

PARTNERS

- Benemérita Universidad Autónoma de Puebla



- Tokyo University of Technology,
School of Media Science



- LUCA School



- University of Ostrava



- School of Art at Northern
Illinois University



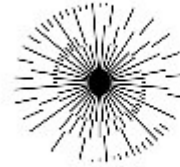
- Harz University
of Applied Sciences



Benemérita Universidad Autónoma de Puebla

Instituto de Ciencias Sociales y Humanidades “Alfonso Vélez Pliego”

México



Julio Broca

STUDENTS TEAM

- Wout Janssen Belgium, janssenwout@gmail.com
- Sandra Czerniewska Poland, sandra.czerniawska@gmail.com
- Jacqueline Ueltzen Germany, u35938@hs-harz.de
- Jonas Wehling Germany, u36800@hs-harz.de
- Abril Gutierrez USA, z1854635@students.niu.edu
- Cory Kirsininkas USA, z1878835@students.niu.edu
- Andrea Velasco México, andrea.espinosav@alumno.buap.mx
- Mauricio Rabiella México, mrabiella@alumno.buap.mx

Mask of Truth

Story telling gamified in first person. The gamer lives with the main character amnesia. Both have to recover their memories solving the mysteries in the game, and find their purpose.

Genre

Psychological thriller, sci-fi, related with pandemics and ecology.

Platform

PC-MAC (2D game)

Recipient

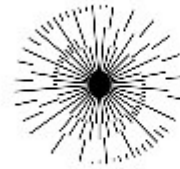
Young Adults and Adults interested in ethic and moral dilemmas related with health, technology, ecological



UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

PITCH DOCUMENT

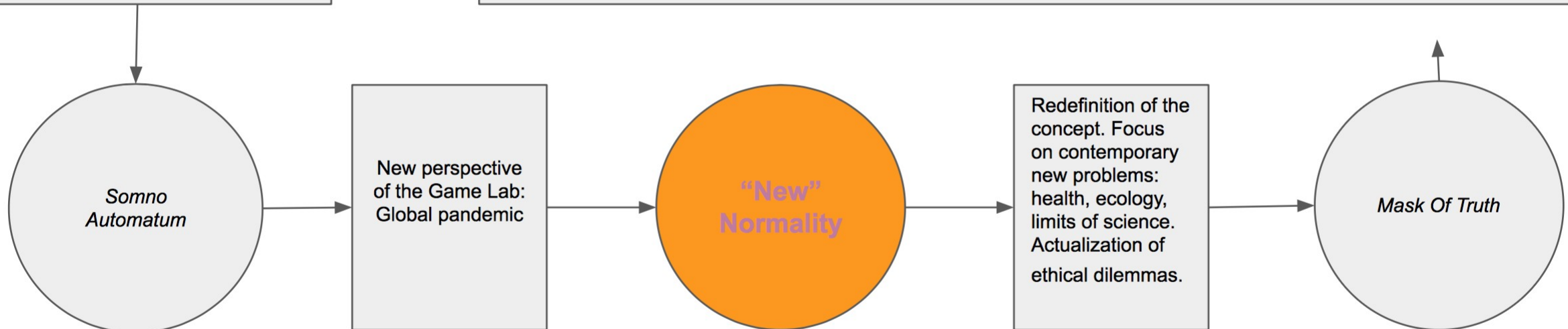
1. Plans, assumptions and directions of the search.
2. A brief description of the planned project aims to present the idea of our implementation.

1.Plans, assumptions and directions of the search.

Historical game related to nonmaterial and material industrial cultural heritage. Recreate in game a historical period when Mexican Revolutionaries used to come and ask for money to the fabric industry in the industrial company of Atlixco 1911 - 1919 .

Plot: A worker who doubt to join the revolution and leave the dream fo the progress and go back to the farm and defend land.

Plot: Year 2084. Doctor Paracelsus Roegen has been in a coma for 3 years as a VIP patient who has lost his memory. Too weak to breathe, stays connected to artificial respiration. His only contact with reality is Dana Morgan, a terrific nurse and George McLow, an always bad mood stretcher-bearer half human half machine. Dr. Roegen should use his cold and brilliant analytical thinking to regain his memory meanwhile Dana explains him that humanity is on the brink of extinction because an uncontrolled pandemic. He knows that there is a hope hidden in some part of his chaotic mind. His life, like that of all survivors, is monitored by T.R.U.T.H. (Technological Research Underneath True Health) trough modern mouth-covers. TRUTH is the corporation that pays for his luxurious recovery. Dr. Roegen decides that the secret that can give hope to the world must be transmitted without falling into the hands of the corporation. He will have to find a way to escape the fortress-hospital and gather the materials to develop the antidote that can give humanity a second chance. But first, he must remember the truth.



