

Discover

Start

Sign up

Log in

Share this project

Done

Search Projects

Share

3,929

Tweet

Share

Embed

Share this project

Done

Tweet

Share

Email

Perception

by The Deep End Games

1,428

backers

\$58,702

pledged of \$150,000 goal

26

days to go

Back This Project

Remind me

This project will only be funded if at least \$150,000 is pledged by Thu, Jun 25 2015 3:01 PM CEST.

The Deep End Games

First created

0 backed

thedeependgames.com

See full bio

Contact me

Campaign

Updates

Comments (..)

About this project

Crafted by a team of veteran PC and console developers (*BioShock*, *BioShock Infinite*, *Dead Space*), *Perception* offers a bold and fresh take on first person narrative games.

- "See" using echolocation. Every sound creates a visual.
- Engage in a deadly game of hide and seek with relentless enemies, including The Presence.
- Trigger radical change at the Estate at Echo Bluff each time you solve its mysteries.
- Travel back through history to exorcise your own nightmares.

STORY

Perception is a first-person narrative horror adventure that tells the story of Cassie, a blind heroine who uses her extraordinary hearing and razor-sharp wits to unravel the mysteries of an abandoned estate that haunts her dreams.

The Estate at Echo Bluff

After months of research, she discovers an abandoned mansion in Gloucester, MA. Once there, Cassie finds that Echo Bluff is worse than her nightmares. A ghastly Presence has tormented its inhabitants over generations, and it now hunts Cassie. She must solve the estate's mysteries or become one of its victims.

GAMEPLAY

While Cassie doesn't have an arsenal of weapons, she does have her wit, her cane and her smart phone. Armed with these tools, she finds clues to unravel history as she navigates her way through the home via echolocation. But the house and its deadly Presence go to great lengths to prevent her from deciphering its secrets.

And yet, they won't let her leave either. Surviving this deadly game of cat and mouse with the Presence is especially perilous when your only way of seeing is by means of sound, and so you must carefully weigh the risk of making too much noise against the possibility of being discovered by the terrifying Presence.

"Tapping" in slow-motion

Once spotted, your only hope is to run, hide, and pray that it doesn't find you. Cassie uses ambient sounds of the house as well, such as taking advantage of when the grandfather clock rings, or when a loud pipe whistles. She can throw objects and use items like alarms to create "sound bombs" to distract her enemies.

When you sense The Presence...hide!

Cassie uses her smartphone to examine evidence left behind. And as she puts the pieces together, she'll find herself jumping back in time.

Perception takes place over many different eras. You get to see the house retreat back to its origins and witness it evolve over time. Through the decades and as it changed hands across generations, the house and its inhabitants change significantly.

Poppets roam the halls of Echo Bluff in one chapter

Architecture and décor evolve, entire wings and buildings come and go and alter your relationship with the space. Once you've discovered the source of evil in each generation, it's your job to right the wrong.

With each chapter, there are new questions that need answering. And you'll need to keep on your toes for new threats. The Poppets, for one, completely change what it's like to explore the mansion.

How Cassie perceives memories.

STRETCH GOALS

\$175,000 **MAC & LINUX VERSIONS** - Next Goal

Mac & Linux Versions

5,000 BACKERS **CASSIE'S DIGS**

Access to Cassie's apartment and art studio. Discover more of our hero's backstory as you wander her gallery!

\$225,000 **BONUS CHAPTER**

Explore Echo Bluff at the height of the American Revolution. When General Washington was just around the bay. Bonus: written by a surprise author to be revealed shortly.

8,000 BACKERS **TRUE DARKNESS MODE**

Cassie has lost her cane and has only her footsteps.

\$250,000 **DEVELOPER'S TRACK**

Find and listen to audio recordings from the developers about the game as you play.

10,000 BACKERS **BONUS SMARTPHONE TUNES**

Want to hear more from Cassie's music library. This goal will unlock another 12 tracks in the game.

\$275,000 **GTFO! MODE**

Escape from a randomized version of Echo Bluff. This reward includes an open invitation to check out this mode before launch and have the opportunity to provide feedback to the development team!

\$300,000 **GTFO! 2.0 MODE**

Timed run-throughs of the mode with Leaderboards.

\$325,000 **GTFO! 3.0 MODE**

Customize the mode with knobs like multiple versions of The Presence, number of hiding spots, etc.

\$350,000 **V.R. SUPPORT**

The full PC game compatible with the VR (exact V.R. platform T.B.D.)

15,000 BACKERS **BONUS MUSIC LICENSES**

Jim Bonney, will select additional period music to place throughout the levels.

