



**Benemérita Universidad Autónoma de Puebla**  
**Instituto de Ciencias Sociales y Humanidades**  
**—México—**

## TEAM (Alphabetical order)

### **Abril Gutiérrez**

Concept art, illustration, story board, animation, script USA

### **Andrea Velasco**

Research, illustration, character design, script México

### **Jacqueline Ueltzen**

Game producer, level designer, concept art, illustration, character design, script Germany

### **Jonas Wehling**

Level designer, script Germany

### **Julio Broca**

Mentoring, art direction México

### **Mauricio Rabiella**

Research, illustration, character design, 2D artist, script México

### **Sandra Czerniawska**

Lead artist, level designer, concept art, illustration, script Poland

### **Wout Janssen**

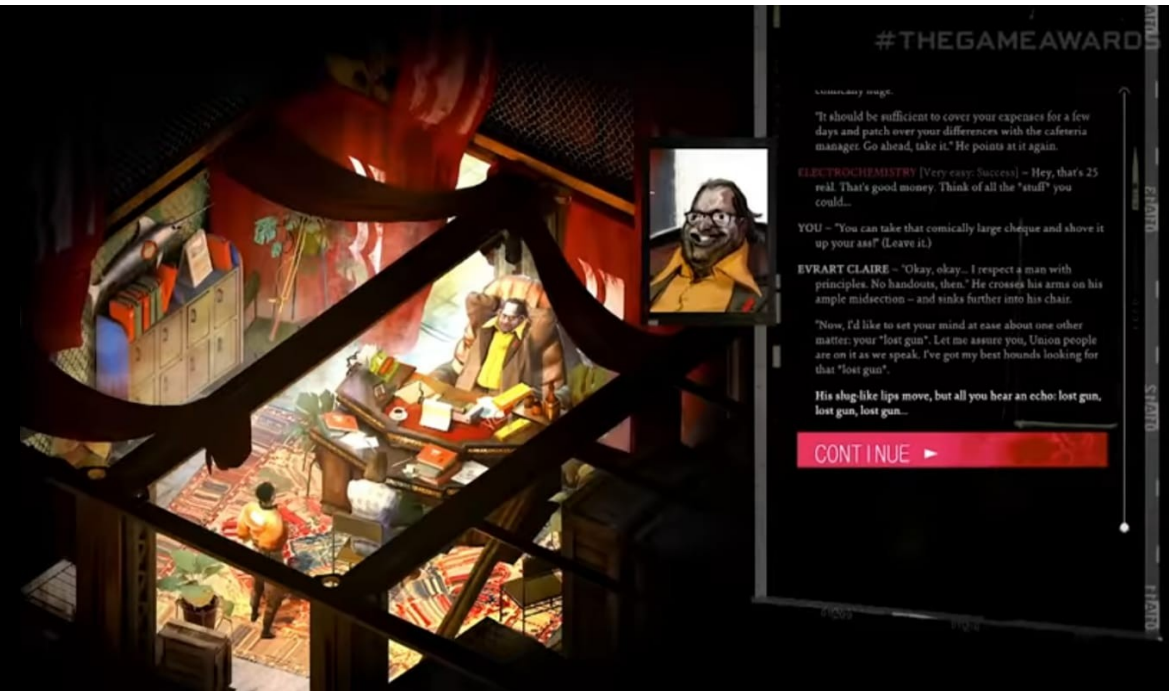
Unity gameplay programmer, script Belgium

## Storytelling gamified; inspirations:

*Mask of truth* is a storytelling gamified in first person. The player will help the main character to recover from amnesia. Both have to recover their memories solving the mysteries in the game, and find their purpose. Dialogue box will guide and display the story as the main part of the UX. Here we can see next some inspirations: *Pokemon Red*, *Persona 3*, *Shadowrun*, *Disco Elysium* —showed in this order—.

