



FLAMEL'S REQUIEM

by *Shivry*

Family, power, and survival collide in this atmospheric horror adventure. Craft, cast, and uncover the truth before your illness—and your pursuer—claims you.



I. TENSION

Navigate through this eerie atmosphere

II. EXPERIMENTATION

Combine your mutes and skills to find success

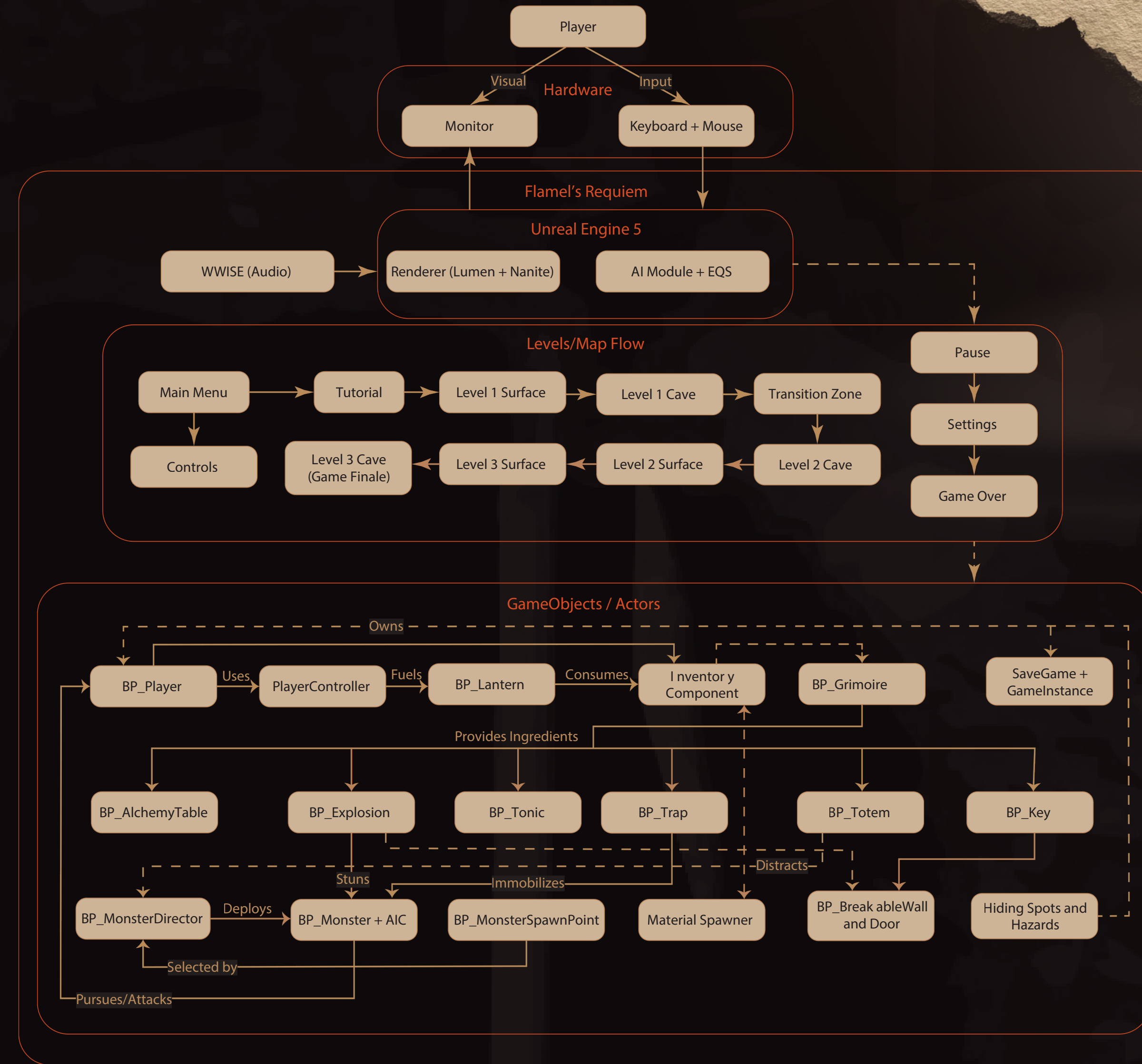


III. DISCOVERY

Locate what remains of your family's past



GAME ARCHITECTURE



DISCOVER MORE!



TEAM SHIVERY:

AUDIO TEAM

Advised by Ryan Moys
Dio Daniel Sound Designer + Composer
Dylan Ugel Sound Designer + Composer

DESIGN TEAM

Advised by Rob Lloyd and Dan Rose
Chris Boles Producer
Cooper Gordon Sound Lead
Daniel Veras Level Designer
David Estes VFX Artist
Devon Morrison Environmental Artist
Joshua Garcia Level Designer
Maya Garcia Marketing, 2D Artist
Patrick Dorman Creative Lead
Phoebe Rhea-Sharpe Art Lead
Roman Babiy Props + Creature Artist

PROGRAMMING TEAM

Advised by Jeff Salvage
Brian Hagedwiesche Programmer
Chen Junjie (Eric) Programmer
Nathan Mitchell SVN Lead + Programmer
Tai Trang Programmer
Teimurazi Bakuradze Programming Director
Terrel Jenkins Programmer

DEVELOPMENT TOOLS



Single Player Adventure Narrative Game
Genre: Horror
Controls: Keyboard
Platform: Steam PC