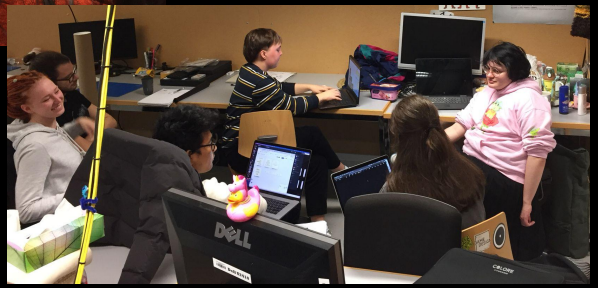
PALMADA
DEL INFERNO
SLAPPING FOR THRUTH
START
CREDITS
QUIT



Team
Goofy

TEAM

Producers
Milena Shields
Sebastian Burckhardt

Coding Lead
Luca Imesch

Coding Team
Martin Hodler
Robin Good

Gameplay / Level Design
Pietro Peduzzi
Aylin Acikel

Art Lead
Rahel Gamma

Art Team
Michael Kämpfer
Dominic Hartmann
Agata Tselesh
Aiden Khuiphum

Sound Design
Andi Bissig

Narrative Design
Noe Arnold

GAME CONCEPT

Zurich

Telenovela

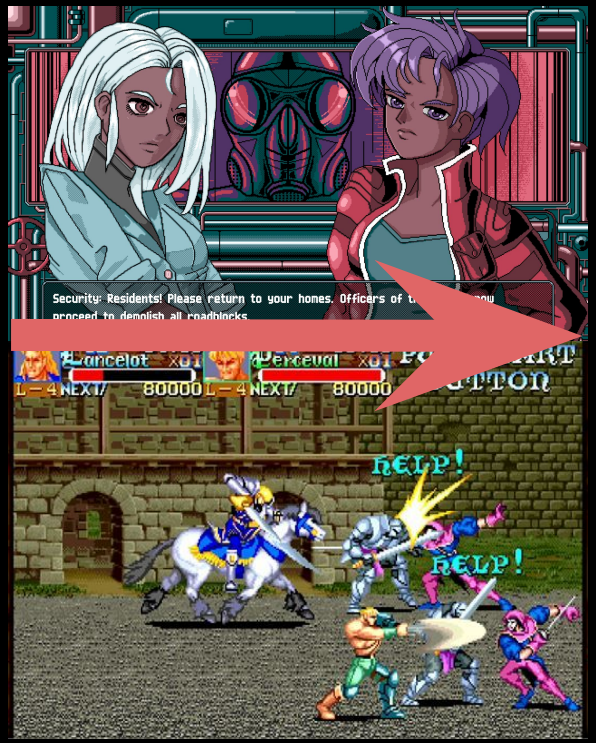
Esoteric

GAME CONCEPT

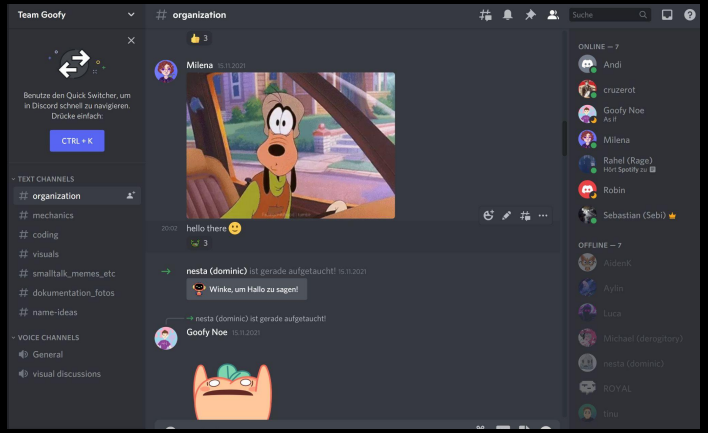
- Dating Sim meets Hack&Slash
- Schwiizer Promis

