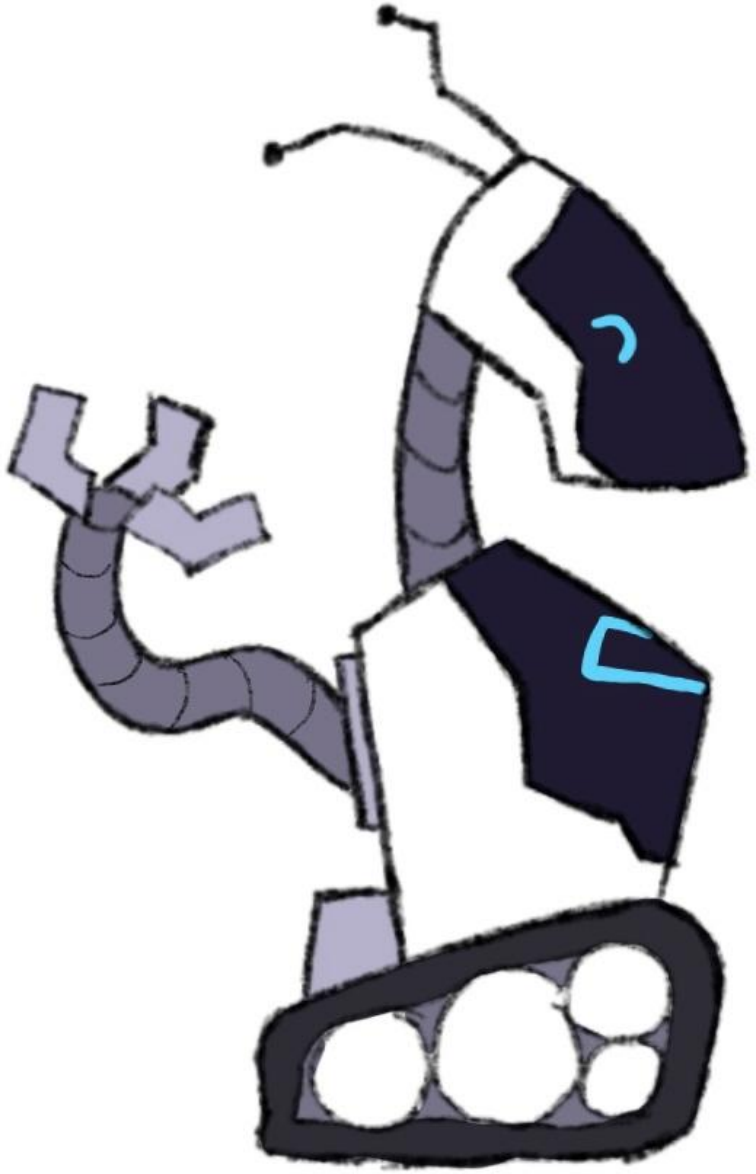
Can you achieve **body-horror** with **non-organic** matter?

CONCEPT ART – NOT FINAL

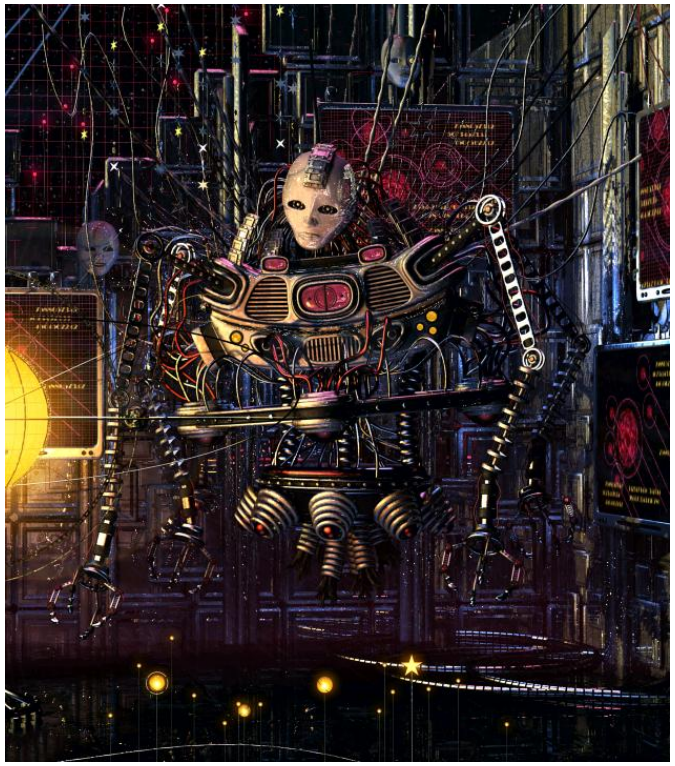
Criteria is a **2D point-and-click visual novel** about a **robot** who is desperate to be **taken seriously**.



