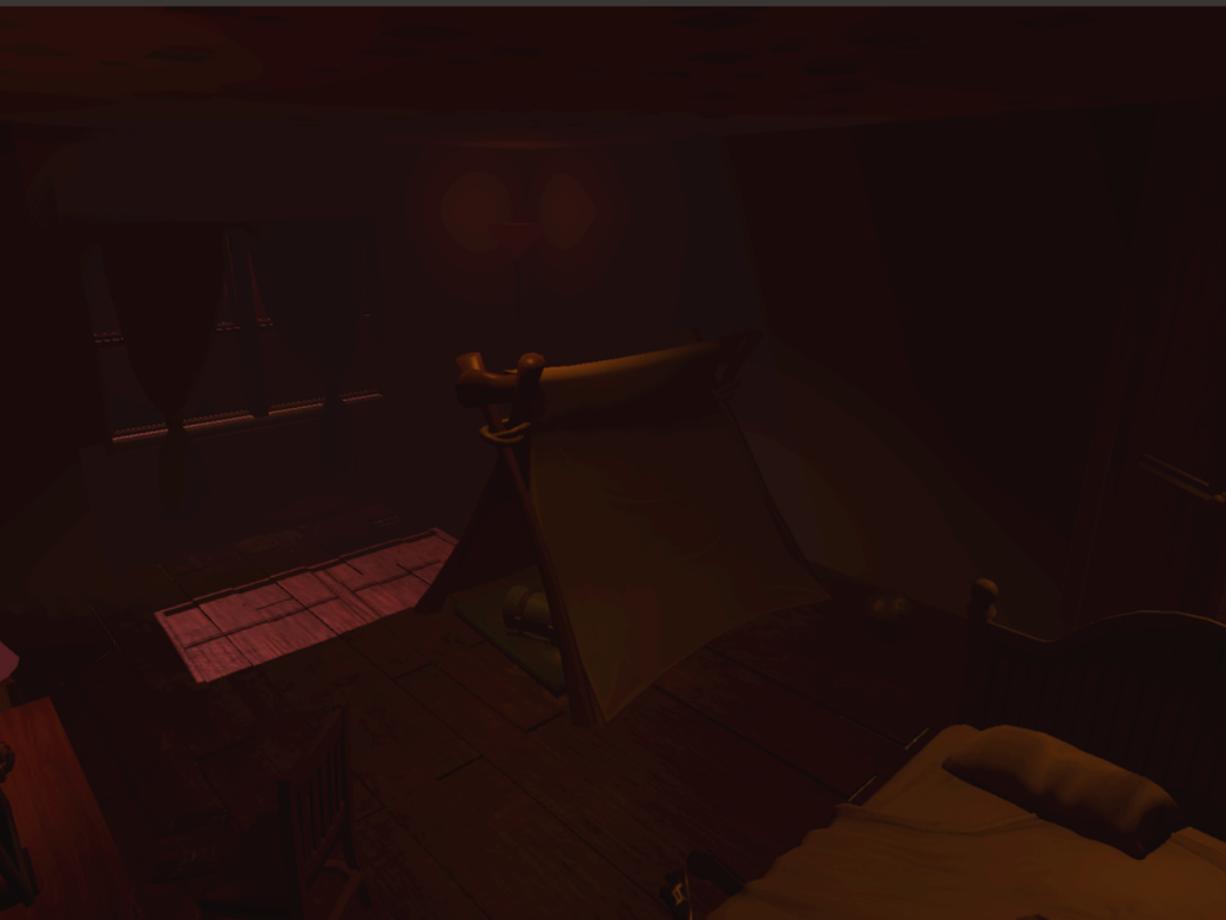


- Portal Render
- Puzzle game
- Object change their world reference.
- Number fulling game





- Terrifying Style
- Warm Family Style



# TODO

Things we can done in one month.

12.2025



First time integrate programing and art together.

## Progaming

- Avoid user go through the wall, and hand go through the object.
- Connect each function to complete the whole game process

## Art

- Complete the character models and animation design.
- Create props that are suitable for the art of the two scenes.
- Enhance the atmosphere of the two scenes.

## Music

- Back ground music
- Sound Effect of object. ex.foot step of monster

1.2026



Complete the first version of game. Ready for user testing.

**END**

THANK YOU FOR LISTENING