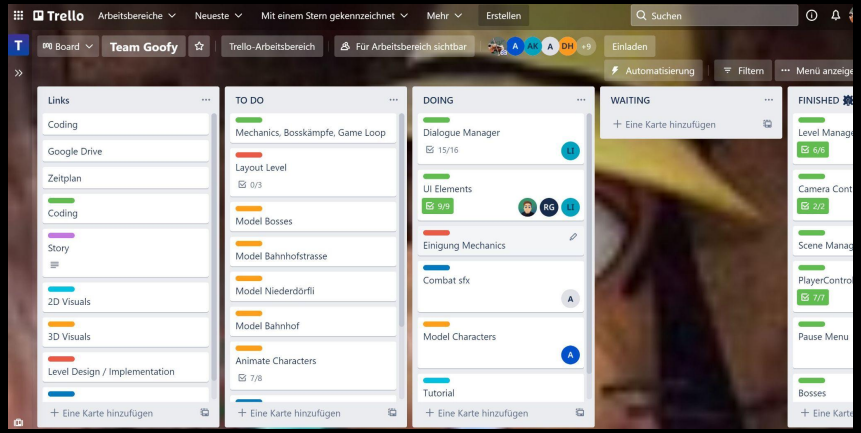
Final Boss / Love Interest

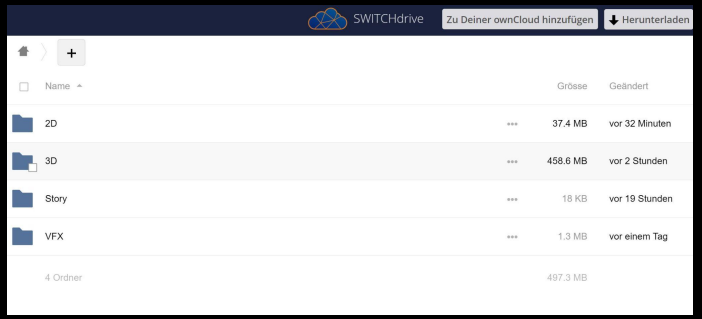
Boss 1

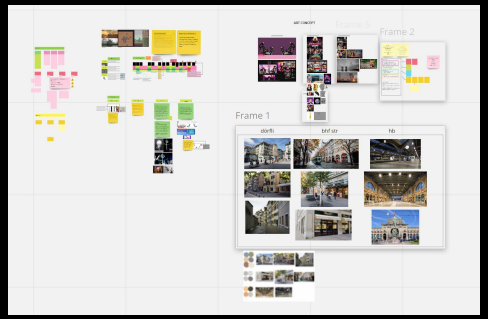


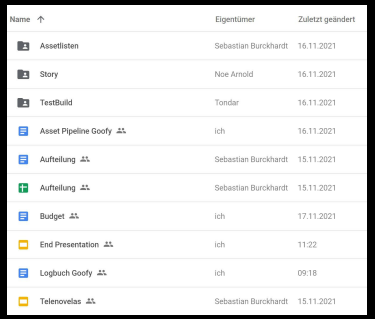
ORGANIZATION











2D STYLE
HELVEZIA

ANGEL

STRANGER

LIBERTY

GRANDMA

BJ DOBO

SIKE MHIVA

THOMAS TUCHELI

HELVEZIA

GRANDMA

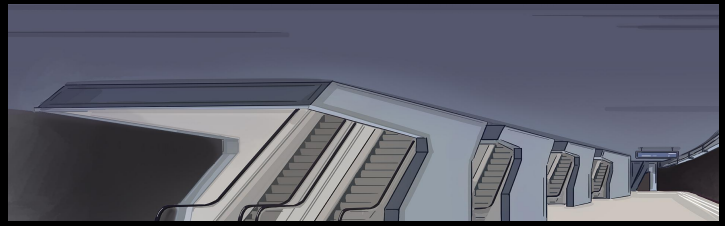
HELVEZIA

BJ DOBO

THOMAS TUCHELI

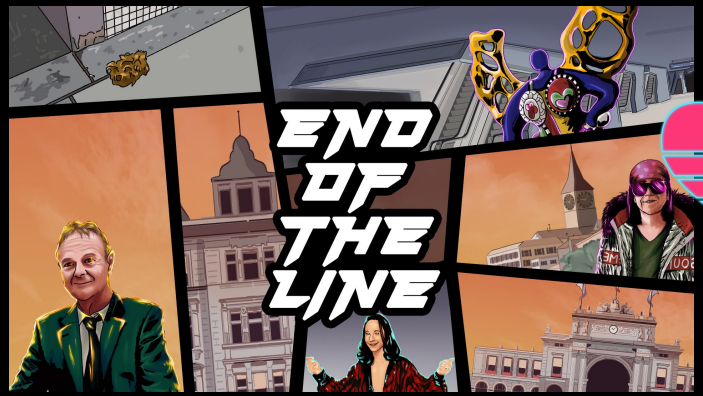
SIKE MHIVA

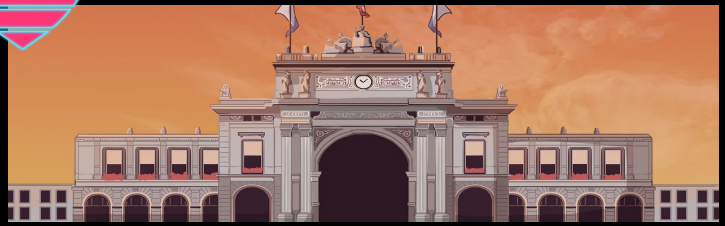
LIBERTY



SLAPPED UNCONSCIOUS

SLAPPED UNCONSCIOUS





3D STYLE

STORY

Old Town

Bahnhofstrasse

Train Station

Phone Conversation

Main Storyline

Path

MECHANICS

Player

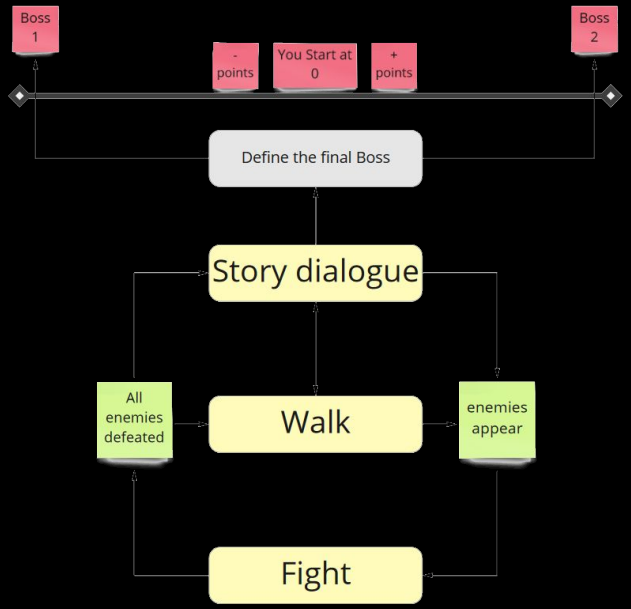
Walking
Attack
Block
Mouse (Story)

MECHANICS

Enemy

Boss Attack
NPC Attack
Boss Stomp

GAMELOOP


Boss 1
- points
You Start at 0
+ points
Boss 2
Define the final Boss
Story dialogue
All enemies defeated
Walk
enemies appear
Fight

LEVEL DESIGN

Level Design

number of scenes is just an example

Dialogue part
you can still walk right and arrive to the next fight scene
