

Read Me By Your Name

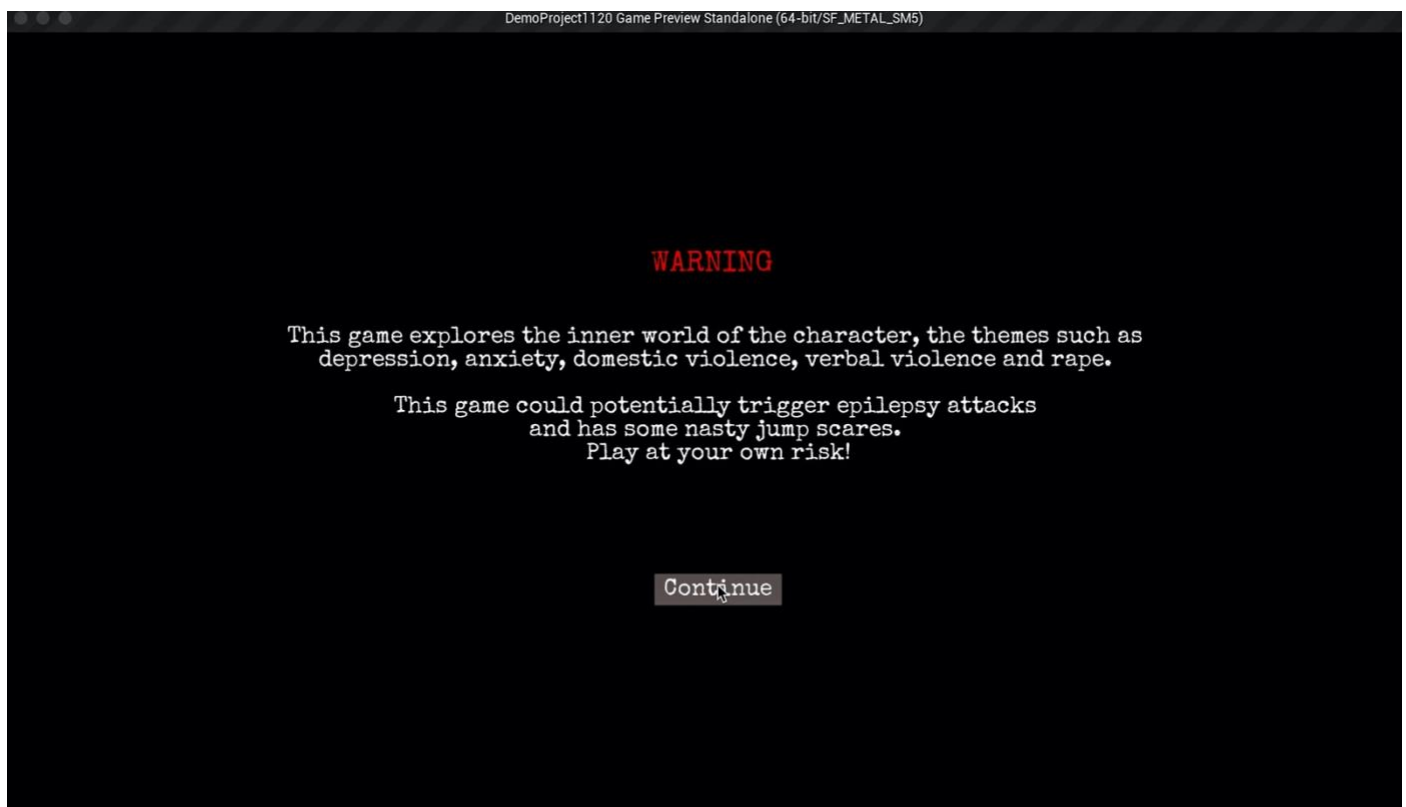
Yutong Shi