You’re an **ambitious robot** desperate to be taken seriously for possible recruitment by an **intergalactic exploration program**.

Try to **increase your chances** of being selected by **upgrading** your parts. **Pick** the perfect parts with the help of a **small but diverse** cast of characters, and **install** your upgrades with your **mechanic** (who is also your **best friend**).

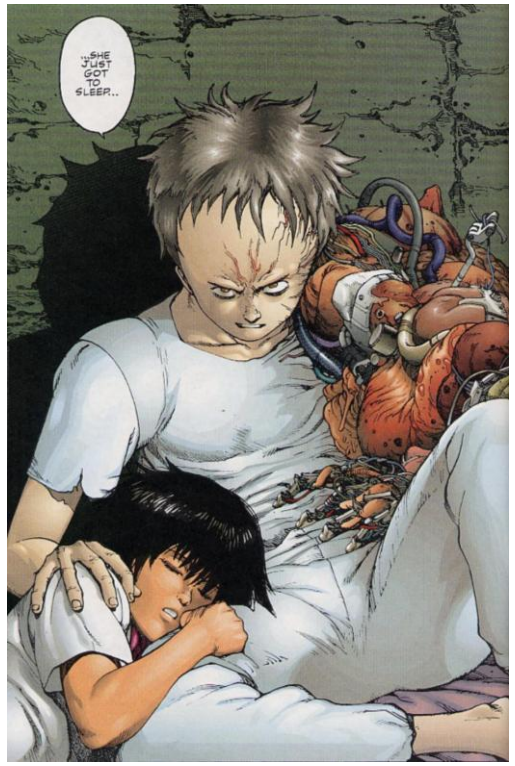
As you work towards meeting recruitment criteria, your **body** and **relationships** will **transform** – maybe **not in the way you expect**.



The Desolate Hope (2014 game)



ERSATZ (web-series)



Akira (manga & film)