2. A brief description of the planned project aims to present the idea of our implementation.

PROBLEM:

How to make the time of gaming, a time of reflection too.

Isolation, perplexity, vitality, even conspiracy theories are some of the main phenomena in this pandemic. This phenomenon often cannot find ways to make catharsis.

SOLUTION:

Complex situations related with ethical dilemmas to go further on the game.

The persistent doubt of a disordered mind, with conviction to have an important answer to the dystopia, lead the player into a catharsis once he can discover in which sense he have some responsibility in the actual state of the world.

IDEAL GAMER:

Gamers that prefer a complex, and deep story.

This idea takes inspiration fo the "The Man in Black" by Ed Harris in *West World*.

TENDENCY

Pandemic made people more focused on health, respect, help, at least, with themselves. It's introducing a "plot twist" in the narrative and the way that new generations are rejecting the mistakes than previous did before.

Science fiction is an always source of ethical questions in relation with technology and nature.

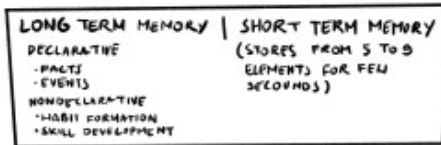
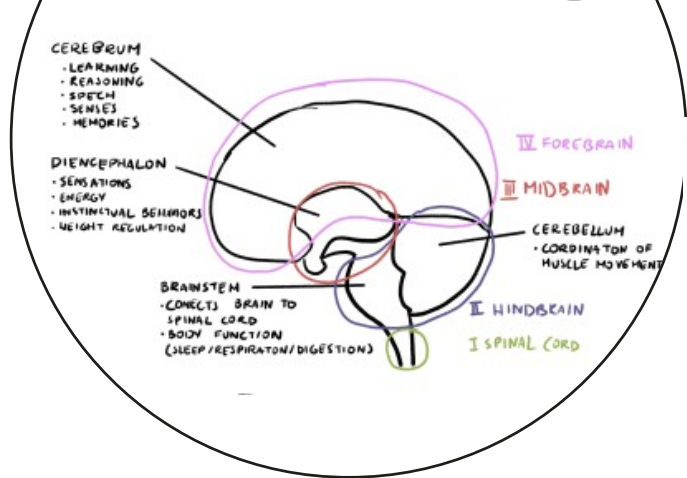
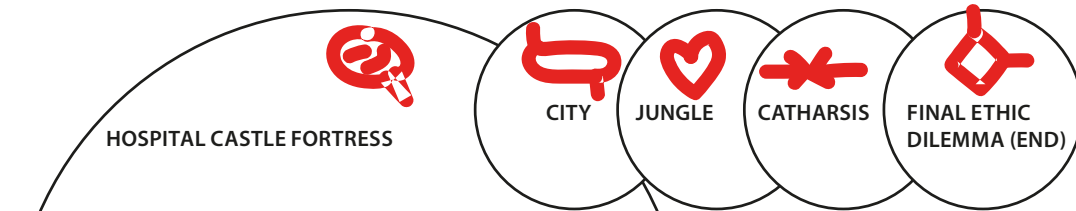
TEAM SO FAR

Developing intensively the Plot
Sketching ambient
Prototyping one specific "room"
Conceptualizing Characters
Story boarding
Branding