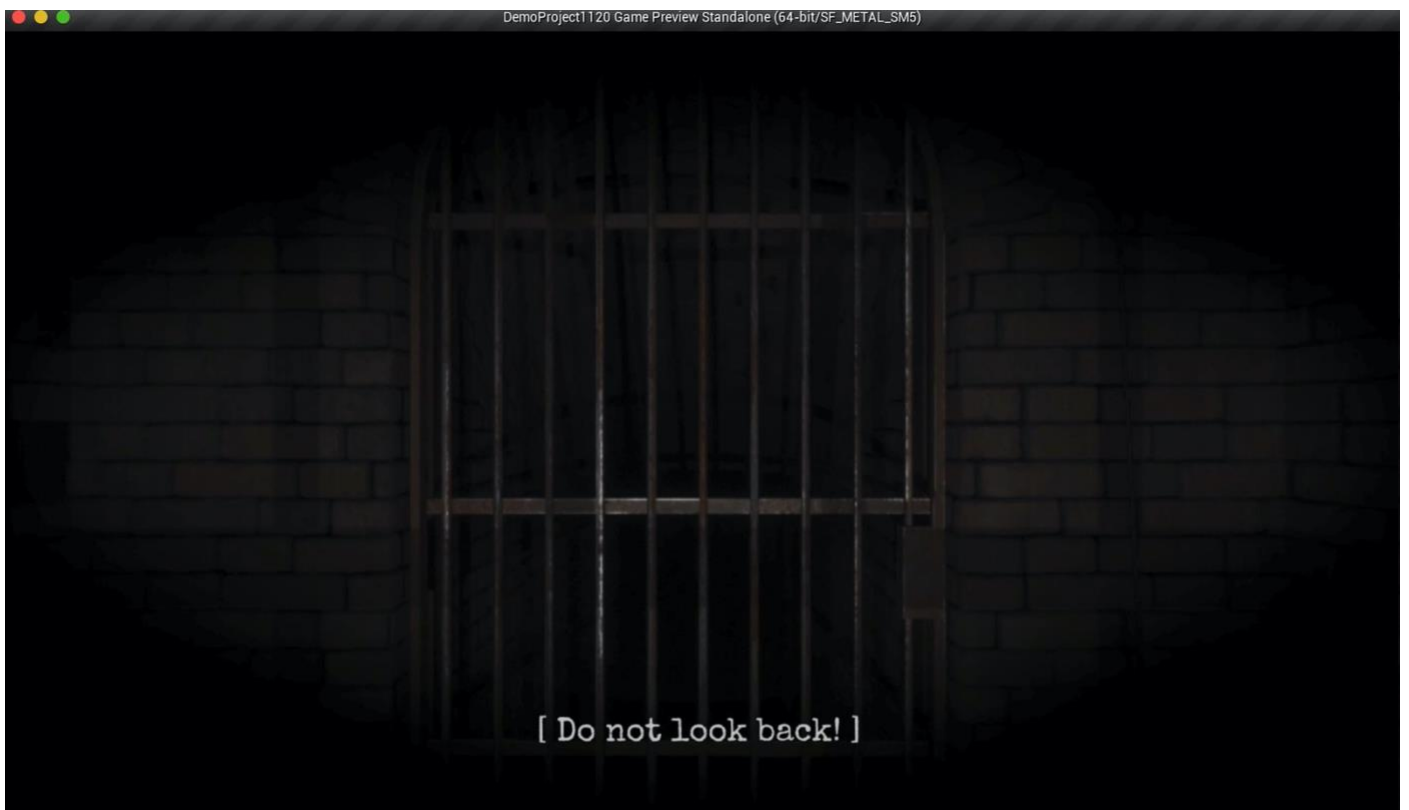
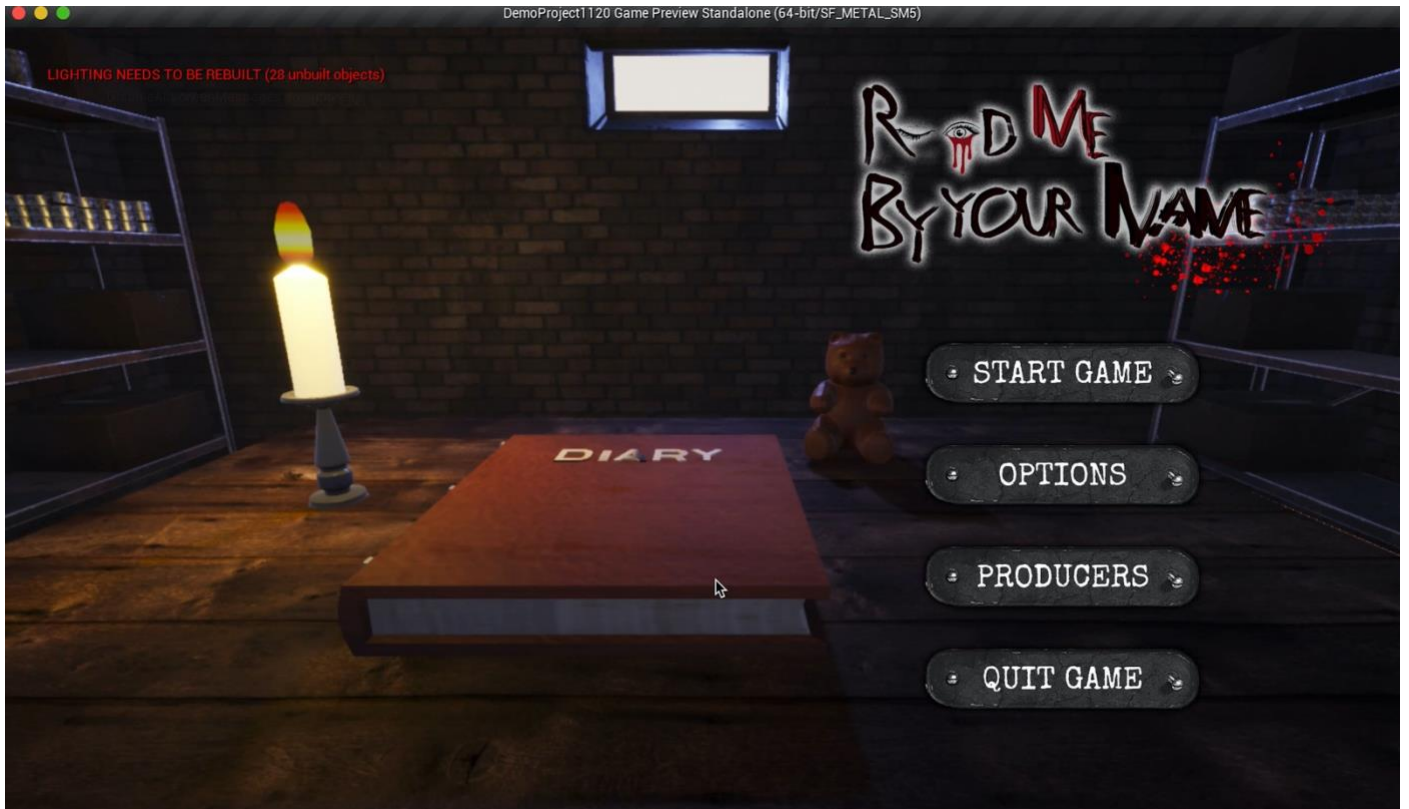
Here is the project video link:

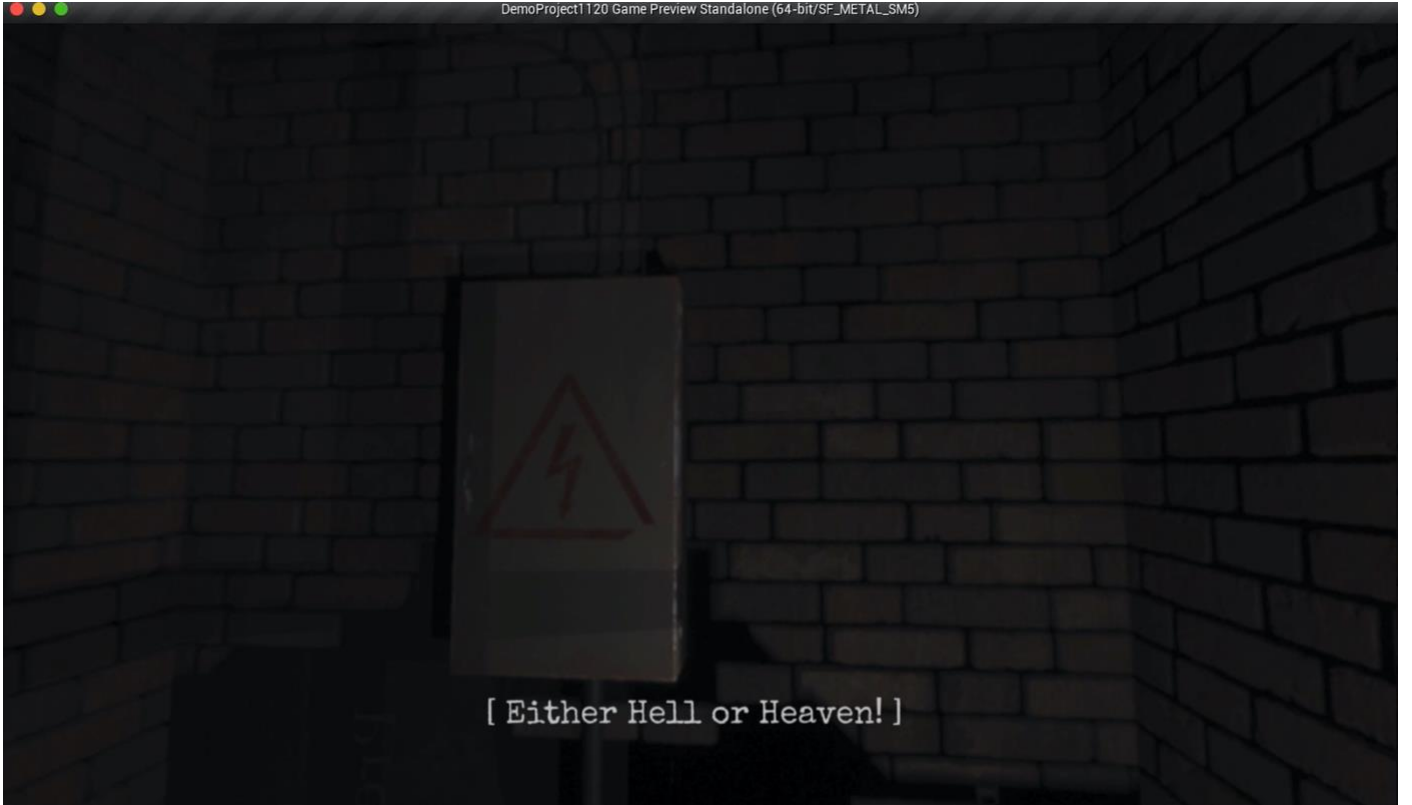
www.bilibili.com/video/av88800591

Read me by your name is a horror psychological, first person, 3D, walking simulator game based on Unreal Engine. Inspired by a novel named *Fang Siqu's First Love Paradise*, the story tells a beautiful little girl who was raped and bullied for a long period by the inhabitants, eventually chose to suicide because of the nervous breakdown. Gameplayer needs to play both the little girl and the player himself, a hybrid character, to figure out the truth by exploring the game content, and face a crucial option in the end.

Screenshots:



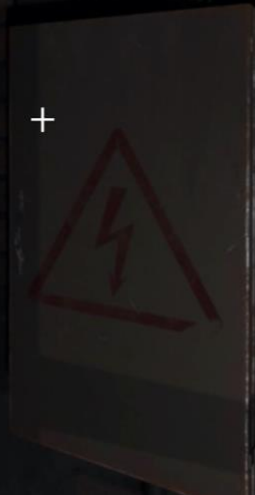




[Great! Now look up.]

PRESS F
TO OPEN THE DOOR

+



[A silent, beautiful night, right? (Nonsense)]

+



[A door, good, open it and then you can leave. (Stay with me,plz)]



April 26th, 2017

Dear Diary,

When I was young, I really enjoyed watching the **FBI major criminal cases**.



At the FBI, killing seven people will be **massacre**.

So, what if **seven** little girls committed suicide because of his offense?

People always emphasize the power of **narration, text, story**. But for me, all of these are futile and ridiculous.

I keep writing this diary, but I cannot save anyone, not even myself.

Maybe, I should **kill him** straightly with a hatchet rather than writing so much.

HATCHET?