\$375,000 **PLAYSTATION 4 VERSION**

The game will be released (digitally) on PS4!

\$400,000 **GTFO! 4.0 MODE**

Escape from a randomized version of Echo Bluff. This reward includes an open invitation to check out this mode before launch and have the opportunity to provide feedback to the development team!

\$450,000 **GTFO! 5.0 MODE**

Customize the mode with knobs like multiple versions of The Presence, number of hiding spots, etc.

\$500,000 **GTFO! 6.0 MODE**

Customize the mode with knobs like multiple versions of The Presence, number of hiding spots, etc.

20,000 BACKERS **GTFO! 7.0 MODE**

Customize the mode with knobs like multiple versions of The Presence, number of hiding spots, etc.

"Friggin...butterfly wannabes..."

REWARDS

\$5 - HELPING HAND

We put a lot of work into this project, so your donation means the world to us. Seriously, thank you! You'll be getting a stunning wallpaper from the game you can keep as your computer's background... as long as it doesn't creep you out.

\$20 - KEY TO ECHO BLUFF

Prior rewards apply. You'll be receiving a digital download of our first-person narrative horror adventure, Perception, for your PC. We can't wait to hear what you think of picturesque Echo Bluff and its inhabitants.

\$30 - DIGITAL DABBLER

Prior rewards apply. A little bit of gorgeous for your eyes and ears! A digital download of the amazing score by Jim Bonney. You won't believe how eerie his work is on Perception. You also get a digital download of the concept art pack, which includes a collection of various pieces of concept art and mockups.

\$40 - DIGITAL COLLECTOR

Prior rewards apply. Now you can truly explore Echo Bluff. You'll receive a digital download of the house's blueprints, which will certainly aid in exploration. You'll also get an exclusive download of a "movie poster" style art for the game, as well as a Robb Waters engineering schematic of the creature Poppet from the game. You'll also receive an ebook, a digital download of Dr. Latham's Journal - an obsessed "myth hunter's" collected works about the house.

\$50 - CREDITS

Prior rewards apply. As a thank you for your support, your name will appear in the credits of the game. See your name in lights, as it was destined.

\$80 - THREADS

Prior rewards apply. Show off your good taste in games and clothing! You have two exclusive limited edition tees to pick from. One depicts the shadowy Presence of Echo Bluff, and the other shows off one of the game's most iconic characters, the Poppet. Pick your favorite, or head up to the next tier!

You choose one!

\$100 - THREADS II

Prior rewards apply. Now you'll be stylin' times two! Both exclusive limited edition Perception tees can be yours. Be seen around town sporting both Echo Bluff and the Poppet!

\$250 - WINGMAN / MEATSHIELD

Prior rewards included. Ever wonder to yourself if game designers were gaming phenoms out there in the multiplayer world? Well, he may not be a world-ranked pro, but Bill Gardner can certainly throw himself in front of a bullet for you. Not literally. The

Rewards

Pledge \$5 or more

24 backers

HELPING HAND

We truly appreciate you helping support our project, so, thank you!

As a show of gratitude, we'll send you a download of the digital wallpaper set.

Estimated delivery: Jun 2016

Pledge \$20 or more

901 backers

KEY TO ECHO BLUFF

Prior rewards.

Digital download of the game (Steam)

Estimated delivery: Jun 2016

Pledge \$30 or more

33 backers

DIGITAL DABBLER

Prior rewards

A digital download of the amazing score by Jim Bonney.

A digital download of the concept art pack.

Estimated delivery: Jun 2016

Pledge \$40 or more

132 backers

DIGITAL COLLECTOR

Prior rewards

Download of the house's blueprints.

Download of Dr. Latham's Journal - an obsessed "myth" hunter's collected works about the house.

Download of "Perception" movie poster.

Download of the "Poppet" engineer schematic.

Estimated delivery: Jun 2016

Pledge \$50 or more

214 backers

CREDITS

Prior rewards.

Your name appears in the credits of the game.

Estimated delivery: Jun 2016

Pledge \$80 or more

34 backers

THREADS

Prior rewards

Choose from one of two exclusive t-shirt designs (to be revealed later).

Estimated delivery: Dec 2015

Ships anywhere in the world

Pledge \$100 or more

39 backers

THREADS II

Prior rewards

Both exclusive t-shirt designs (to be revealed later).

Estimated delivery: Dec 2015

Ships anywhere in the world

Pledge \$250 or more

4 backers

Limited (6 left of 10)

WINGMAN / MEATSHIELD

Prior rewards

Creative Director, Bill Gardner, will create you online for an evening of multiplayer fun on the game/platform of your choice.