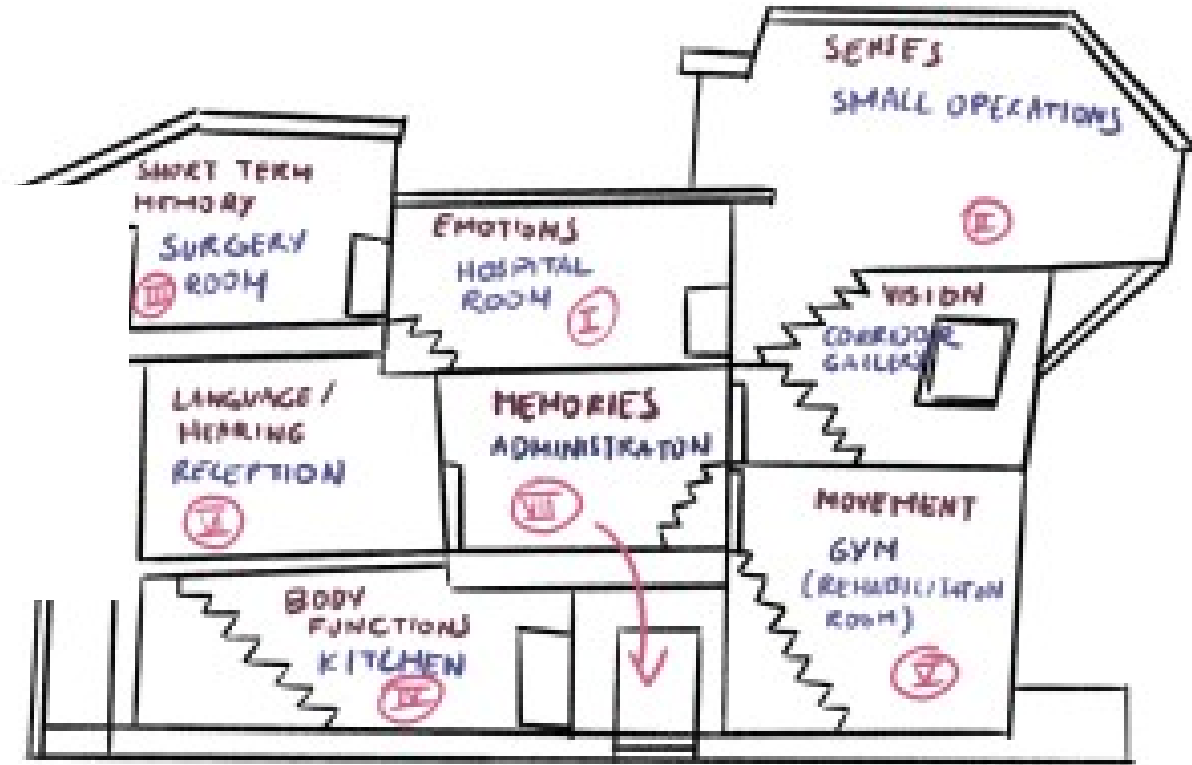
REFERENCES, INSPIRATION AND FOUNDATIONS OF THE PLOT

Robert Louis Stevenson (1850-1894)	(Split personality of a main character and nihilism)
Natsume Soseki (1867-1916)	(Internal journey of a lost soul in the real world)
Max Scheler (1874-1928)	(Ethics, knowledge as domination)
Martin Heidegger (1889-1976)	(The risk of technology)
Fritz Lang (1890-1976)	(Technology and social classes in futuristic dystopic society)
Walter Benjamin (1892-1940)	(Industrialization of art)
Stanisław Lem (1921-2006)	(Ethics and technology, moral dilemmas and sci-fi)
Sakyo Komatsu (1931-2001)	(Post human cannibalism)
Kazumasa Hirai (1938-2015)	(Traveling in time to prevent catastrophes)
Barry Wondsor-Smith (1949- erase)	(Implementation of technology on body against will, memory erase)
Frank Miller (1957-)	(Impossibility of social change)
Katsuhiro Otomo (1954-)	(Solidarity and social relations in dystopic worlds)
Tsutomu Nihei (1971-)	(Mega structures and ultra sci-fi dystopia)

Work completed so far: drawings, diagrams, concepts, models, etc.