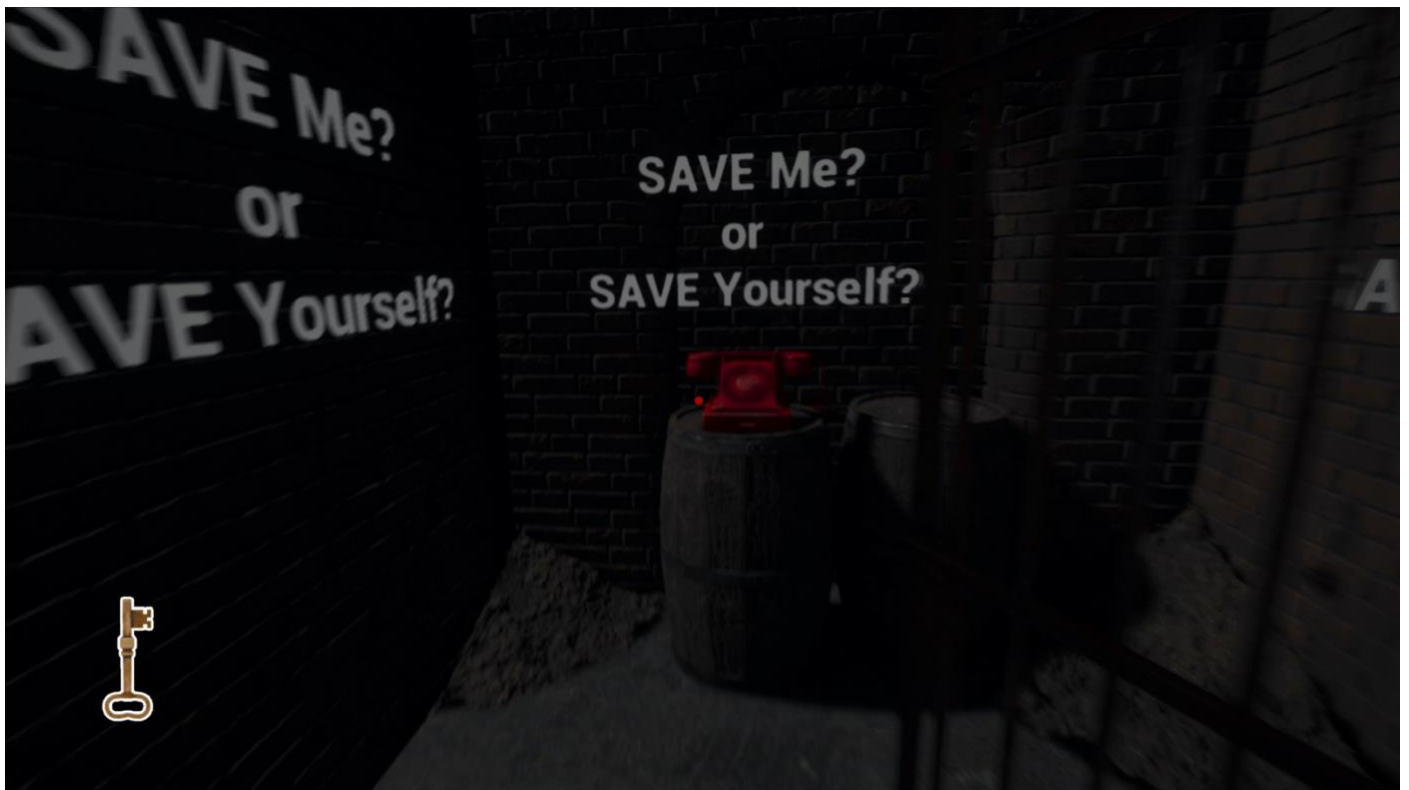
Should

I

USE

THESE

HATCHETS???



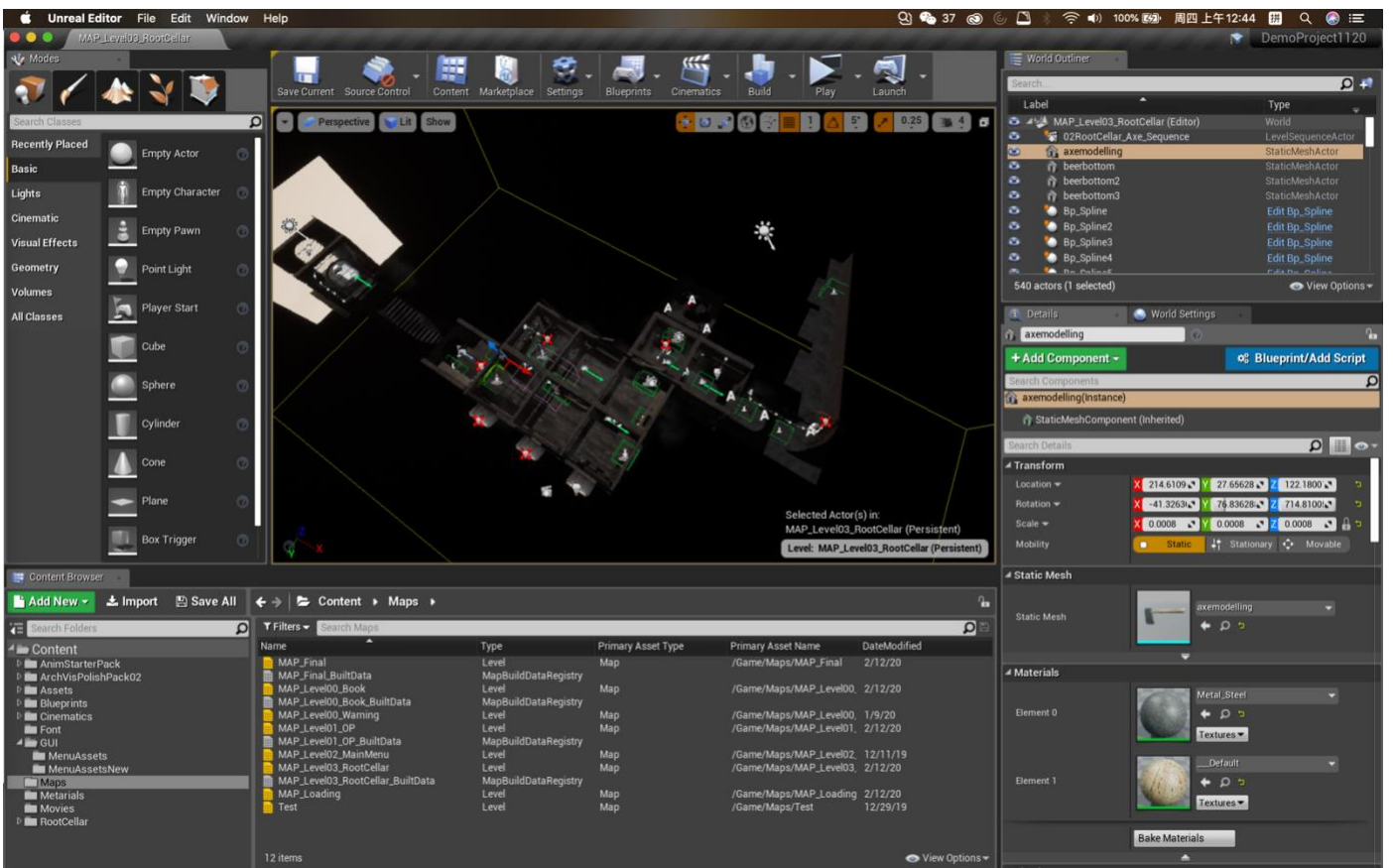
[I am sorry, Father Matt. I don't know how to..."
(Be choked) I don't know why I feel so sorry. It's not my homework.]