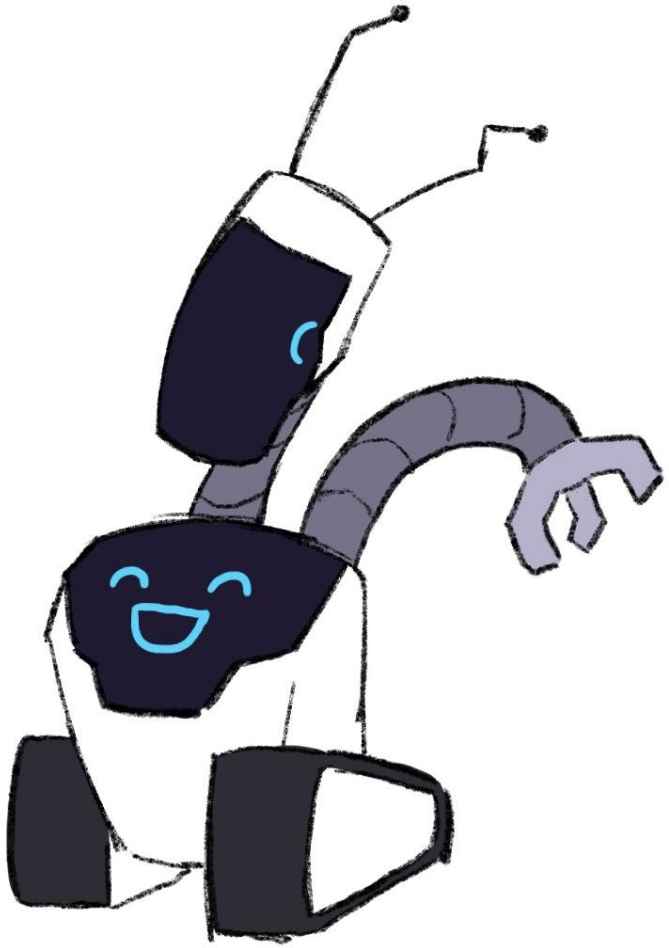


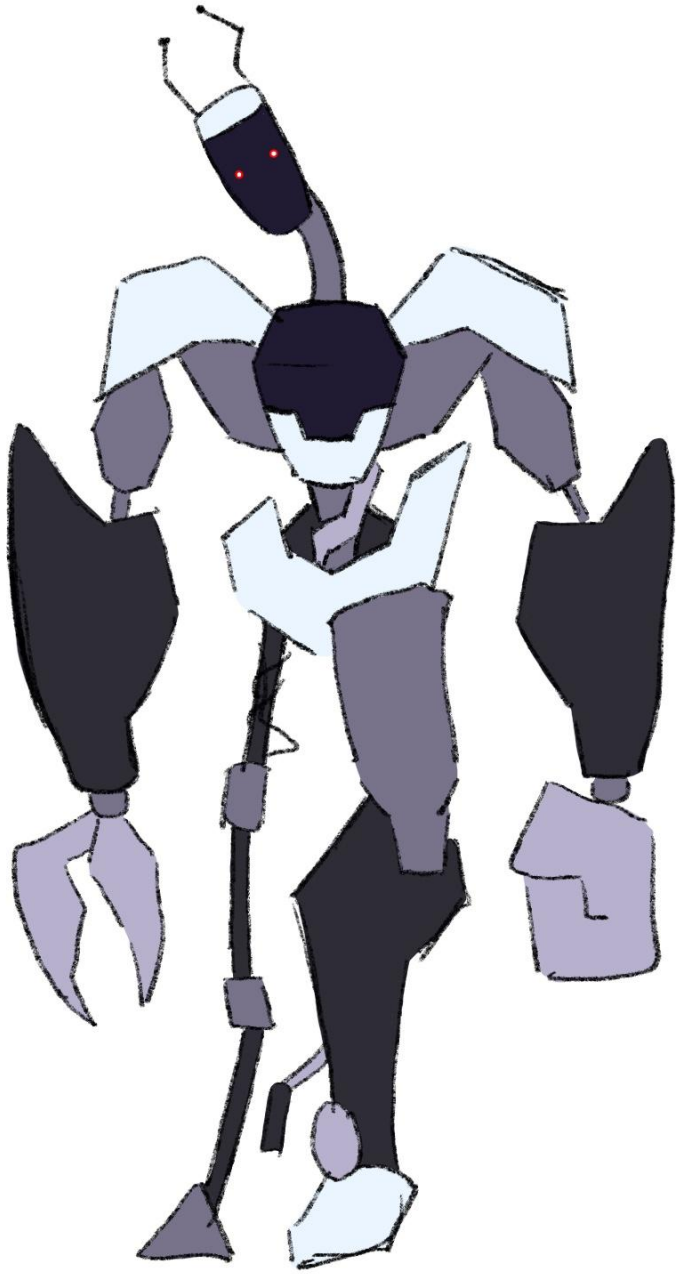
I Saw the TV Glow (2024 film)

The **design intention** of Criteria is to create and explore metaphors of **identity, suppression and conformity** through a conscious **subversion** of the **body-horror** genre. Think of how Akira, I Saw the TV Glow and ERSATZ create an uneasy **dissonance** between **soul and body** to explore those themes – then combine it with **uncanny robot designs** such as Scott Cawthon's. Can the same **emotional response** and **questions** be invoked with wire rather than flesh?

