CRITICAL FEAR

- PITCH DECK -

FACT SHEET

Platform	Oculus Quest, HTC Vive, Valve Index, PSVR (pending dev kit)
Genre	Single player PG 13 Horror in VR
USP	Procedurally generated spooky gameplay with hand crafted monsters
Game Length	15min Sessions – 5.5 hours of content. *(Additional survival mode – No tasks, no timer, player can choose the number of monsters and the level difficulty)*
Total Budget	500K EUR
Release	Q1 2024
Funding Required	200K EUR
Optional Content	Multiplayer Mode for up to 6 players *(Additional funding required on top: 200K EUR)*

SYNOPSIS

You explore a randomly generated haunted house and must banish a powerful monster within 15 minutes before it's too late. As you navigate the dark and eerie corridors of the house, you'll be pursued by a variety of monsters from European folklore, determined to scare you to death. Along the way, you'll be presented with several challenges and puzzles that will test your nerves and problem-solving abilities and will get more difficult, the more you complete.

Can you make it out alive?

SCOPE

Huge replayability thanks to random generation of house layout, tasks and monsters at the start of each new Ritual

8 Hand made monsters

3 To 4 hours of gameplay to complete everything
(15 minutes per Ritual)

Interactive, fully voiced
(Tutorial & whole game)

Survival mode with different difficulty levels

10 Possible tasks +
1 Final one

9 Different rooms +
entrance hall and hallways

USP & FEATURES

Beware the horrors that lurk in the shadows.

USPs

👻 An easy but scary haunted house game with high replayability

👻 The environment is inspired by the dark, surreal, and imaginative world of Tim Burton's movies.

👻 A survival mode where the player can choose which and how many monsters they want to interact with, no tasks and no timer.

FEATURES

👻 Intense VR gameplay puts you face to face with terrifying monsters!

👻 Hand-crafted art design brings each creature to life

👻 Interactive environments and enemies that react to your every move.

👻 Realistic graphics and sound design create a truly haunting atmosphere.

WHY VR?

👻 Room Scale for realistic and immersive interaction with the environment.

👻 3D graphics and spatial audio for a sense of presence and realism.

👻 Environmental Interaction for solving puzzles.

👻 Free-Roaming for exploring the haunted house at the player's own pace.

👻 Monster encounters designed to be as creepy as possible to create a sense of presence and fear.

INSPIRATION

"Five Nights at Freddy's." – The behaviours of our monsters are inspired by the heart-pounding, atmospheric horror and creepy animatronics of the FNAF series.

"Phasmophobia" has been a major inspiration for the immersive world we've created. Players will feel like they're part of the action as they investigate the haunted house and try to prevent a demon from entering our world.

"Tim Burton" - Our game is also inspired by the visually stunning stop-motion animation of Tim Burton's movies as well as derivatives like the movie Coraline, which bring surreal and fantastical worlds to life with vivid colors and intricate details.
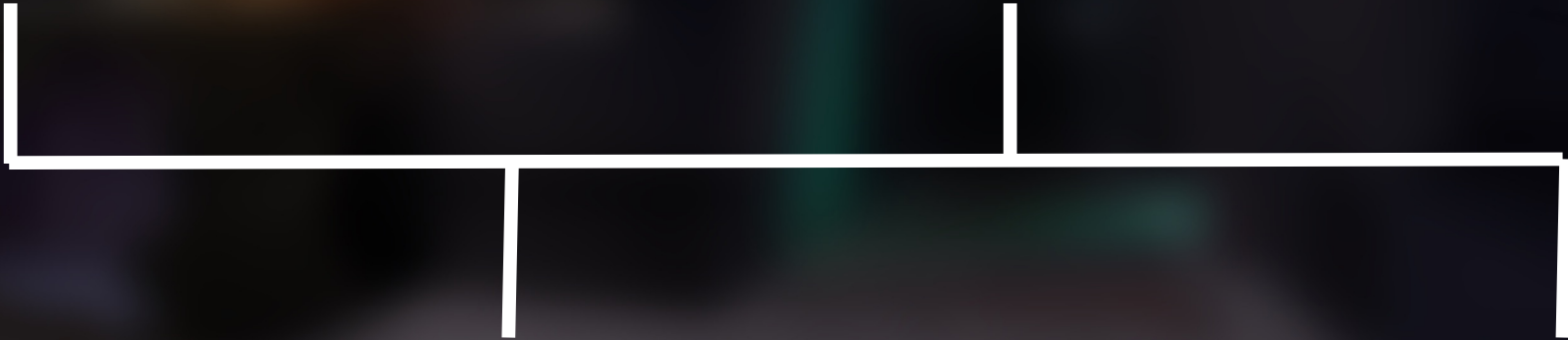
TIMELINE

Prototype now

Beta Q4 2023

Alpha Q3 2023

Release Q1 2024

MARKET

👻 The horror game market is a popular and lucrative market, with titles such as "*Resident Evil 7*" and "*The Last of Us Part II*" achieving commercial success and critical acclaim.

👻 VR horror games have the potential to provide a highly immersive and frightening experience for players.

👻 There is a demand for single player VR horror games, as they allow players to fully immerse themselves in the game world and feel a sense of isolation and vulnerability.