HYPOTHALAMUS ▷ LONG TERM MEMORY
FRONTAL LOBE ▷ SHORT TERM MEMORY

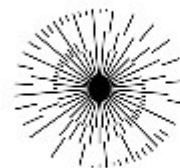




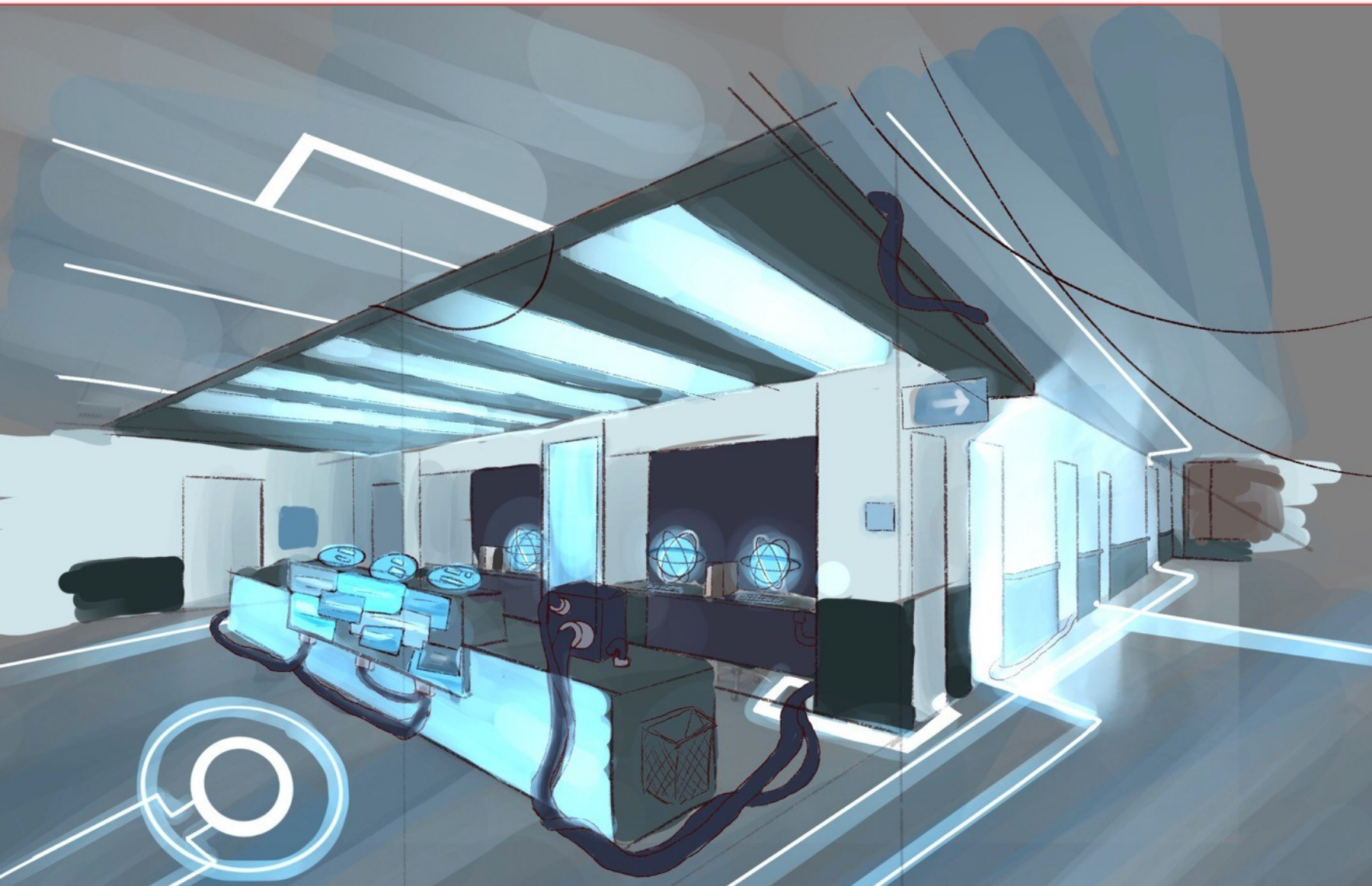
UNIVERSITY OF SILESIA
IN KATOWICE

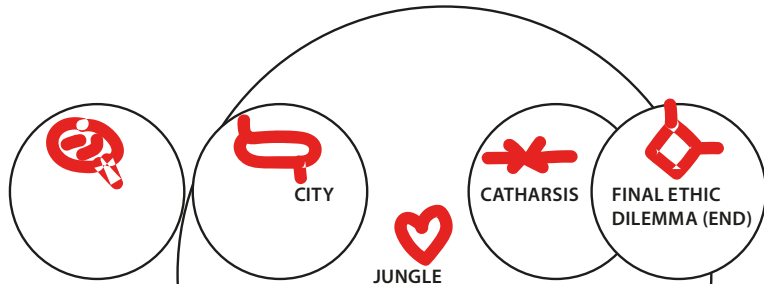
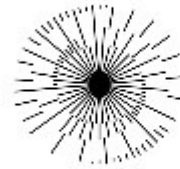


POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE

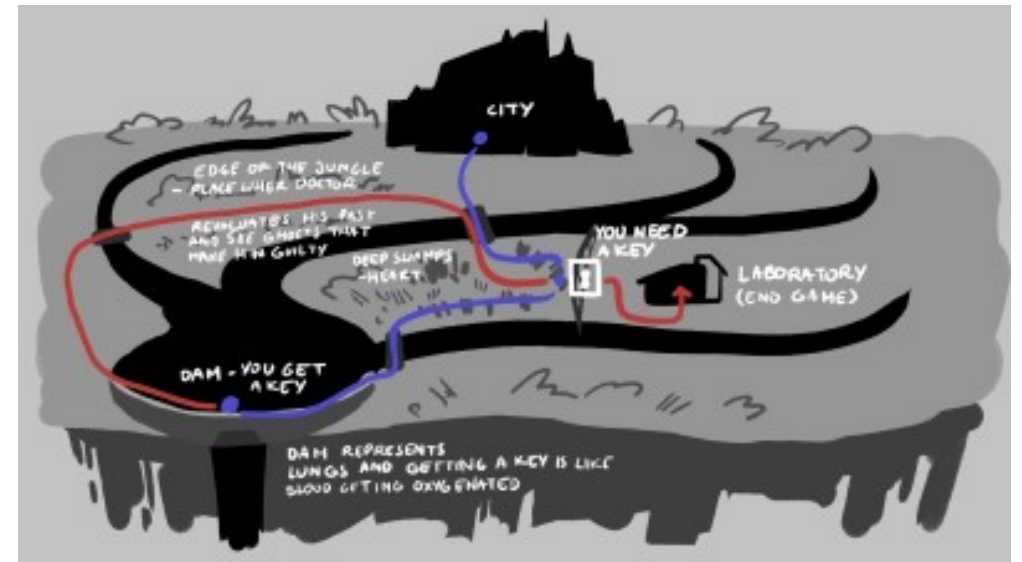
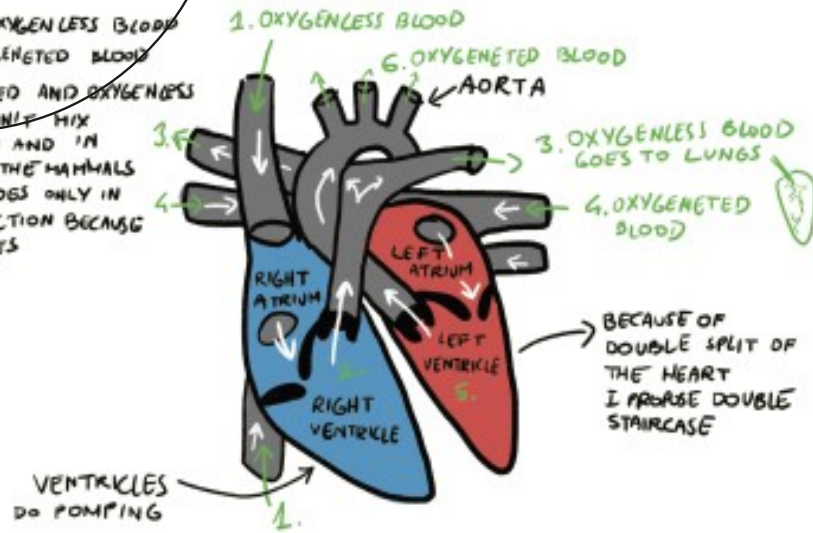


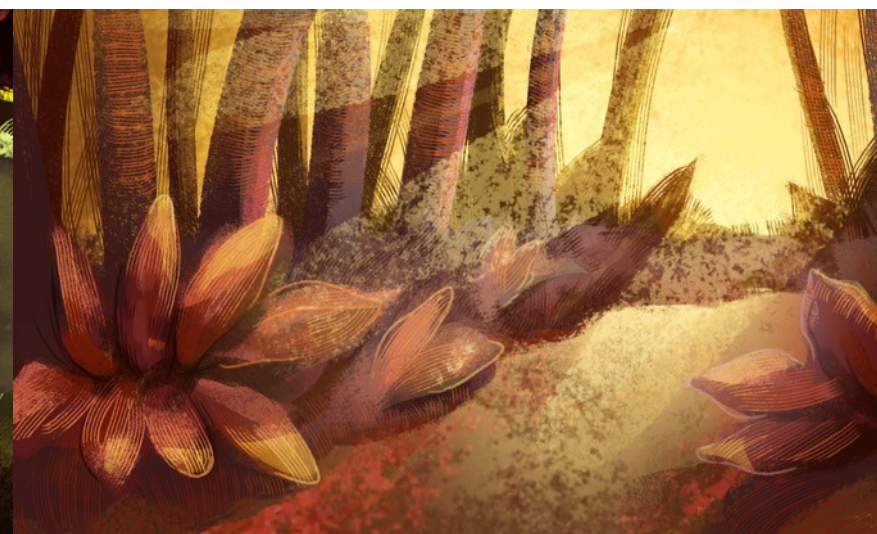
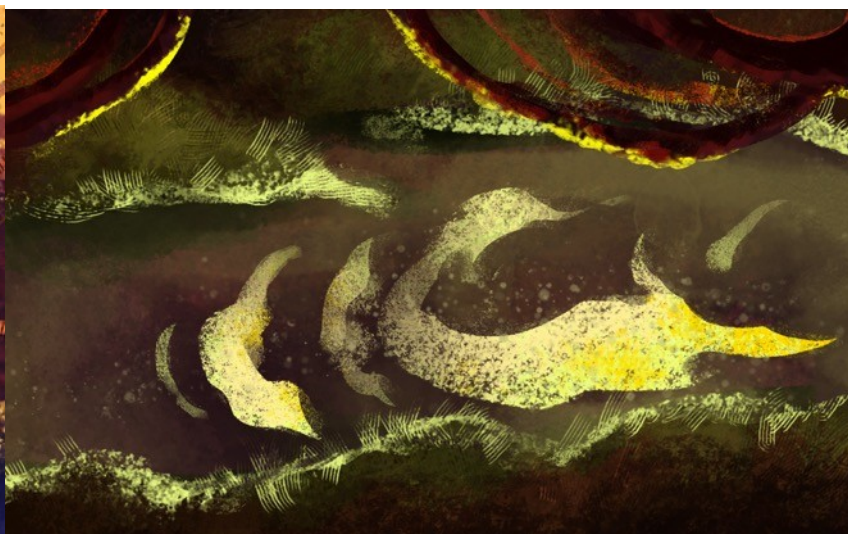
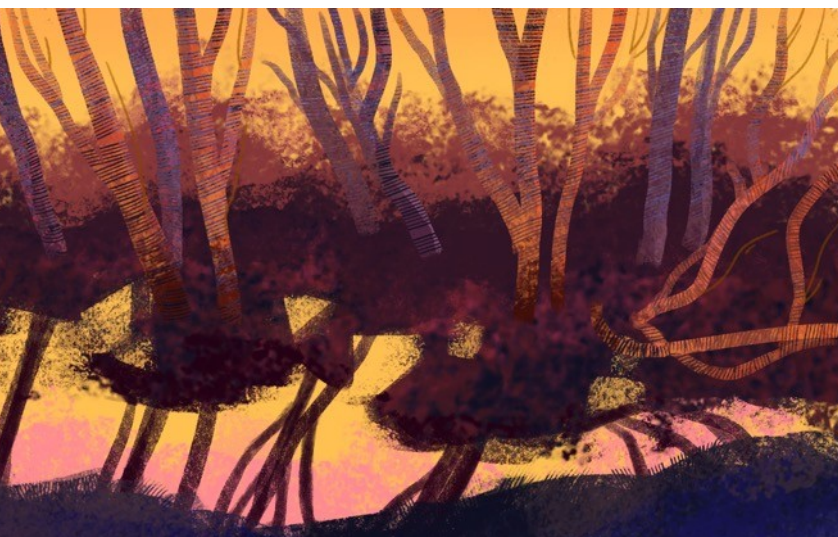
GAME LAB