SAVE Me?
or
SAVE Yourself?



LOVE IT

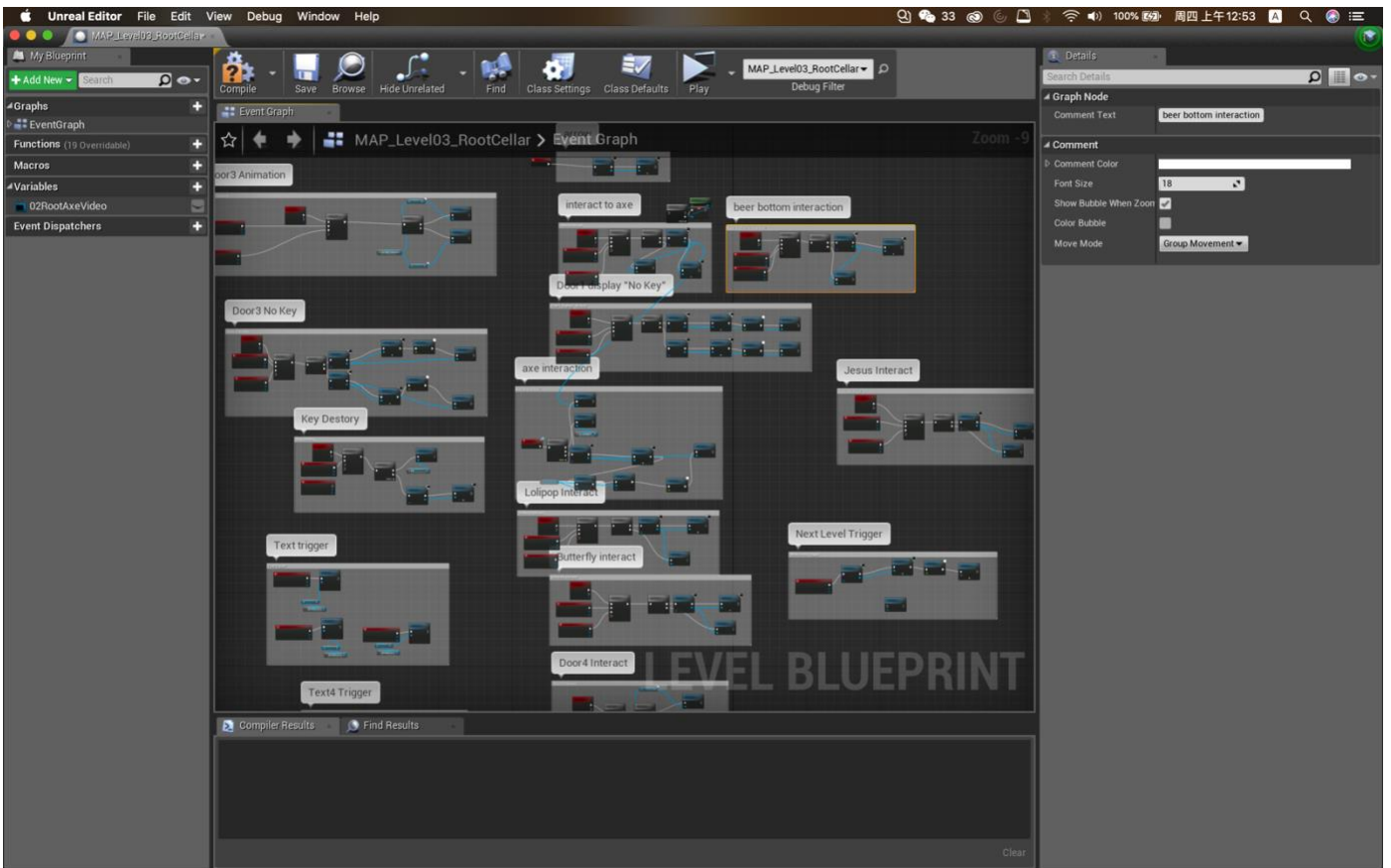




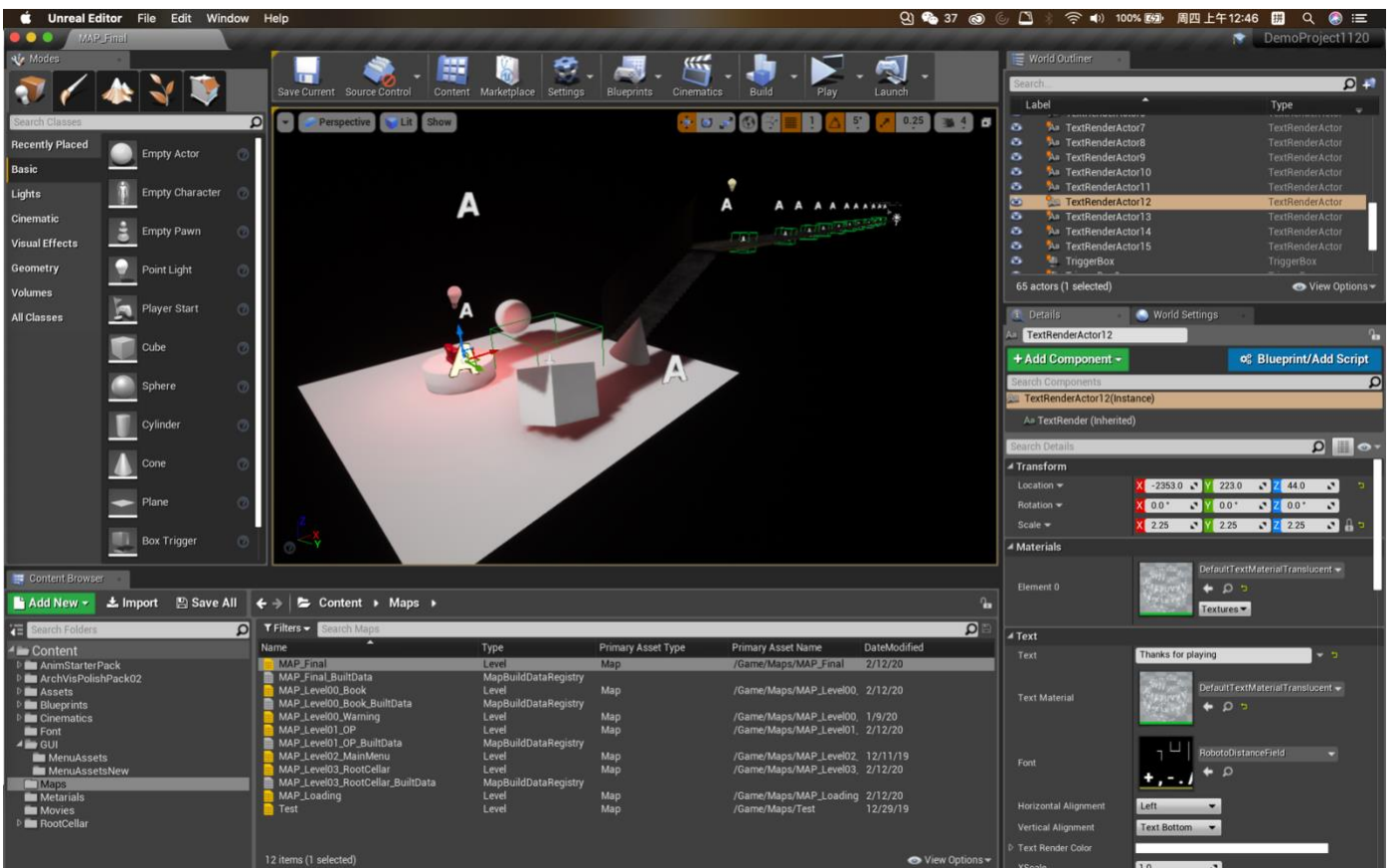
Scene Art Design_ Main Level:

540 actors

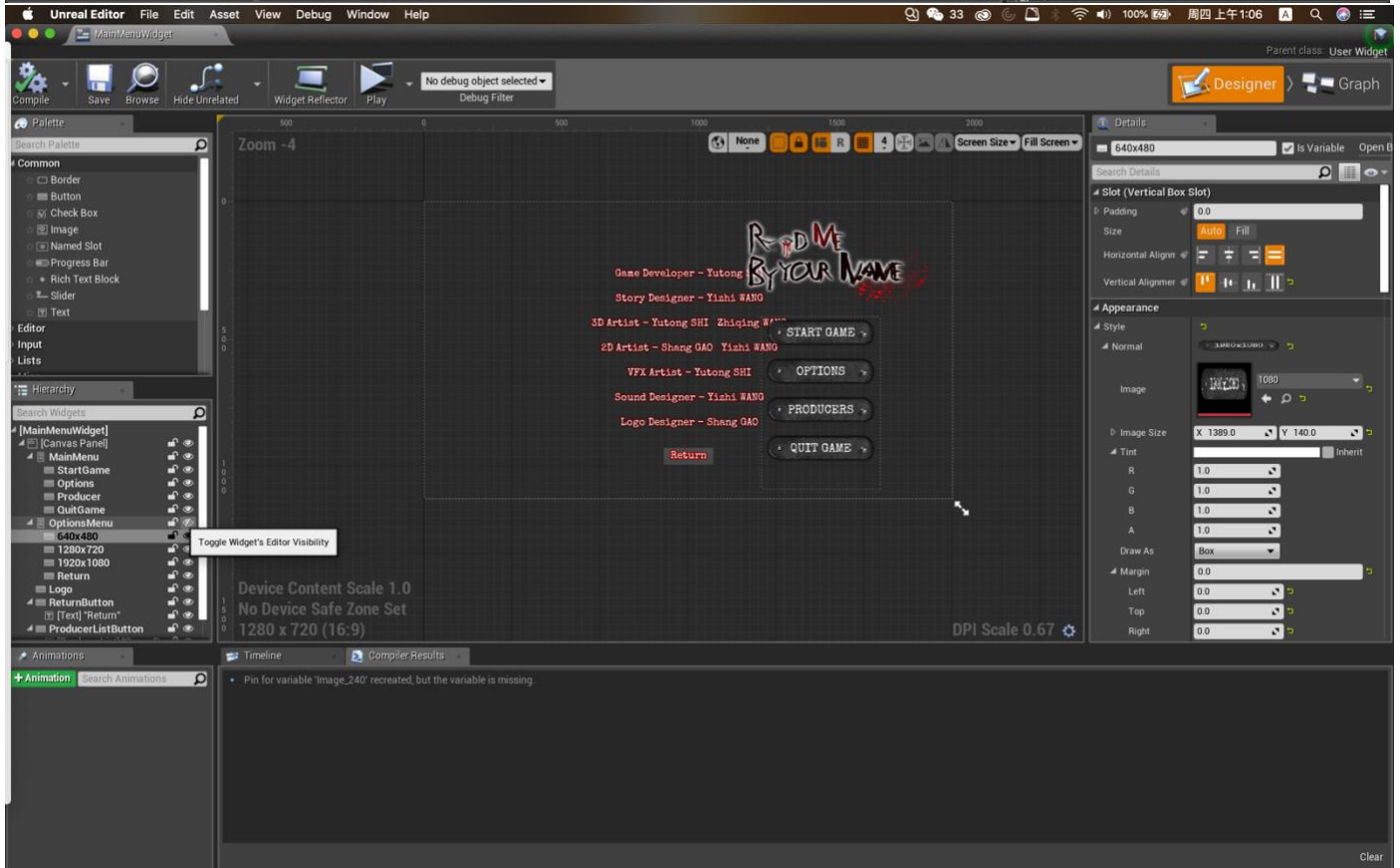
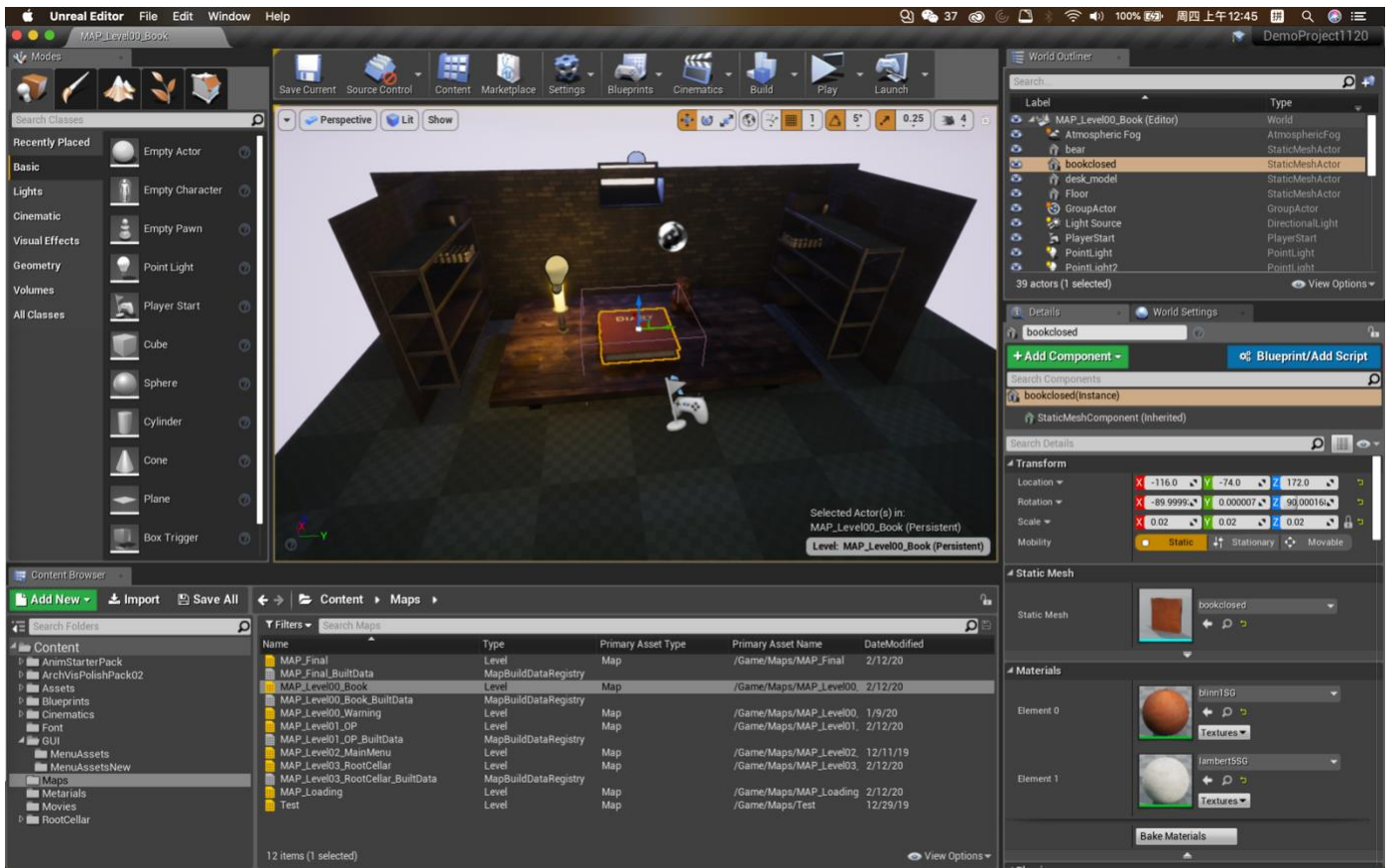
including 15 triggers, 7 texts, 466 game objects, 5 reflections, 19 lights and some plugins