👻 By targeting the horror and VR markets, our game has the potential to stand out and attract a dedicated player base.

Portfolio

Location Based VR-Escape Game for 2-4 players

In an alternate reality the cold war is still raging in 2040. When a deadly pandemic hits the Earth a team of agents from the major nations of the planet have to work together to fix a faulty space station in charge of delivering the cure.
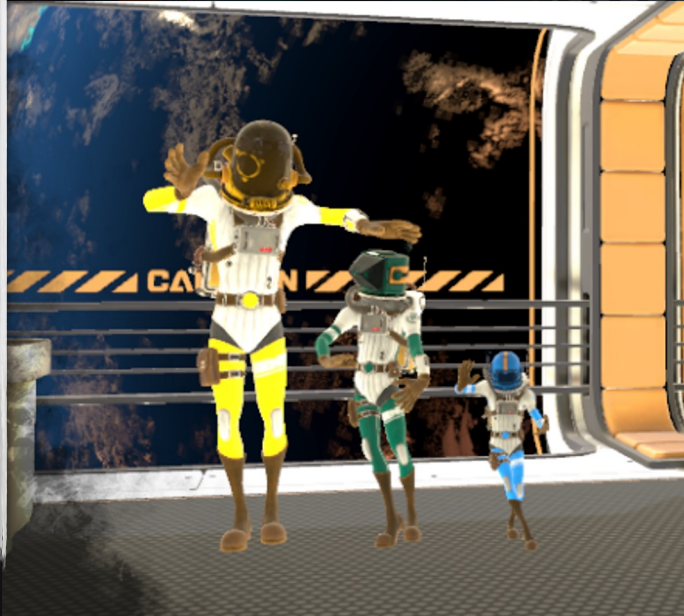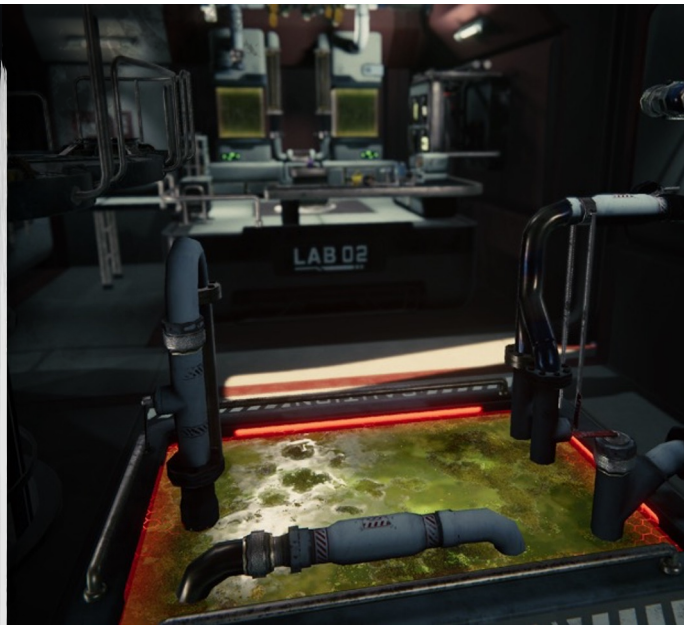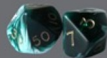
Watch the trailer *here*.

PLATFORM	Oculus Quest, HTC Vive, Valve Index
PLAYTIME	60min

THOMAS MERRITT's
CABINET OF CURIOSITIES

VR Adventure for Home Entertainment

Unravel the mystery of the missing space explorer Thomas Merritt by investigating the wonders of his cabinet of curiosity. Explore alien environments and interact with weird aliens in this VR Adventure for home entertainment.

USP: Distinct Sci-Fi look reminiscent of the "ligne claire" concept found in comic books of the 50s.

PLATFORM	Oculus Quest, HTC Vive, Valve Index, PSVR
PLAYTIME	300min

UMANIMATION

ABOUT US

GameExPro is a VR game development company based in Berlin, founded in 2019 by Odile Limpach, Thierry Baujard and Felix Dreyfus.

Our team is composed of experts in creating VR experiences, with a wealth of experience in the gaming industry.

We specialize in creating immersive and innovative virtual reality experiences for players of all ages. Our projects are designed to push the boundaries of what is possible in VR gaming, immersing players in new and exciting worlds.
With two successful projects, we are currently working on our third and most creative project yet.

TEAM

Thierry Baujard

Advisor

Advocate for Co-Productions in Europe.

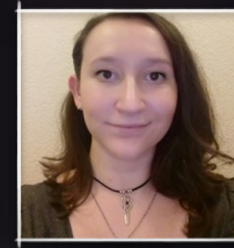Mattias Lambert

Developer

Felix Dreyfus

Partner

11 Years in the industry as a technical director and business developer.
Specialized in public funding.

Bat El Levi

Creative Director

Kristina Trommenschleger

Game Designer

Odile Limpach

Advisor

Former managing director of Ubisoft Germany.

WHAT ARE WE LOOKING FOR?

A publishing and distribution partner, who shares our passion for the product and has experience with VR games.

200K EUR in funding.

The rights to handle LBE's distribution ourselves.

CRITICAL FEAR

- THANK YOU! -