PLAY

CASTLE DECOMPOSITION

Explore a CORRUPTED CASTLE and find lost TAPES from your LOST BROTHER and stop the castle's CURSE

Discover & throw Lanterns
Light your surroundings, stun enemies.

ROT

The "Rot" can chase you in the dark

The longer you're in the dark, the stronger they are.

PLAY

00:00:34.717

Review tapes in a "safe room"

Learn how to break the Curse.

GAMEPLAY LOOP

Unlock New Area → **Explore** → **Find VHS Tapes** → **Throw Lantern at Enemies** → **Review Footage** → (loop back to Unlock New Area)

USPs

▶ **Analog Horror Influence**

▶ **VHS Story Telling**

▶ **Unique Art Aesthetic**

▶ **Unique Lantern Mechanic**

NARRATIVE

- Aarzen, Norway 1999

- People begin to go missing after Castle appears

- Detective Zeal looks for his brother

- Zeal discovers his brother is dead

- Set up ritual using recordings

- End the Castle's Curse of Decomposition

- Themes of self destruction & narcissism

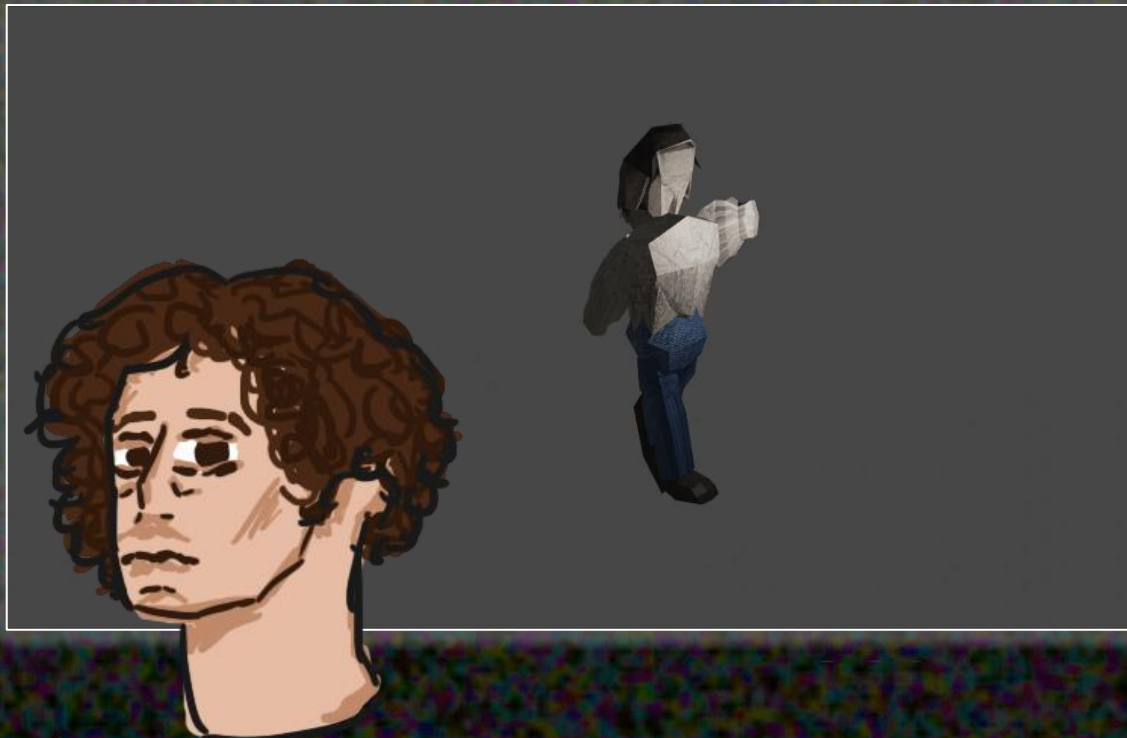**CONCEPT ART**

▶ **Low poly 3D**

▶ **VHS Filter effect (UI/HUD)**

GARETH ZEAL

▶ Narcissistic

▶ Estranged from Brother

▶ Distant, only cares about personal work

▶ Player Character

GAWAIN ZEAL

▶ **Brother of Gareth**
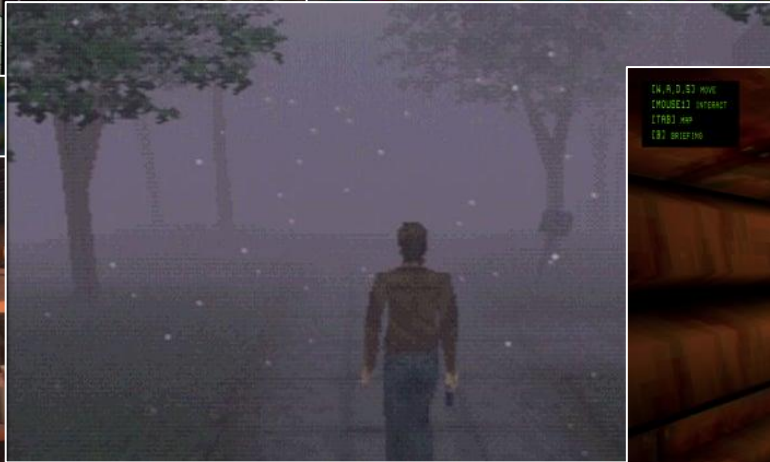
▶ **Missing**

▶ **Overly-Ambitious**

ART GRID
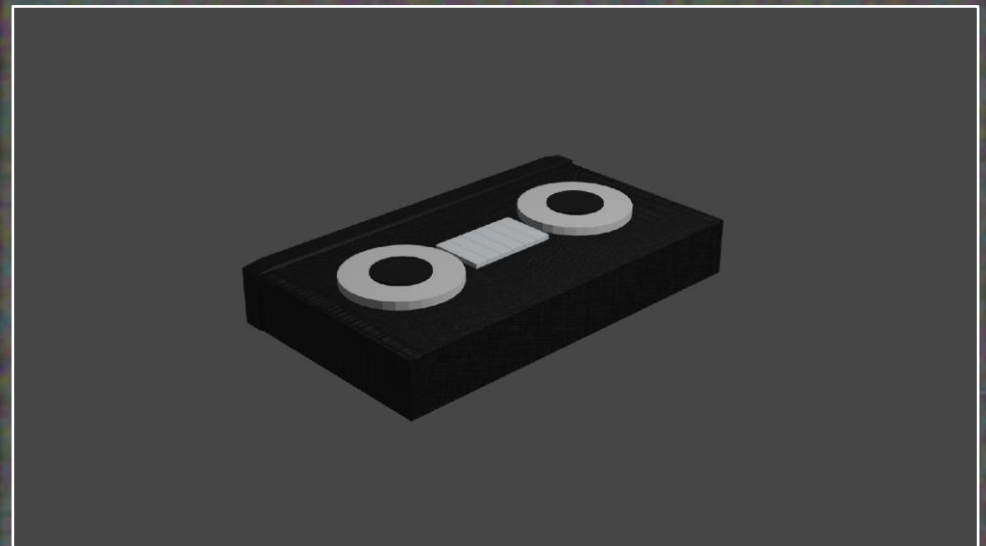
Realistic ⟷ Stylized

Castle Decomposition ⭐

SOUND

Sound Effects

▶ **Heavy focus on environmental ambience**

Music

▶ **Orchestral Synth for Menu/Title Screens**

▶ **Ambient Horror during gameplay**

