



# NAUTILUS

With the Hull and the Dark



# CORE CONCEPT



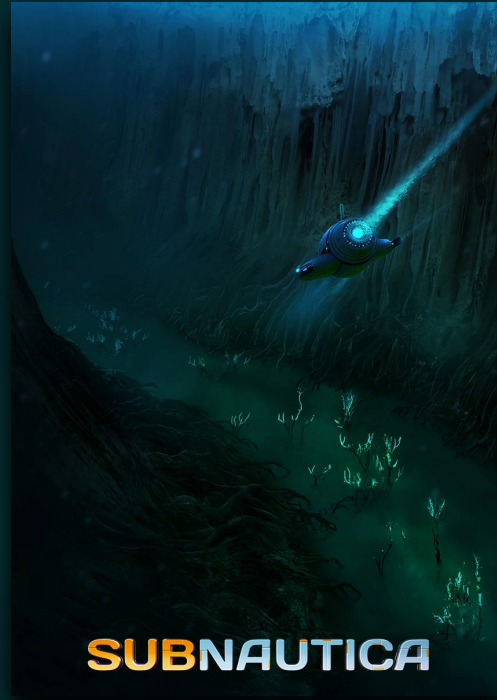
Deep descent

Submarine

Tools



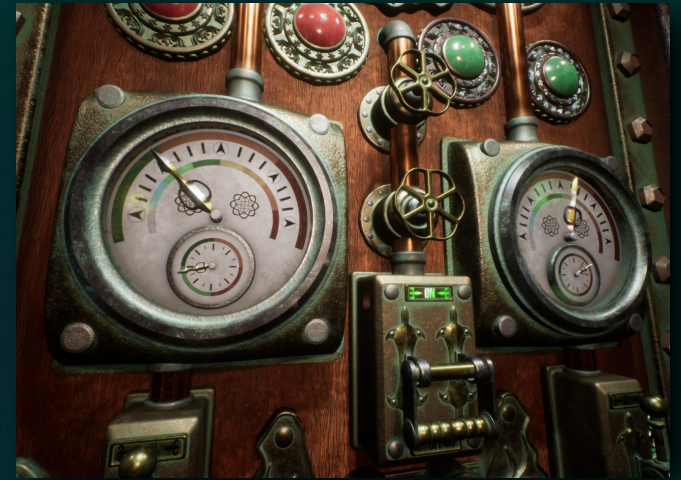
# INSPIRATIONS



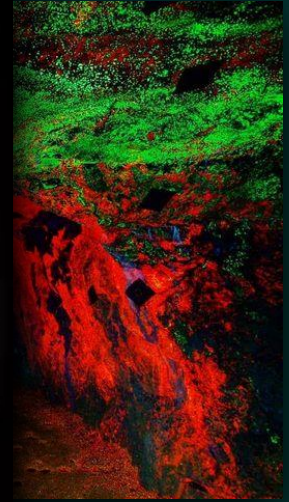
# Game Environment



# Core Mechanics

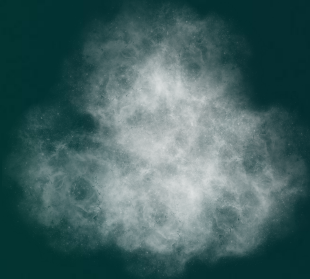


# Supporting Systems



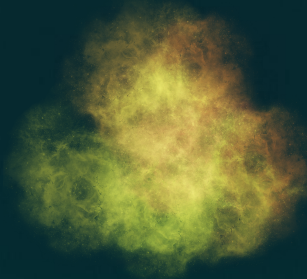
# Environmental Hazards

Fog



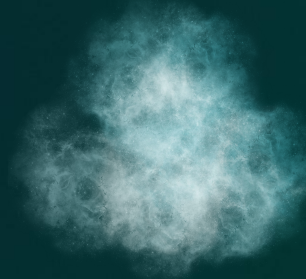
Light bloom  
Low visibility

Heat Haze



Rising  
pressure  
Engine heat

Cold Brine



Stiff controls  
Pressure  
drop



# Environmental Hazards



# Technology & Implementation



# Workflow

Discipline	Weeks 1–3 (Pre-prod & Feel)	Weeks 4–6 (Core Dev)	Weeks 7–9 (Polish & Test)
Design	Lock rules: fog, warm, cold, tight	Iterate blockout from playtests	Final balance (hazards, leaks, Scout time)
	Level blockout plan (start → end)	Interior flow test (can 2 people pass, patch, steer?)	Onboarding cards (1 per rule)
	Sub interior sketch (stations, aisles)	Name landmarks and rooms	Final playtest fixes
	Simple UI/onboarding notes		
Art	Style board (steampunk + lovecraft)	Style board (steampunk + lovecraft)	Polish materials, decals, set dressing