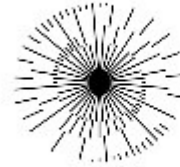




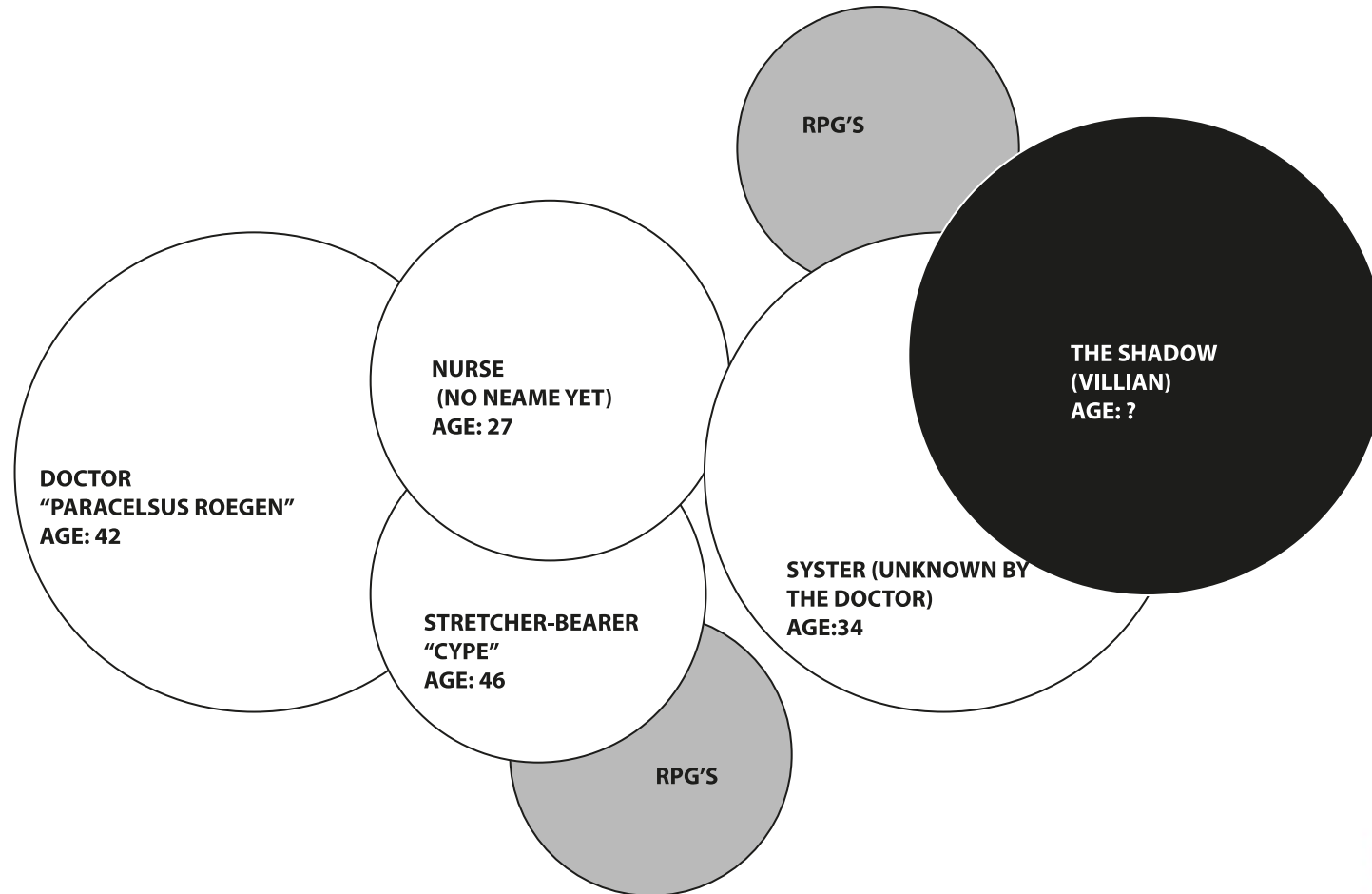
BLUE - OXYGENLESS BLOOD
RED - OXYGENATED BLOOD
• OXYGENATED AND OXYGENLESS BLOOD DON'T MIX IN HUMAN AND IN MOST OF THE MAMMALS
• BLOOD GOES ONLY IN ONE DIRECTION BECAUSE OF VALVES