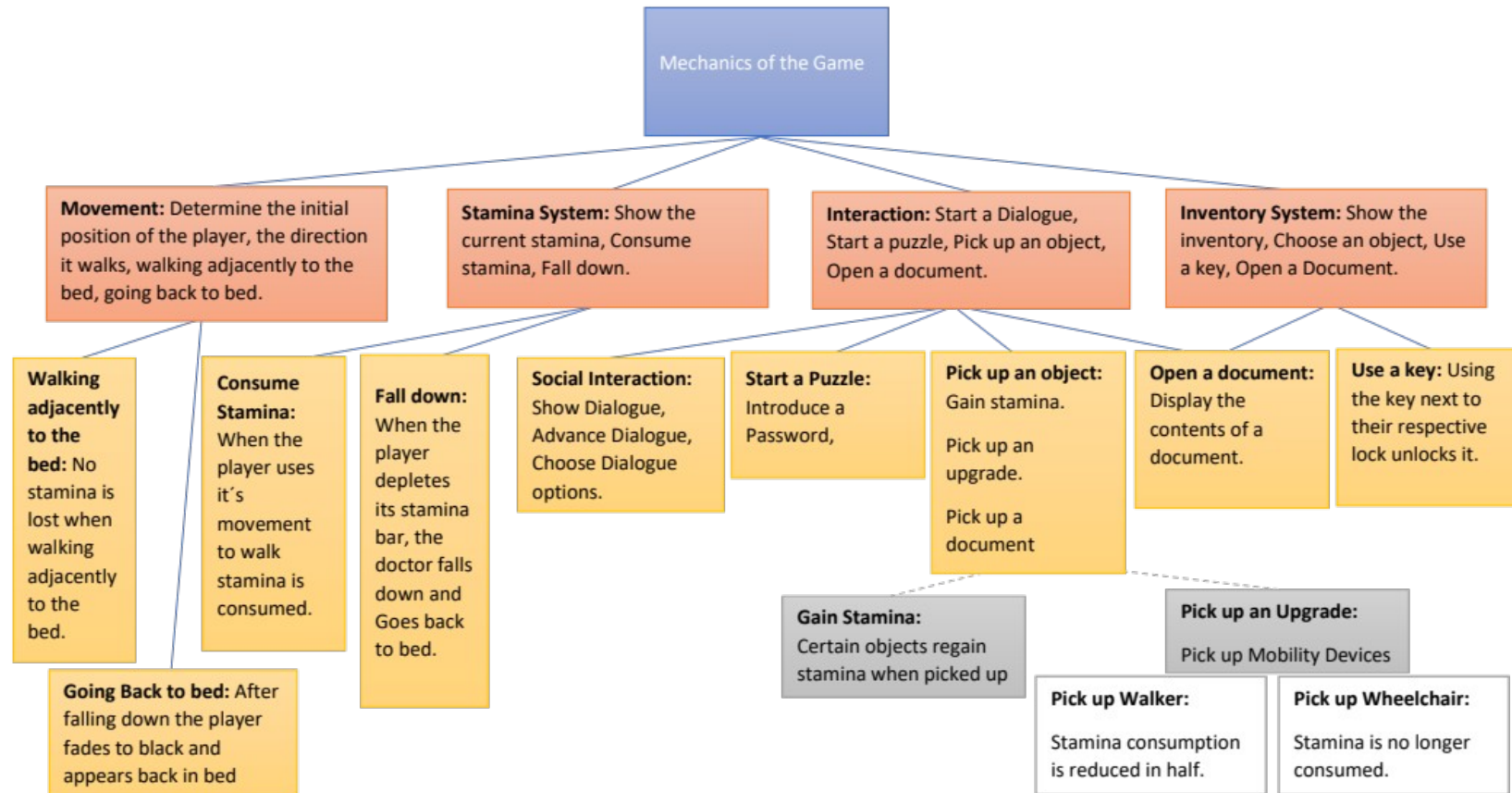






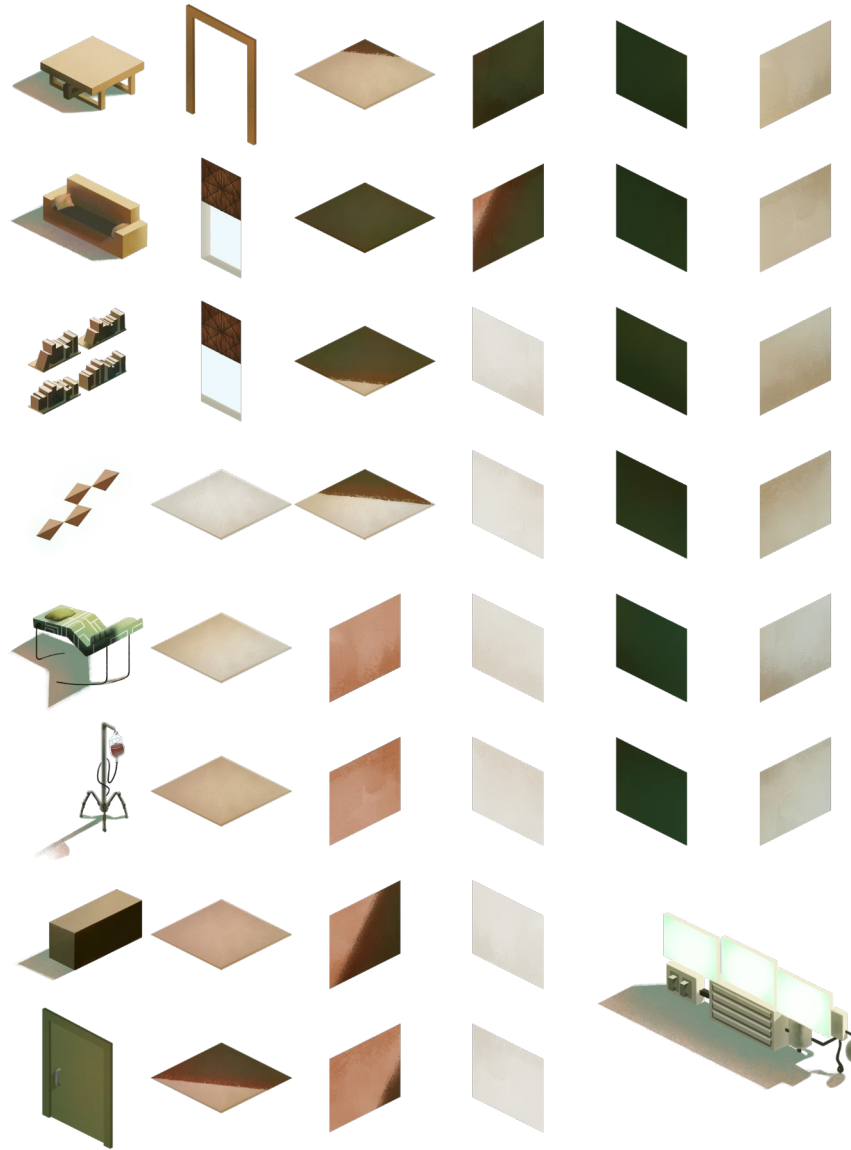
# The room “A” (scape room)