Robot Body-Horror

Play through a narrative that **gradually shifts** from **unassuming to unsettling**. Is it worth transforming into something else for the dream society has sold to you? And when you realise the answer, is it too late?

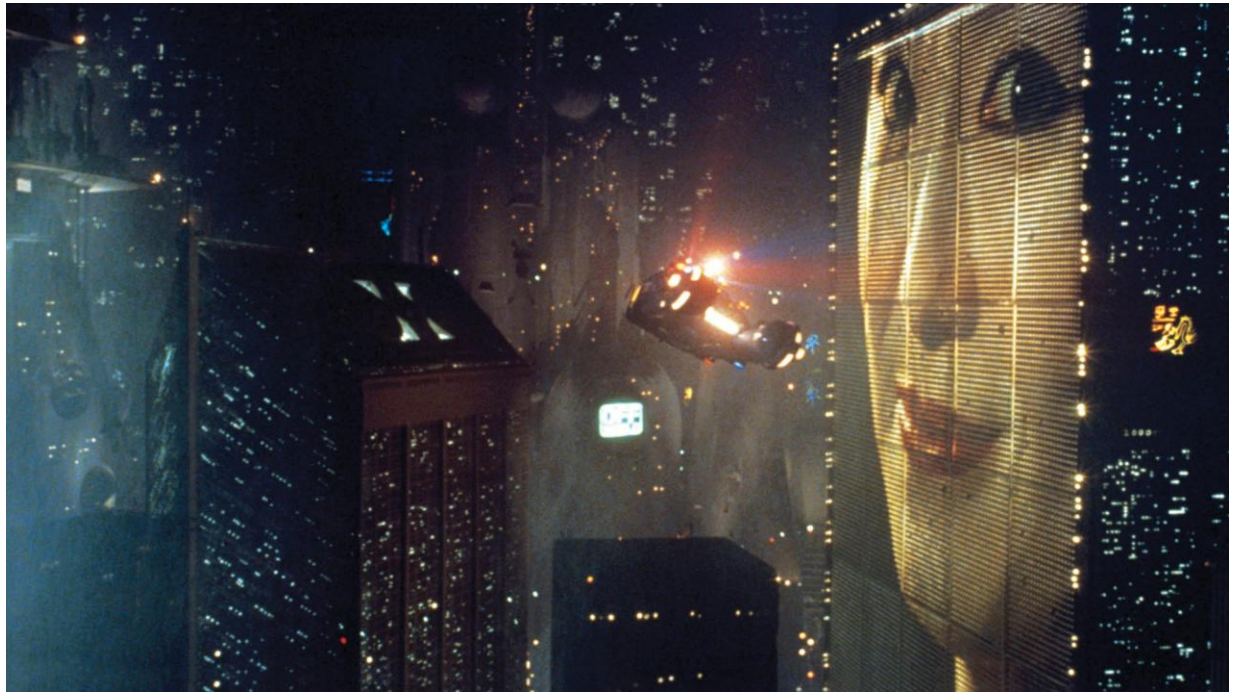




CONCEPT ART – NOT FINAL

Dive into a Sci-fi World

Explore far-future locations and interact with its inhabitants to obtain new parts. Form relationships and discover the **intergalactic society** of a **cyberpunk** city and its underbelly.