You can aswer the dialogues with the mouse and get + or - points

Some dialogues could influence the HP or damage

Dialogues are not mandatory and can be skipped by walking to next fight

Normal enemy encouner

Defeat all to continue
Has losing screen

The camera lies in place and the player can't go out of the screen when in fight scene

Normal enemy encouner

The camera moves with the player but only in the right direction
It is not possible to go back left
Character is kept in centre
(except when he has to go left)

miniboss
If you defeat it it gives you ++ points
If you get defeated it gives you -- points

You can't die from him
After he defeats/get defeated he disappears

Normal enemy encouner

Normal enemy encouner

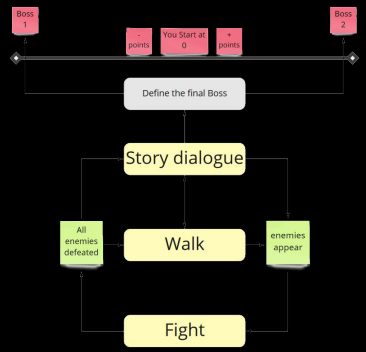
Normal enemy encouner

Boss

is decided by the state of your bar when you arrive here

++ bar you get Thomas Bucheli
-- bar you get DJ Bobo

If during your gameplay you never interact with any dialogue you get secret boss Rene complaining about you not playing the game as you where supposed to.