Here is where the game begins. The player awakes from coma.  
Too weak to walk, have to learn the best strategies to keep strength enough to not faint.

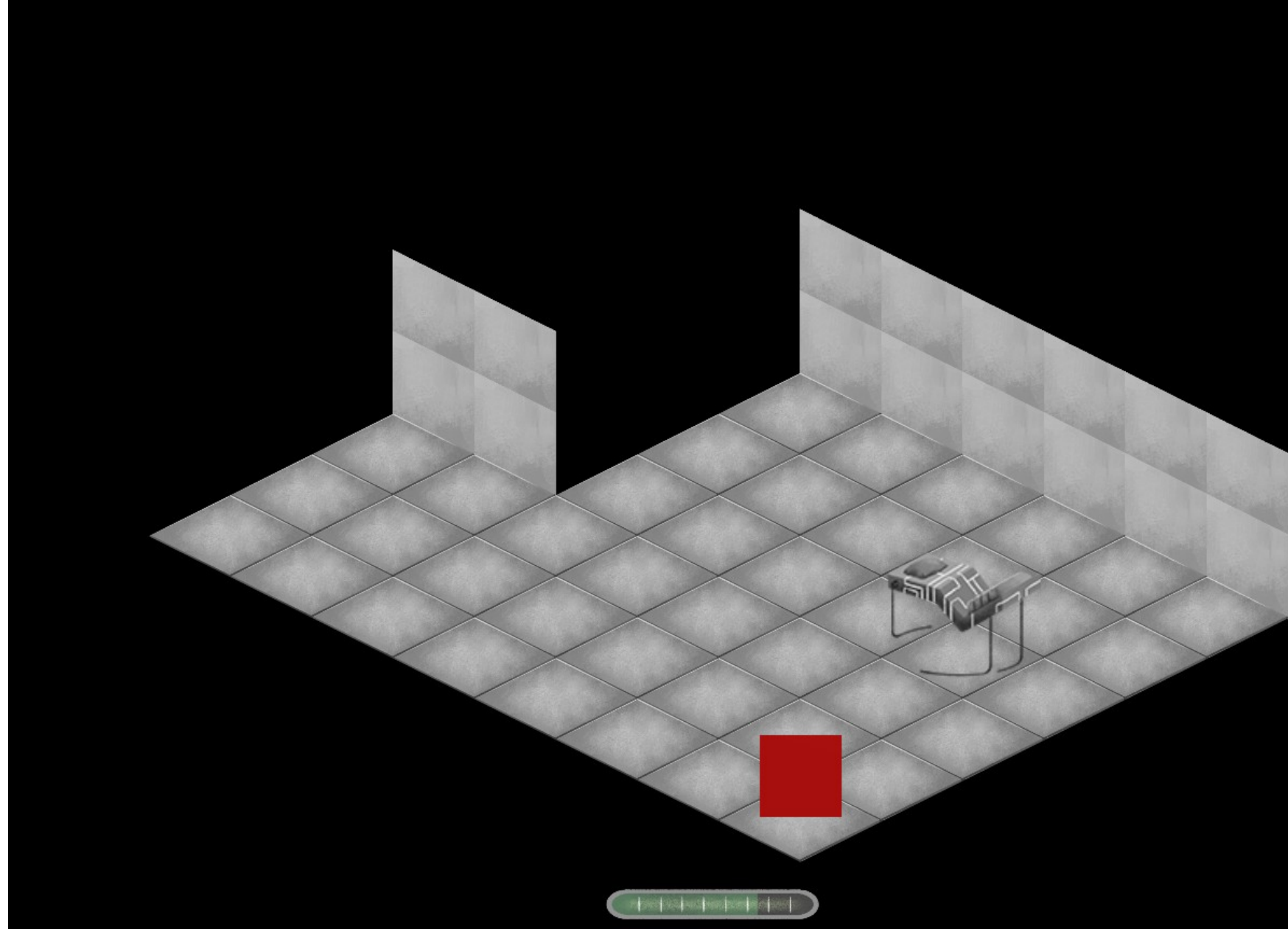


## Assets and tilesets on isometric environment

Here is where the game begins: Room  
“A”.