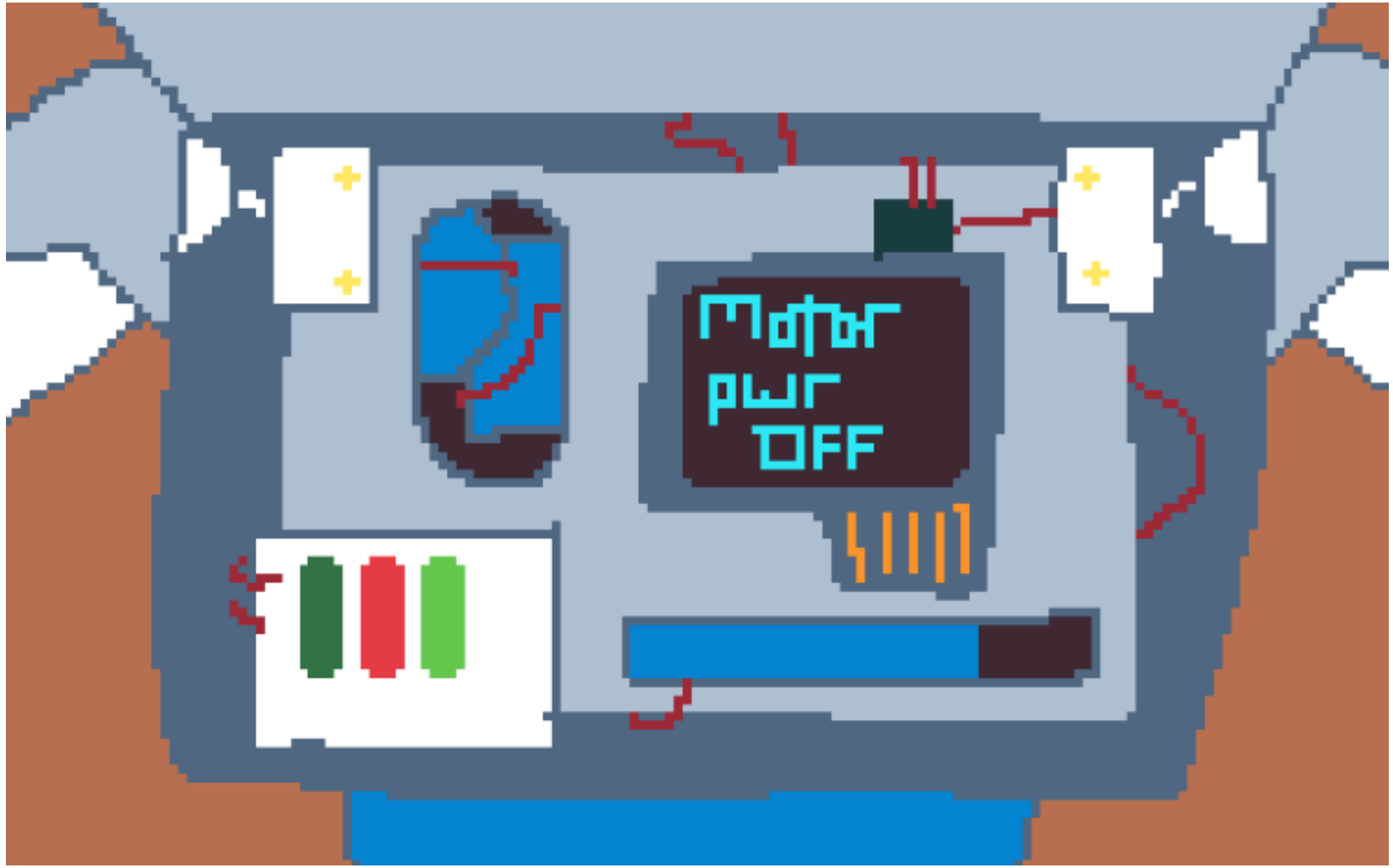
Blade Runner (1982)

Detroit: Become Human (2018)