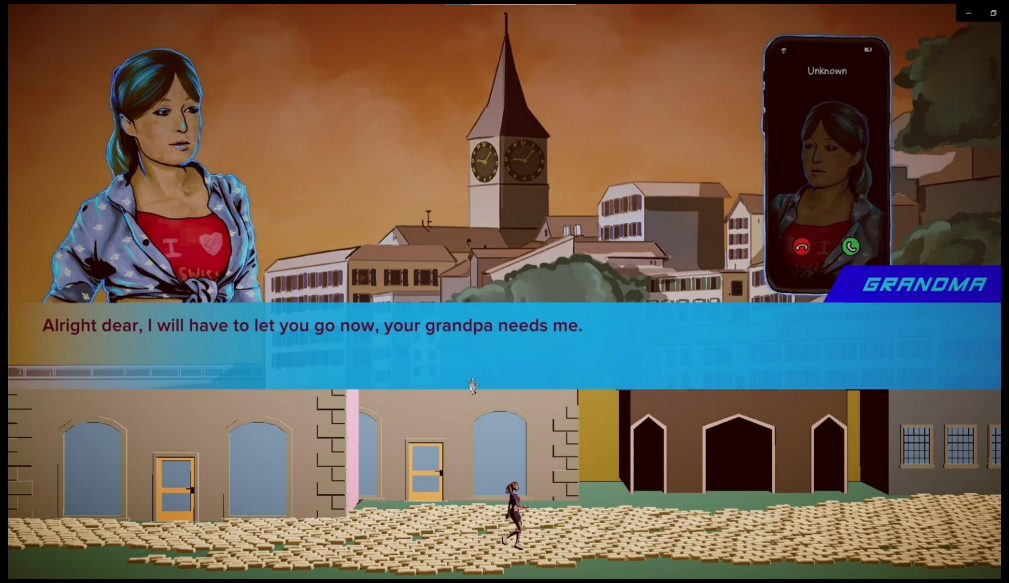
CODING

Difficulties

2 Different Games
Top: Connect Inky Story, Branches and Portraits

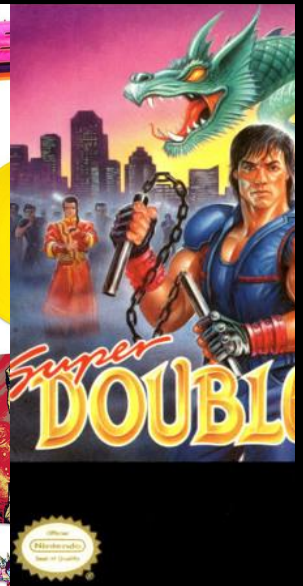
With Bottom: Fighting Game with Enemies, Bosses and Health

Bugs, Respawn, End of Game, Prefab Problems, etc

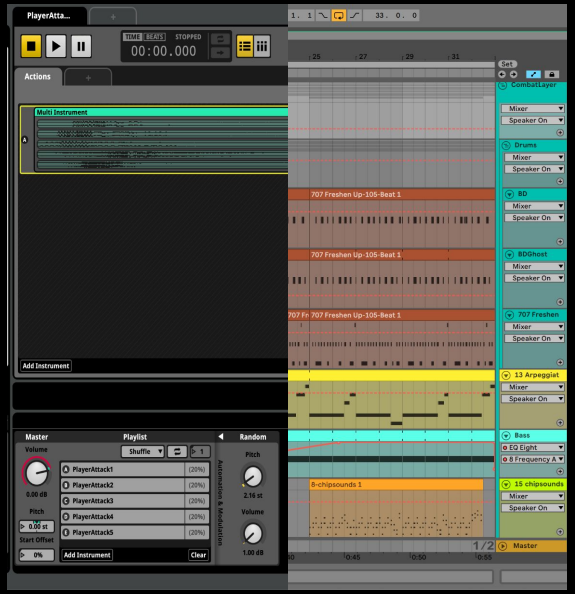


SOUND

Inspiration



Tools



Easter Egg

TRAILER

LET'S PLAY
PALMADA
DEL INFERNO