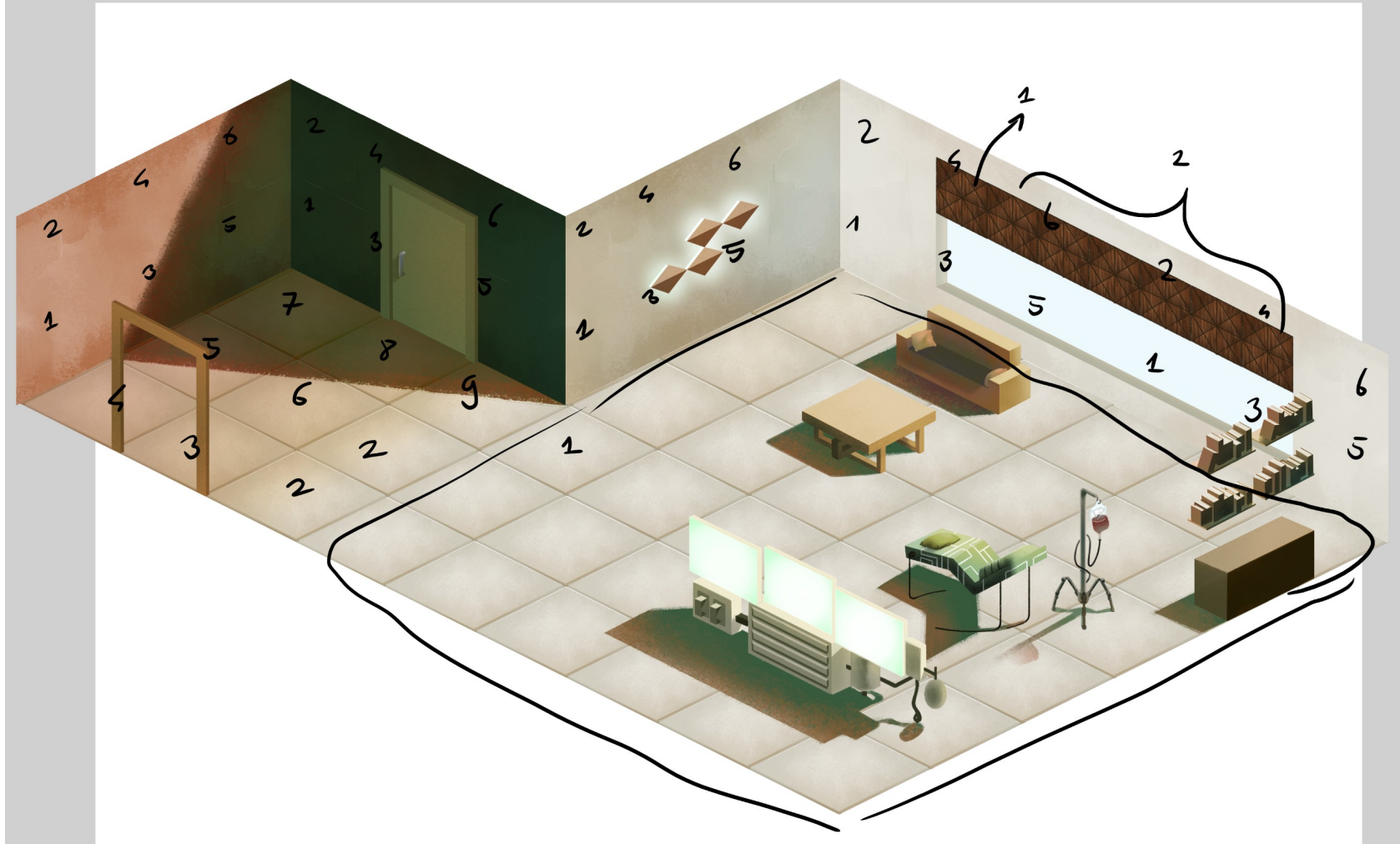
## Scenario





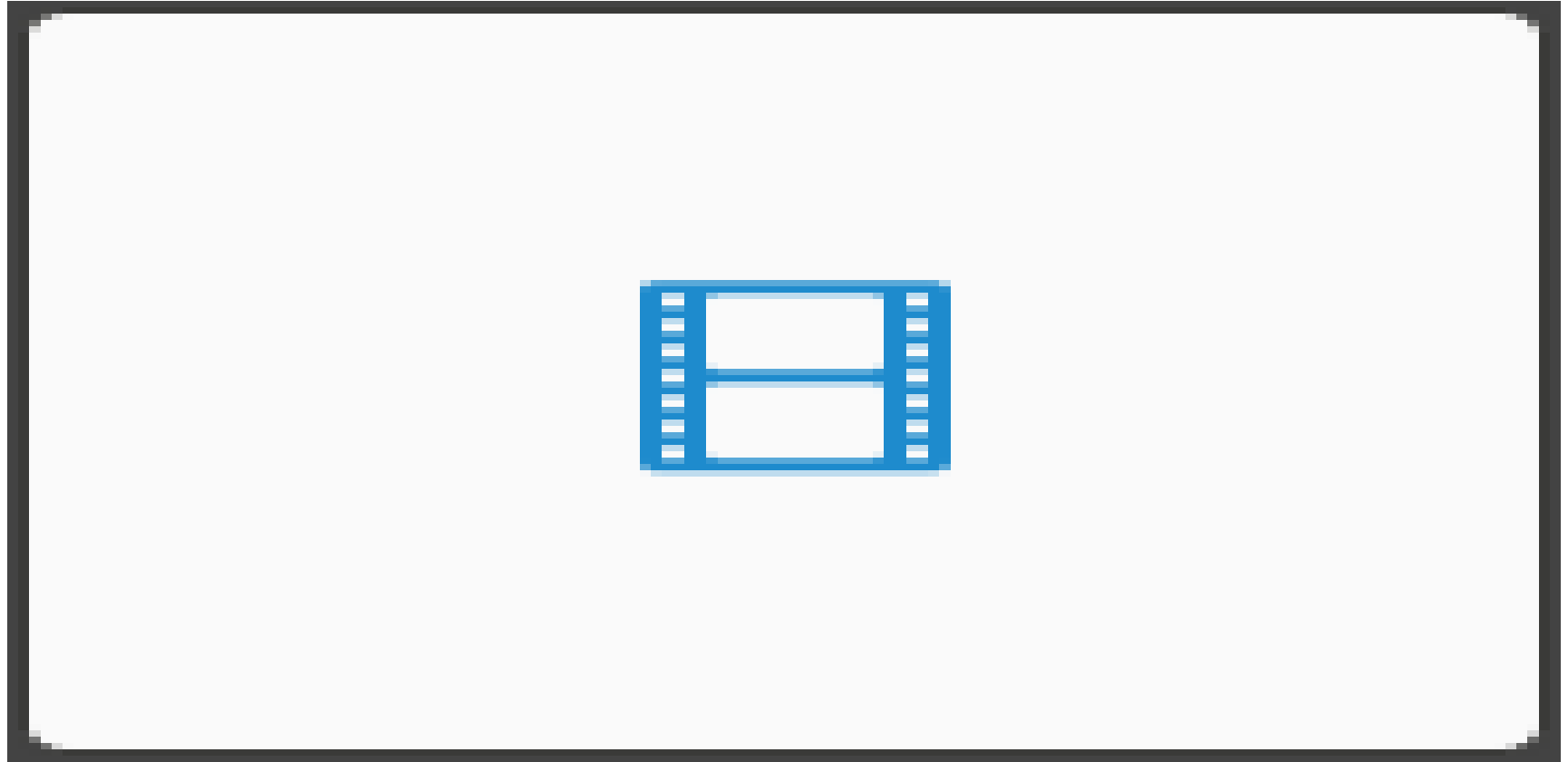
## Assets and tilesets on isometric environment

