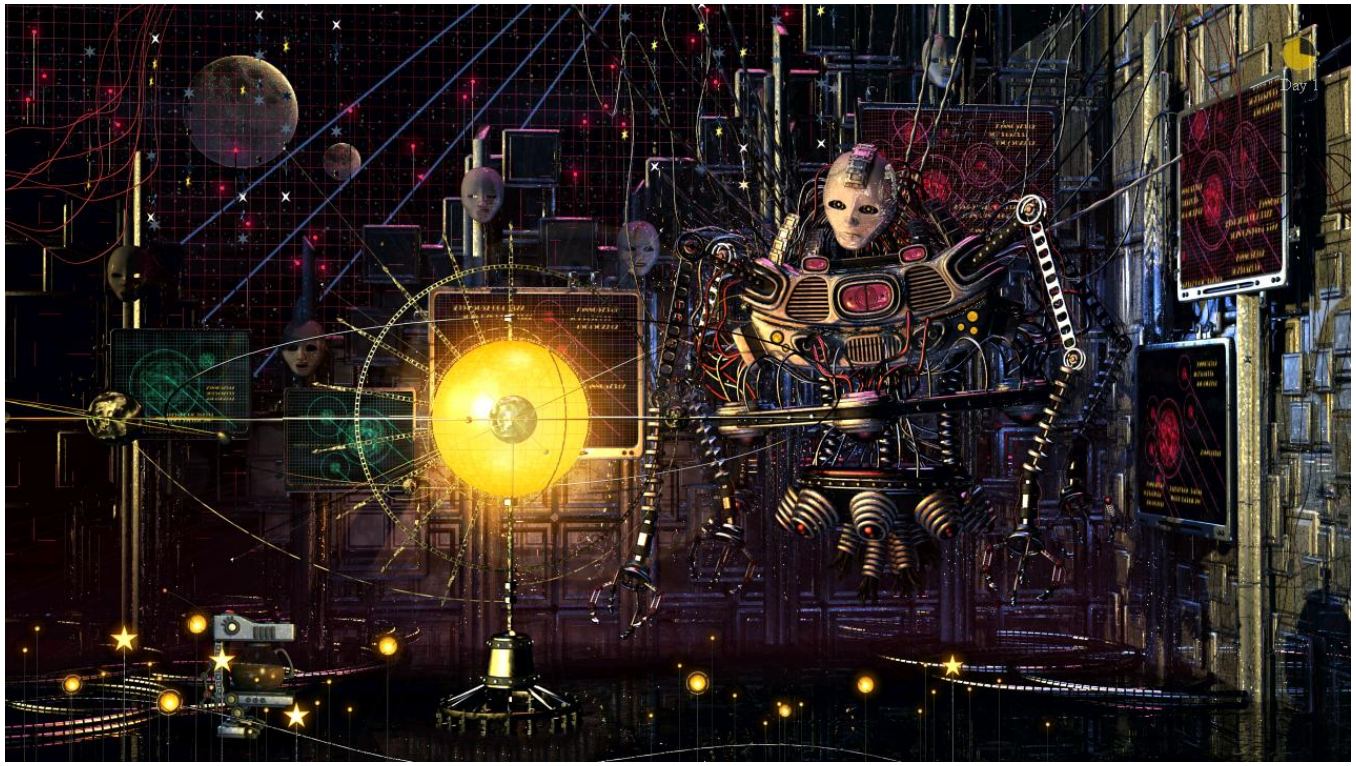
Can you achieve **body-horror** with **non-organic** matter?

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

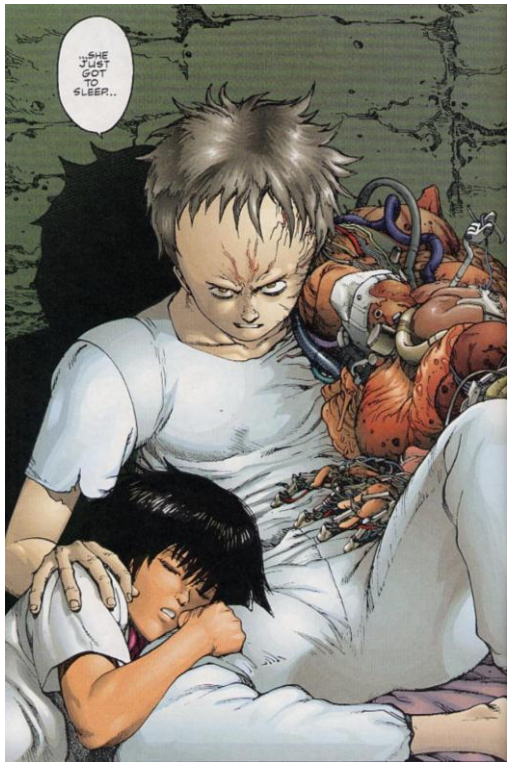
You're an **ambitious robot** desperate to be taken seriously for possible recruitment by an **intergalactic exploration program**.

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 by Scott Cawthon)



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. By taking inspiration from the uncanny **character designs** of **Scott Cawthon**, and the **narrative atmosphere** and **societal issues** in works such as **Akira** and **I Saw the TV Glow**, Criteria aims to make players feel discomfort and consider how they may personally relate to the aforementioned themes.

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?

Dive into a Sci-fi World

Explore the far-future and interact with its inhabitants to obtain new parts. Form relationships and discover the intergalactic society of this cyberpunk world.

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.