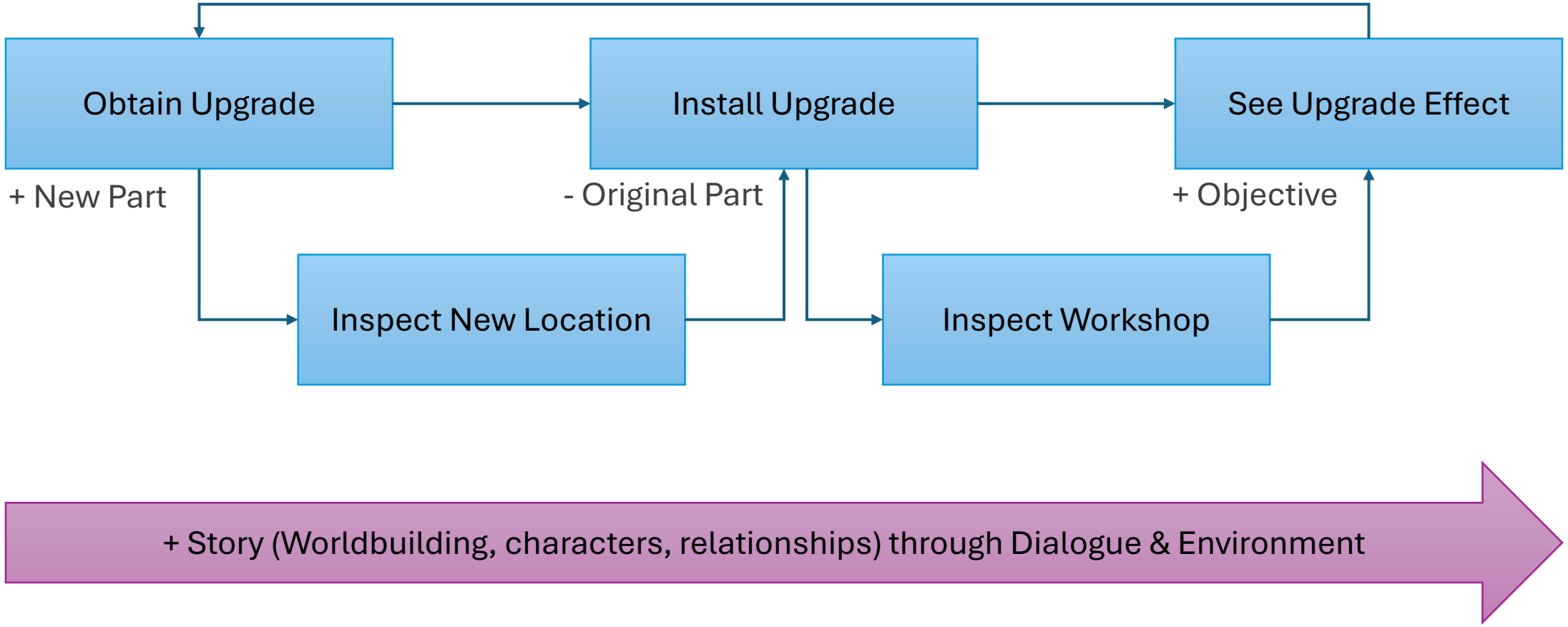
Puzzling Parts

With each upgrade, **familiarise** yourself with the systems, wires and power units that make you tick to replace your parts safely; all while **adapting** to how these upgrades **change** your body.