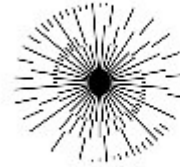






MAIN CHARACTERS





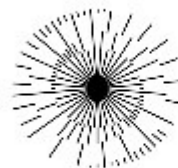
**THE
NURSE**





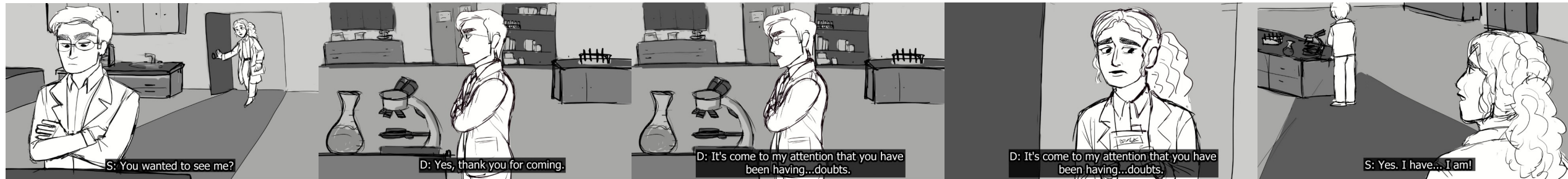
UNIVERSITY OF SILESIA
IN KATOWICE

NAWA POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB





TEAM STRENGTHS AND “WANTS TO TRY”

Discrod. Trello. Google meets, It's very stable and have automatic translation. Regular meetings.

Mask of thruth team

Specialise in the subject
Wants to try

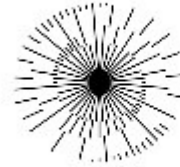
Abril	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Sound
Jay	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Music
Mau	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Music
Andrea	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Music
Cory	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Music
Wout	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Music
Jonas	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Music
Sandra	Writting Concept Art Ilustration 3D Level Design UX Storyboard Animation Programing Music



UNIVERSITY OF SILESIA
IN KATOWICE



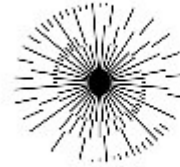
POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

COMUNICATION AND ORGANIZATION TOOLS

Discrod. Trello. Google meets, It's very stable and have automatic translation. Regular meetings.



Mask of Truth Project

Comienza una aventura.
¡Vamos a añadir a algunos amigos!

[Invitar gente](#)

INFORMATION

- # welcome-and-rules
- # notes-resources
- # important-links

TEXT CHANNELS

- # general
- # homework-help
- # session-planning
- # off-topic
- # concept-art
- # art-sharing
- # ideas
- # rpg-character-deve... ▲
- # branding-work
- # -jungle
- # -hospital
- # -city

VOICE CHANNELS

- Lounge
- Study Room 1
- Study Room 2

rpg-character-development

¡Te damos la bienvenida a #rpg-character-development!

Aquí empieza el canal #rpg-character-development.