Here is where the game begins: Room "A".



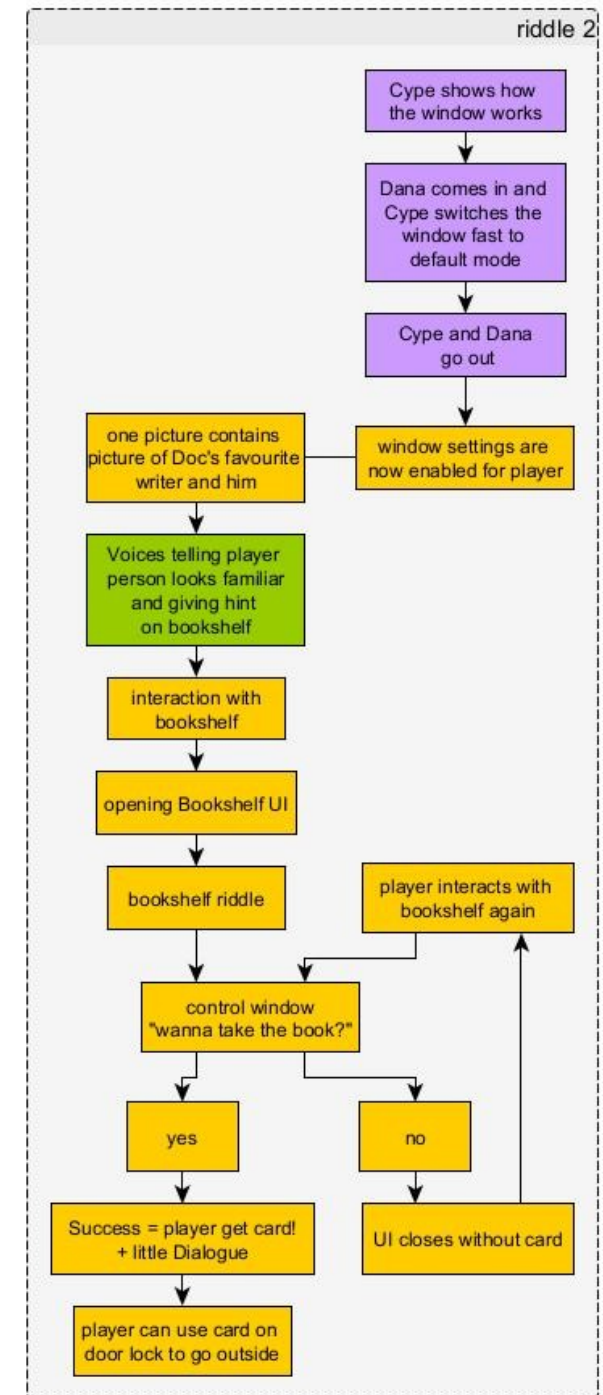
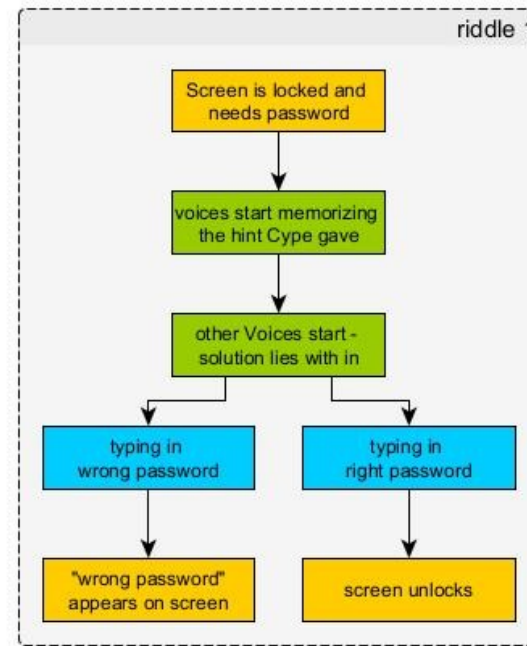
## Proof