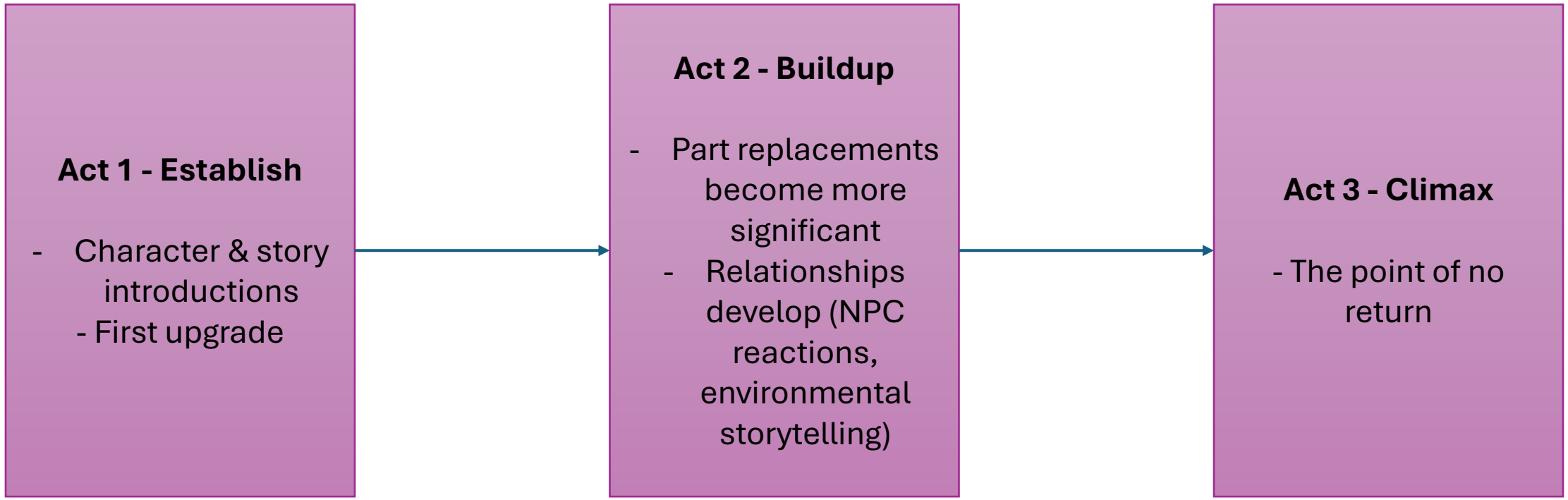


Flickgame Prototype – NOT FINAL

Game Loop


Obtain Upgrade
Install Upgrade
See Upgrade Effect
+ New Part
- Original Part
+ Objective
Inspect New Location
Inspect Workshop
+ Story (Worldbuilding, characters, relationships) through Dialogue & Environment

Narrative

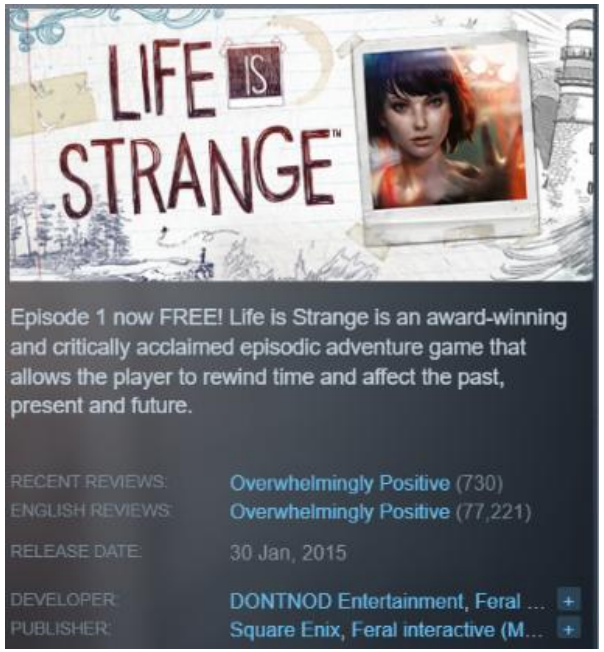

Act 1 - Establish
- Character & story introductions
- First upgrade
Act 2 - Buildup
- Part replacements become more significant
- Relationships develop (NPC reactions, environmental storytelling)
Act 3 - Climax
- The point of no return