MARKET

- **Ages 13-49**
- **Fans of Analog Horror Series**
  - **Mandela Catalogue, Vita Carnis, Backrooms**
- **Indie "Survival Horror"**

the WALTEN FILES

WRITTEN BY DAVID SZYMANSKI & MARK FISCHBACH

They will get their execution, I will get my freedom.

IRON LUNG

DIRECTED BY MARK FISCHBACH

Game 1 - The Closing Shift
- **Units Sold - 94,250**
- **Revenue - $564,557 USD**
- **Market Price - $5.99 USD**

Game 2 - Iron Lung
- **Units Sold – 327,700**
- **Revenue - $2,618,323 USD**
- **Market Price: $7.99 USD**

Game 3 – Inside the Backrooms
- **Units Sold – 1,643,000**
- **Revenue - $11,484,570 USD**
- **Market Price – $6.99 USD**

Inside the
BACKROOMS

😋 82.98%
↑32,515 ↓6,004

700
In-Game

IRON LUNG

😍 90.26%
↑6,345 ↓456

24
In-Game

SWOT

Strengths
- Art Heavy Team
- Rising Genre
- Streamability

Weaknesses
- Lack of Programmers
- Technical limitations
- Experience with Unreal

Opportunities
- Creating Game following rising trends
- Learning UE5 Blueprints and C++
- Find new ways to scare Players
- Adapting Old Tropes

Threats
- Horror is subjective
- Niche Audience
- Old Game Style
- Time to make Content

GOALS

Fall 2023

▶ **Finalize Narrative**

▶ **Base Mechanics in Unreal Prototype**

Spring 2024

▶ **Finalize Mechanics**

▶ **Continue working on Assets**

▶ **Demo**

Fall 2024

▶ **Implement and Test mechanics**

▶ **Development of Alpha Build**

Spring 2025

▶ **Adjust Game to Beta**

▶ **Release before GDC for $5.99**

SUMMARY

CASTLE DECOMPOSITION

▶ **Horror**

▶ **PC**

▶ **Unreal Engine**