[Editar canal](#)

Rules: **One person describes a situation the characters find themselves in. Everyone is picking a character (or more if you like to) and write down how you think they would react. A character can get picked twice by different people if they have different ideas about the reaction of the character. You can also react with your character on the stuff the others already wrote to get in contact with other characters and to develop real interaction. You are also free to add as many details to the situation as you like to**

First Situation

The past. The Dr. and his teammates are in the laboratory. The sister and Cype are also part of it. They still try to figure out whatever they are working on and the world outside is not the dystopic world the Player is going to explore later after the breakout of the illness. Because of unknown circumstances the hospital want them to work faster otherwise some of them are guaranteed to lose their job. They wont tell anyone why they are suddenly in such a hurry.

The sister: (she is really annoyed because of the rudeness of this order and because of the order itself. She sighs deeply trying not to yell frustrated at the nurse bringing them the bad message) okay...okay this is fine. (She is trying to calm herself down) We just need to concentrate more and stop chatting around purposeless. I have this feeling we are close to the first results...so...no time to lose, right? (even though she knows how bad the situation looks and how stupid the order "work faster" is when experimenting she tries to stay calm and focused but she needs the support of her teammates to do so. Thats why she is searching for affirmation.)

22 de enero de 2021

redsnake 22/01/2021

The doctor seems to be happy with the order of hurry up. Sister and him have a little argue: hey, this is not ur way of work bro! Since when you are so obedient? — I imagine she is kind of Caribbean look won rastas, and very cool in general—. Doctor fave is hard and obscure, their sights talk about a metaphysical break between them. Sister now is sad and she never is sad!! She leaves the lab and doctor order her do not go outside. Anyway she enter in the cabinet of "cleaning" to go out. Cype follow her. Dr. Screams: Cype if you go out here you are fired. Cype: put the job in your ass "bro". The rest of the team is in this incontable situation and they accept that Dr. is any more that nice guy they know before. Doctor scream: hurry up! He give precise orders: backup archives of the research, close all connections with outside world, put the viruses in the security boxes...

25 de enero de 2021

Jonas 25/01/2021

(this scene plays a few days later and is the consequence of the Order) The whole team is working very hard since the headquarter gave the Order to work faster and harder. The whole Team is stressed and most of the member feel more and more powerless, even the Docs eyes are getting narrower. But of course, he wouldn't let anybody know. In a this stressed and seething aura, it was just a question of time till the first little mistake would happen...

[A laboratory employee letting a test tube falling down]

Lab. Employee (LE1): "Oh Ups..! Sorry.."

Other LE (let's call him Mr. Wayne): "No Problem man... wait I help you.."

The doc had enough from this inability, he himself was also stressed. He had a hard time too, but he always worked hard and never made a failure. So, how could they? If the order is to work faster and harder than work faster and harder, there is no time for failure not even for a single mistake. After all this is not some unimportant project like creating a remedy for diabetes, this is much more important, THIS... is world-shaping!

Doc (angry & screaming): "(No Problem?) NO PROBLEM!?!?!? Since days we all are working hard. DAY AND NIGHT! And nobody is even thinking about making a mistake. This is a team of professionals! And not a gathering place for some dumbass idiots who think that this place is their Children's room where they can play and sleep whenever they want!!!"

Other LE (Mr. Wayne): "Hey... Hey Chef... calm down it was just an empty bottle..."

Doc (still angry & screaming): "What? Just an empty bottle!? This TEST TUBE could have been full of the pathogen!? And what then Mister Wayne!? You want all of us to get infected?? To die!? There is still no remedy for all the pathogen types we keep here. And we are the only people who have the intelligence and the devotion to CREATE SOMETHING EVEN BIGGER THAN EINSTEINS ATOMIC BOMB, we are the elite of all Science!!!!"

...
Well... I guess at least the most of us..."

LE1: Chef... I'm... I'm sorry...

Doc: "Yeah... Yeah Paul... You should..." // (Paul is the name of LE1)

...
Leave this Laboratory.

LE1 (Paul): "But... Chef..?"

Doc: "I said - LEAVE THE LABORATORY!!! IMMEDIATELY!!!"

Enviar mensaje a #rpg-character-development

CONECTADO—3

- Pancake ✓ 2021
Jugando a pancake.gg | p/HELP
- redsnake
- Wout

DESCONECTADO—8

- Abril
- Andrea<3
- Cor(y)n
- Jay
- Jonas
- Mau
- Nikoletta
- Sandra Czarniawska

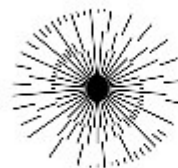
“In the darkest moments the faint human glow is brighter”
Dr. Paracelsus Roegen (2040-2087)



UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

THANK YOU