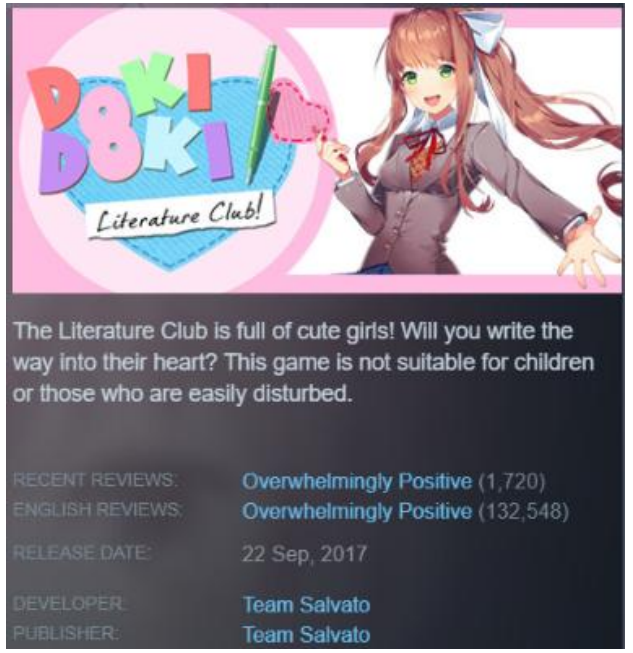


Why?

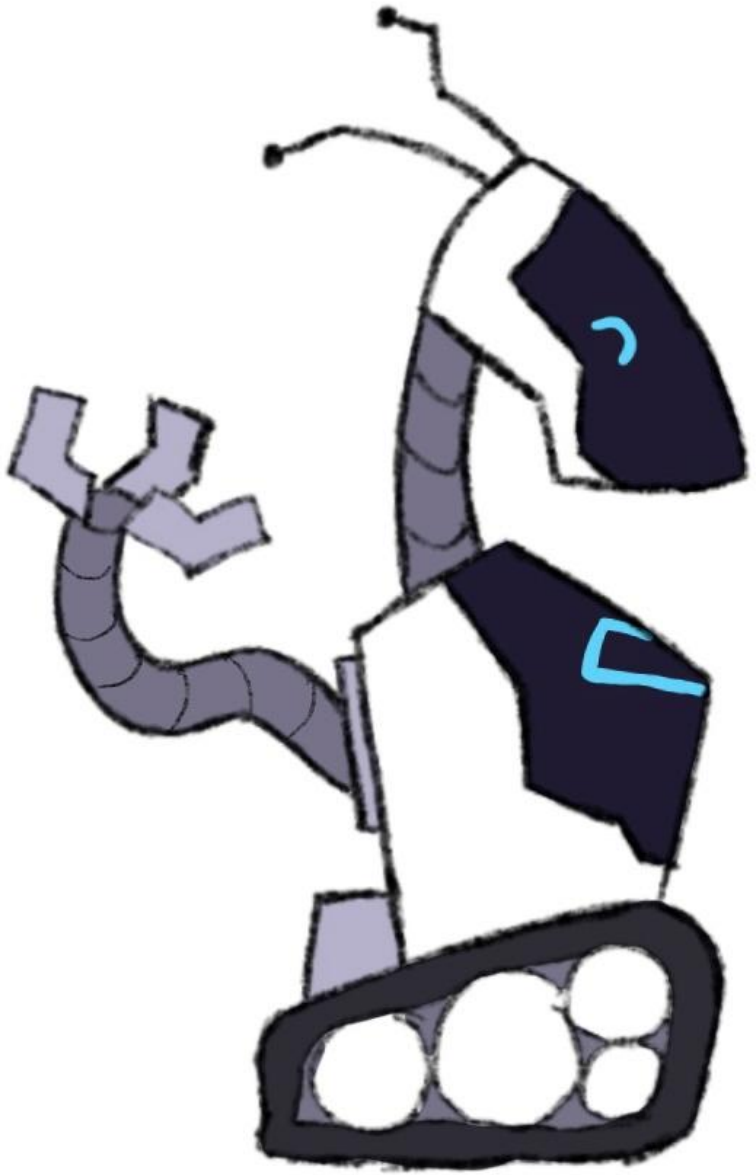
There is a proven audience for games with relatable themes and unique genre twists.











Thank you!