Doctor in room “A”, planning how to  
scape



# Riddles to scape room

Flow diagrams of the riddles for programming

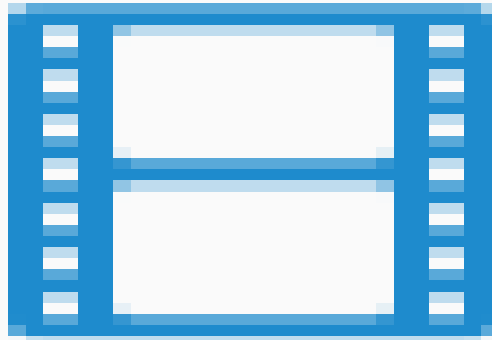


# **1. Explosion in the lab(Video)**

**See the video**

Press Play in leftcorner to reproduce

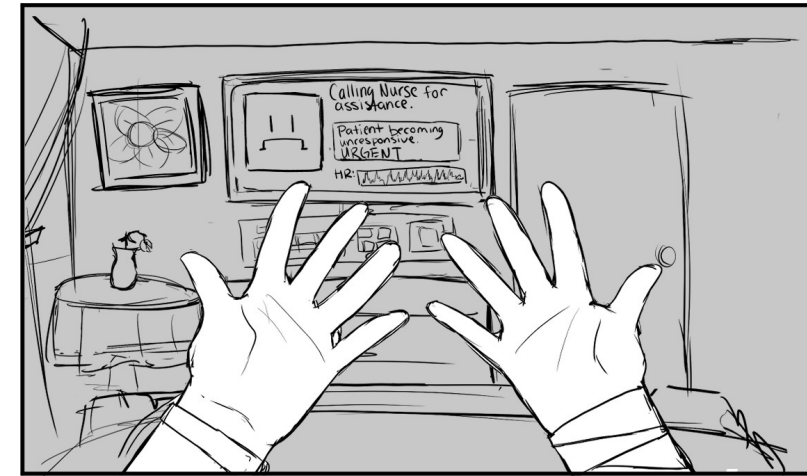
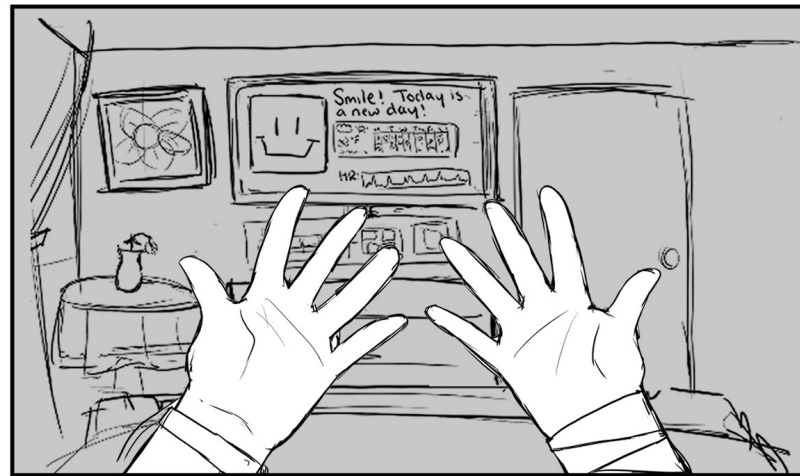
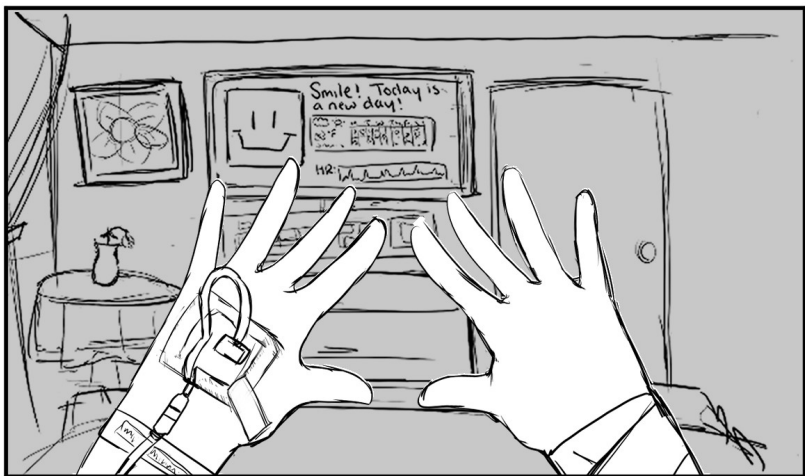
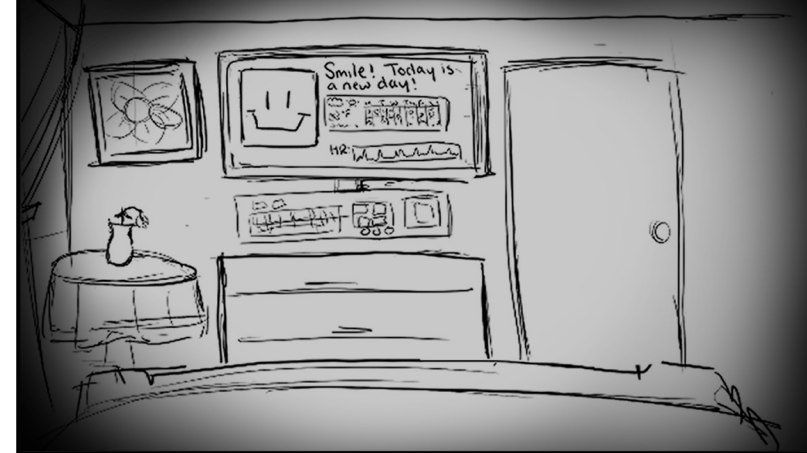
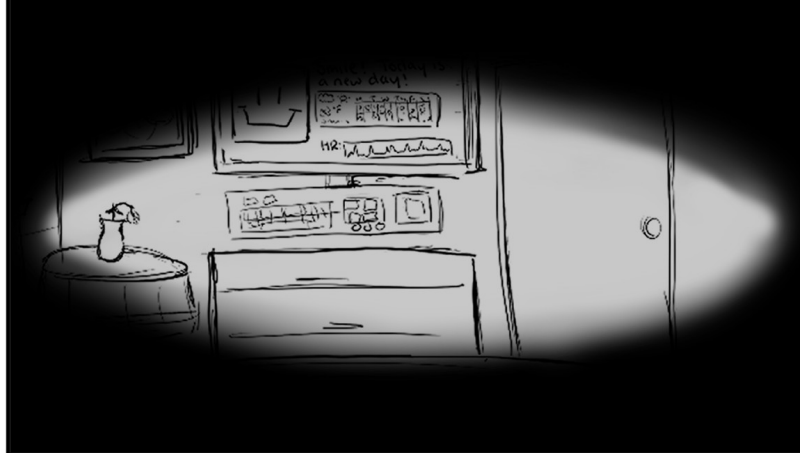
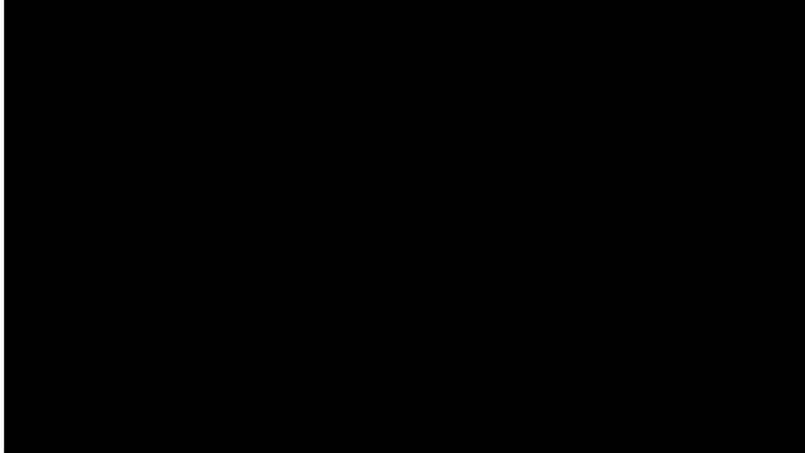




## 2. Awakening after coma

**Story board. Art: Abril Gutiérrez. Concept: all team.**

Dr. Paracelsus Roegen has been in coma for a year after the lab explosion. Here he will know the characters next to him all the game: the nurse Dana Morgan and the stretcher bearer, Cype. Too weak to be awake, he will faint. Next tome he awake, is to scape form the Room “A”.



D: "Huh? Where am I?"

D: "I recognize this technology..."

D: "What happened to me?!"



C: "Something's not right Nurse--!"



C: "Holy shit! He's awake!"



D: "Who are you?"



N: "Move Cype! I need to see what's happen- "



N: "Gasp\* Dr. Paracelsus!

You're awake!"

"Why didn't you tell me sooner Cype!?"



N: "Let me just make sure your vitals are stable.

D: (Dr. Paracelesus? Is that my name?)