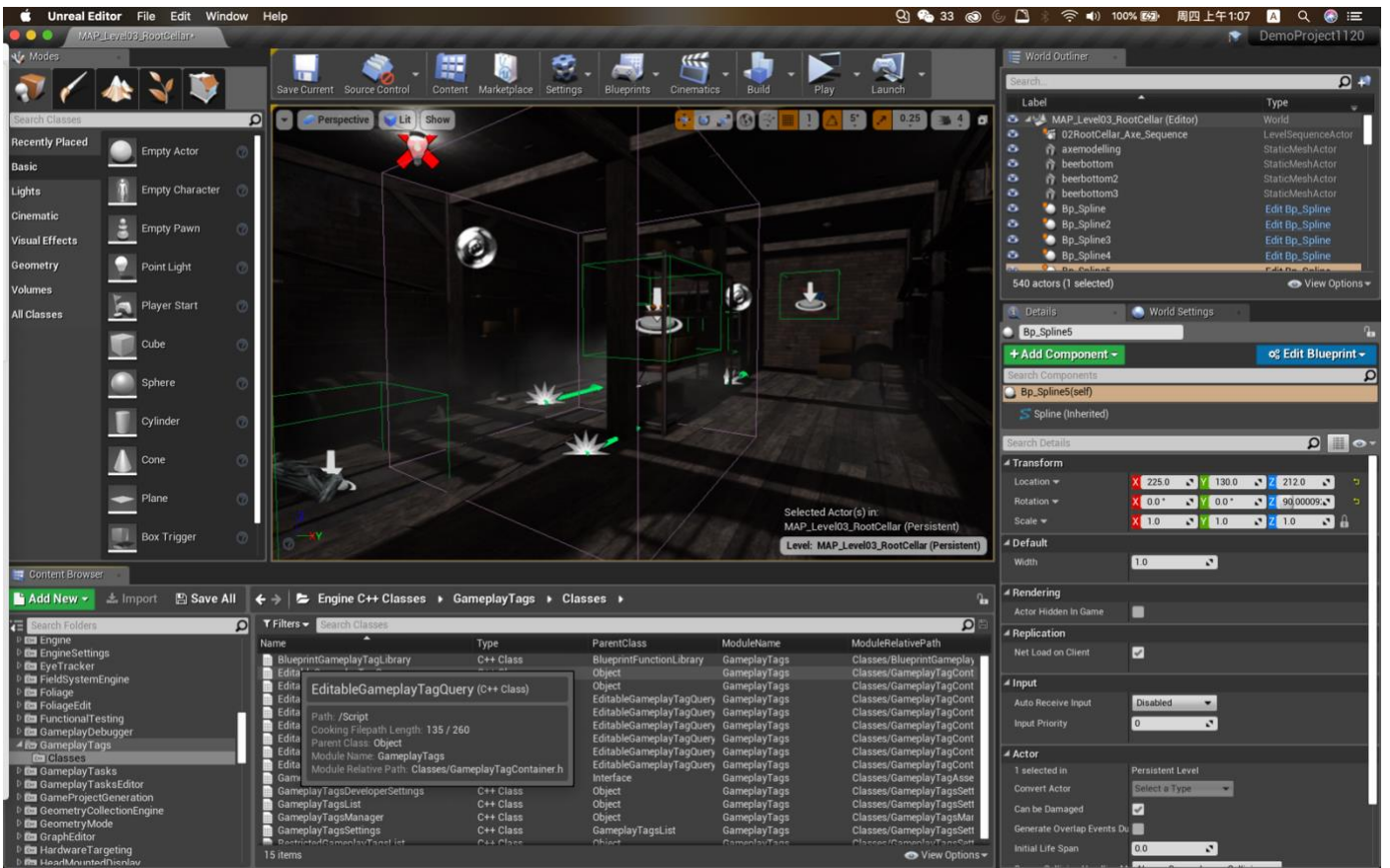
Blueprint_ Main Level



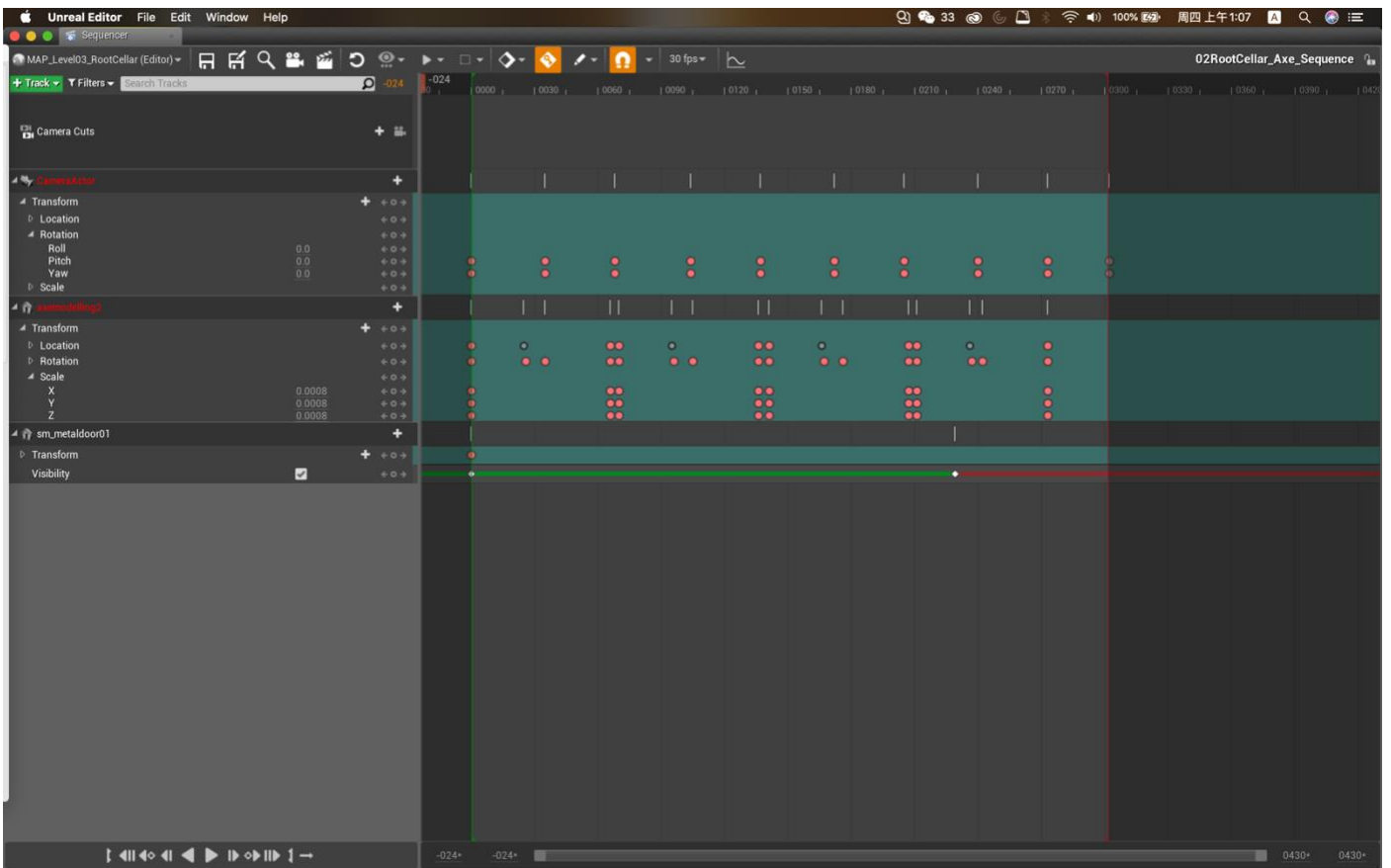
Scene Art Design_ Final Level: 65 actors including 12 triggers, 15 texts, 34 game objects and 3 lights.



GUI_Main Menu



Scene Art Design



Animation