	Gray kits: caves/ruins + sub interior kit (walls, doors, pipes)	Gray kits: caves/ruins + sub interior kit (walls, doors, pipes)	Optimize (LOD/lightmaps)
	Temp looks: fog, warm, cold	Temp looks: fog, warm, cold Character basic design	Screens/GIFs for Gold presentation
	Sub feel (helm, throttle, trim)	Compass/bearing to next landmark	Bug fixing, hazard tuning
Programming	Collisions + small leak repair	Power feel (more tools on = heavier feel)	Controller + small UI cues
	Hazard volumes (fog/warm/cold)	Co-op join (Photon/Mirror/Bolt (team choice))	Final build + stability
	Basic instruments (temp/pressure)		
	Scout lights area (timed glow)		
Milestones	<b>End W3</b>	<b>End W6</b>	<b>End W9</b>
	Blockout playable + sub interior sketch; drive, light, ping, Scout; one hazard	Slice playable to 2nd lighthouse; all hazards readable; co-op joins; interior built	Polished slice; lighting/VFX pass; stable; Gold

# Conclusion and Vision



Thank you!

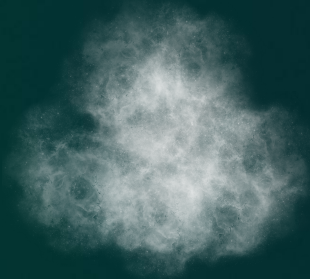


# Questions?



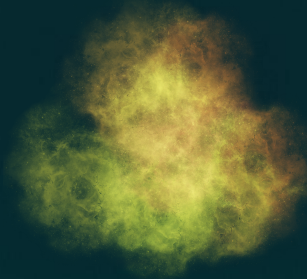
# Environmental Hazards

Fog



Drive slow  
Dim lights

Heat Haze



Drive slow  
Dodge if possible

Cold Brine



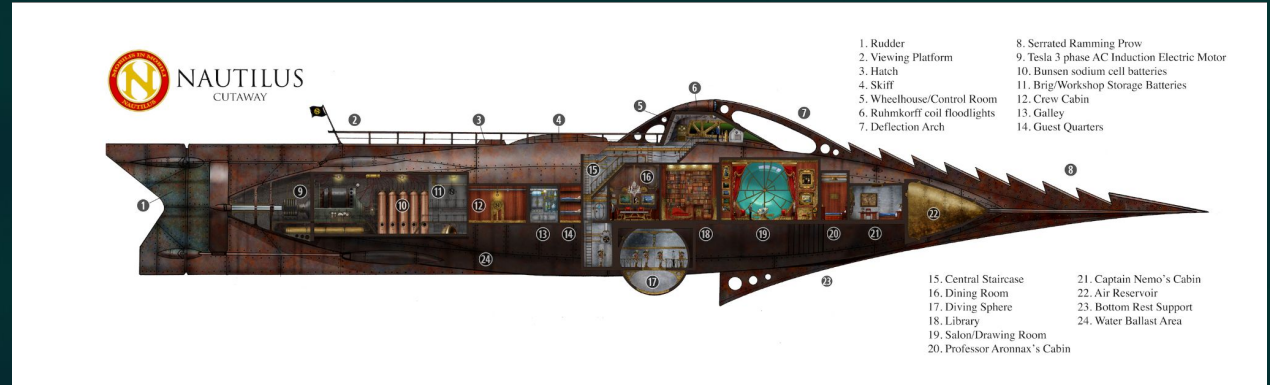
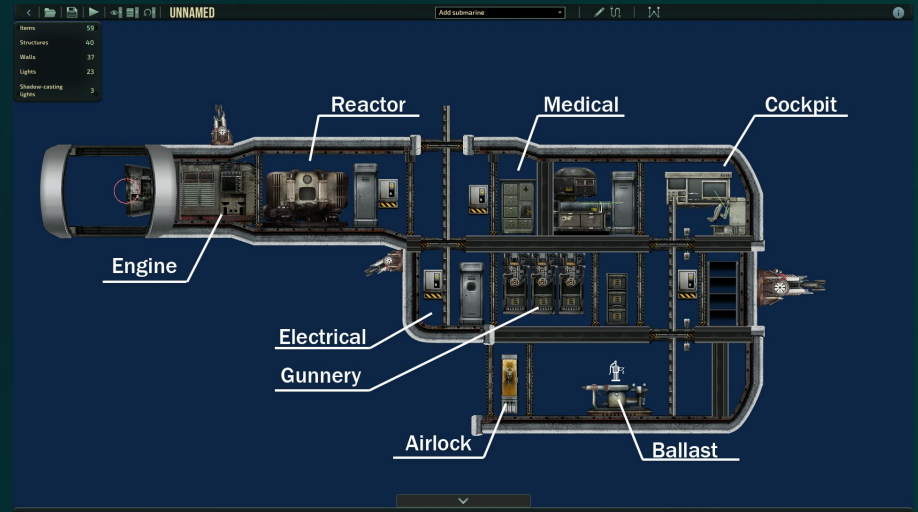
Gentle moves  
No hard brakes



# VR?



# SUBMARINE LAYOUT



# MAP LAYOUT

