

# Unsolved : Hinterkaifeck

A puzzle solving game with some horror elements. Our player tries to unfold the story that occurred a hundred years ago in a small town just a few miles outside Munich.

You mess around in the chief's police after you have been called in, you quickly find a case file that sparks your interest and start your short trip to a nearby village.

Interact with the environment and objects around you, search for clues, solve puzzles and face the man that committed it all.

## Part I : Game Proposal



Game idea presentation.pdf



Formalproposaldocument.pdf

## Part II : Game Prototype



Prototype Presentation.pdf



PrototypeReport.pdf

## Part III : Interim Report



Interim Presentation.pdf



Interimreport.pdf

[CompletedTasks.pdf](#)

## Part IV : Alpha Release



AlphaPresentation.pdf



AlphaVersionReport.pdf

## Part V : Playtesting



Playtesting Presentation.pdf



PlaytestingReport.pdf



Conclusion Presentation.pdf



ConclusionReport.pdf