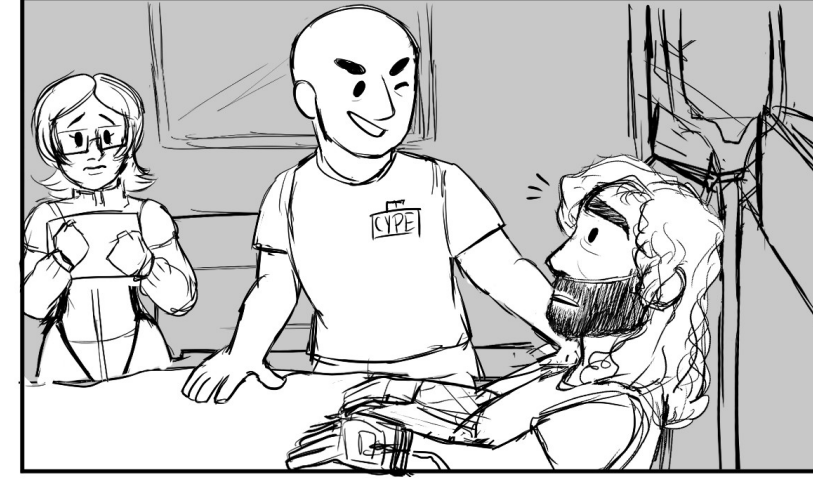
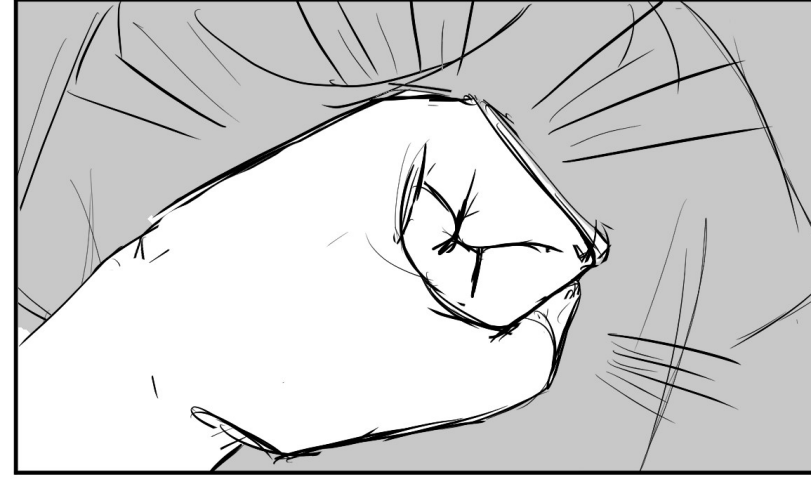
D: (Why can't I remember anything??  
Who are these people? What place is this?  
My head hurts..)

N: "Doctor I need you to calm down so  
I can stabilize your vitals.."

D: (Something isn't right... this place-)

D: "GAHHHHH!!!"

N: "Doctor!"



N: "Cype! He's having a heart attack!!!"

D: \*GASP\*

C: "Hah! I know you have a hard chest  
Doc, you're a stubborn man. This is not  
the day you die."



N: "Cype are you nuts?! You could've killed him!"

C: "Relax sweetheart. He's awake, he's breathing  
you're welcome."



\*Cype and Nurse arguing\*

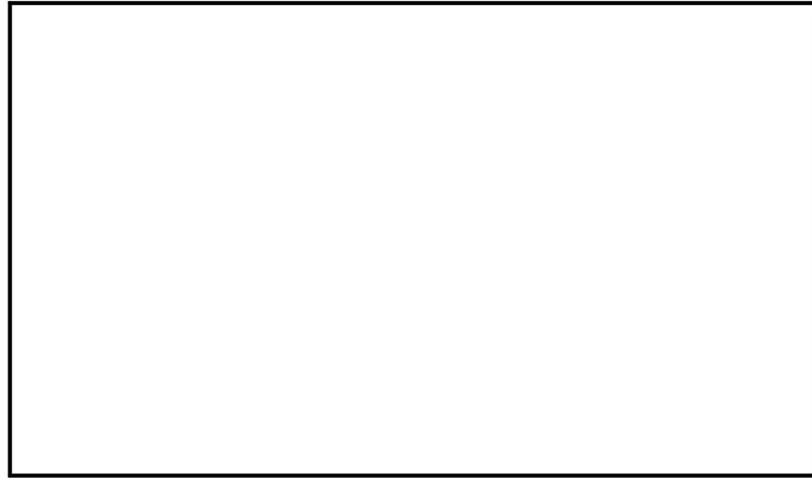
D: "I don't who you are, but you saved my  
life, so, thank you."



N: "Of course Doctor! It's good to have  
you back. Sleep tight."



C: "So... Who's gonna tell him?"



# Final art of the characters

**Art by Jay Ueltzen; concepts: all team.**

Dr. Paracelsus finally escape. Still too weak, he needs the help of Cybe, an old good friend that he doesn't remember but a strong link ties them. Dana Morgan is absolutely necessary, without her professional care, the Doctor is in danger to die. They will help the Doctor to escape the hospital to the abandoned city.



Dr. Paracelsus Roegen





Cype (stretcher bearer)



Dana Morgan (Nurse)

**THANK YOU**