Estimated delivery: Jun 2016

Pledge \$411 or more

1 backer

Limited (4 left of 5)

CASSIE'S BFF

Prior rewards

(excluding limited)

Write (half of) a text exchange with Cassie. Your name and texts will appear on Cassie's phone (collaboration with DEG). Includes call out in the credits as "Cassie's BFF's".

Estimated delivery: Jun 2016

Pledge \$435 or more

3 backers

Limited (2 left of 5)

CASSIE'S BFF 4-EVA

Write a voicemail message to Cassie, get it approved by the folks at The Deep End Games, and record your message remotely. Will be a message stored in Cassie's phone.

Estimated delivery: Jun 2016

Pledge \$450 or more

1 backer

MYTH HUNTER

Prior rewards

(excluding limited)

Physical copy of Dr. Latham's Journal - a diary that details the history of the myth behind the house.

Estimated delivery: Jun 2016

Ships anywhere in the world

Pledge \$500 or more

4 backers

Limited (1 left of 5)

MYTH HUNTER II

Prior rewards

(excluding limited)

Physical copy of Dr. Latham's Journal - a diary that details the history of the myth behind the house.

Your name, along with a letter or diary entry, are featured in the journal.

Estimated delivery: Jun 2016

Ships anywhere in the world

Pledge \$600 or more

3 backers

Limited (2 left of 5)

PENPAL

Prior rewards

(excluding limited)

You write a letter to be found in the game (through collaboration with Bill). You will be credited in the game under "Additional Writing".

Estimated delivery: Jun 2016

Pledge \$669 or more

0 backers

Limited (3 left of 3)

SOUNDS IN THE NIGHT

Prior rewards

(excluding limited)

A one-of-a-kind physical cassette tape of the sounds heard overnight at Echo Bluff. Each cassette is a unique recording from a different night. Listen closely, you just might find a clue to one of its many mysteries.

Estimated delivery: Jun 2016

Ships anywhere in the world

Pledge \$750 or more

4 backers

Limited (1 left of 5)

PATIENT-PAL

Prior rewards

(excluding limited)

You help write a letter to be found in the game (through collaboration with Bill) and remotely record a therapy session to be used in-game with Psychologist Dr. Briar.

Estimated delivery: Jun 2016

Pledge \$1,000 or more

2 backers

Limited (3 left of 5)

BUST OR BUST

Prior rewards

(excluding limited)

A bust statue of your likeness in the game (must be 18+).

Estimated delivery: Jun 2016

Pledge \$1,200 or more

0 backers

Limited (25 left of 25)

THE PRESENCE

Prior rewards

(excluding limited)

An 8" resin model figure of The Presence made by Robb Waters.

The terrifying being that stalks Echo Bluff can haunt your desk! Each figure is signed and numbered. Includes certificate of authenticity.

Estimated delivery: Jun 2016

Ships anywhere in the world

Pledge \$1,250 or more

0 backers

Limited (5 left of 5)

RETRO THROWDOWN

Prior rewards

(excluding limited)

Think you're aced at the arcade? Meet Bill and Amanda for a day of classic gaming at Funspot, the world's largest arcade. Challenge Bill head-to-head in hopes of making a "winner is you."

*Travel and housing not included.

Estimated delivery: Jun 2016

Pledge \$2,000 or more

2 backers

Limited (1 left of 3)

COLLABORATION STATION

Prior rewards

(excluding limited)

Skype with Bill and Amanda to collaborate on the game's story and gameplay. You will be credited in the game as "Design Consultant".

Estimated delivery: Jun 2016

Ships anywhere in the world

Pledge \$3,000 or more

0 backers

Limited (10 left of 10)

HAUNTED 1-2 PUNCH!

Prior rewards

(excluding limited)

Meet some of the team for two of our favorite Halloween treats:

1) Group visit to our favorite haunted

About us

What is
Kickstarter?
Year in Kickstarter
2014
Who we are
Jobs
Press
Stats
Projects we love
Spotlight **New!**

Help







FAQ
Our Rules
Creator Handbook
Trust & Safety
Support
Terms of Use
Privacy Policy
Cookie Policy

Discover

Art
Comics
Crafts
Dance
Design
Fashion
Film &
Video
Food

Games
Journalism
Music
Photography
Publishing
Technology
Theater

Hello

Happening
Company
Blog
Engineering
Blog
 Twitter
 Facebook
 Tumblr
 Instagram
 Pinterest
 YouTube