

Game downloadable at: <https://achromateam.itch.io/achromatic>

# ACHROMATIC

## PITCH

As the door close behind your step, you find a room particularly strange.

As an investigator, you are addressed to solve the mysteries residing in this scene.

The person behind all this has sent you a notebook (a real one! You have to print it!)

Alternating in-game puzzle and on the notebook, you have to cleverly eliminate one by one all the suspects, the criminal put himself in it, like a challenge thrown at you.

Will you find all the mysteries and stop him?

Or will you let him escaping in the smoke forever? All is up to you!

## PROJECT OVERVIEW

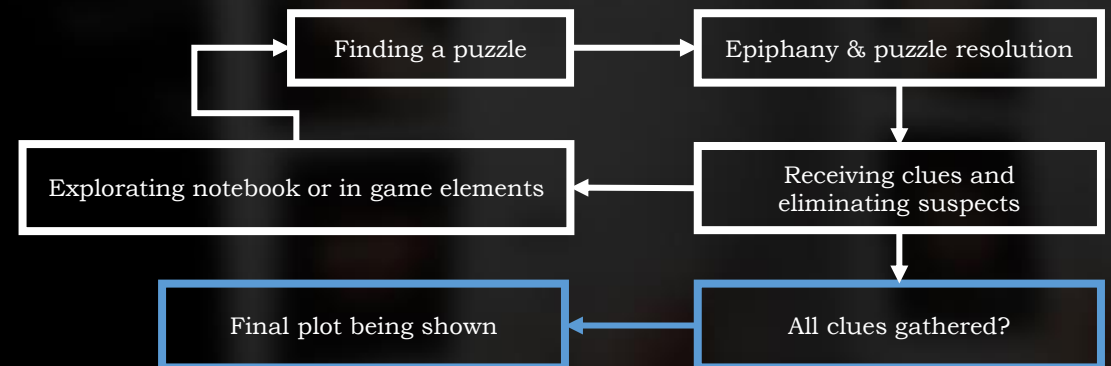


Ambiance from Film-noir genre with a jazzy original soundtrack



A physical notebook interacting with in-game elements

## MACRO LOOP



· Programmer: Emeline Berenguier

· Game Designer: Laurent Gaidier & Dorian Souc

· 2D Artist: Romane Garcia & Manon Pieri

· 3D Artist: Romane Garcia

· Producer: Constance Gautier

· Sound Designer: Corentin Lavergne

· UX Designer: Dorian Souc