



As Long As
THERE IS MERCY





Summary

Genre

Horror-Puzzle Point-And-Click Adventure

Playthrough Time

20 mins

Engine

Unreal Engine 4

Mode

Single-Player

About

A story about family and solidarity in times of social distancing.

What exactly is SlatiM?

„So long as there is Mercy“ is a Point-and-Click Puzzle Adventure in which the player has to lead Spe, the game's protagonist, through an eerie dollhouse in an effort to find her little brother. On her way, Spe will encounter the ghost-children, who are also trapped, and can use their different abilities to solve the environmental puzzles in order to escape the house.

The game is made with Unreal Engine 4 and will be released on PC.



Story

What happened before?

After their mother's death, Spe and her little brother Mercy stay with their father, who eventually marries another woman. The two children face rejection from the new woman in the house, even when the father becomes seriously ill. After he dies, the will is read out, in which he bequeaths the entire family's property to his children. The stepmother is so angry with this decision that she locks Spe and her brother up in a dollhouse, where the siblings are separated. In search of her brother, Spe finds out the truth about the stepmother: she is a witch and swindler, who poisons her partners to receive the inheritance.

Gameplay



Let's dive right into it!

In order for Spe to get back to her little brother, she has to find the way through a number of mysterious rooms, which are guarded or locked by tricky mechanisms. On the journey through the maze, Spe meets the ghost-children who can help her solve the puzzles by using their unique skills.

One of them is Lucien. His ability is to spawn fire, which will help Spe to light the candles and fill the cold rooms with warm candlelight. Once she encountered a ghost child, she can pick it up and carry it with her. Every time Spe faces a challenge, the ghostchildren will bear a hand with their special abilities.

Together with Lucien and the other ghost-children Spe encounters on her journey, she finds a way through the spooky rooms to hopefully be reunited with her brother again.

Team

Victoria WERNER

Idea / Management / Character Design

Dominik KERSCHBAUMER

Idea / Gameplay Programming /
Modelling

Matthäus LUEF

Lighting / Level Building /
Visual Effects / Modelling

Lisa SCHERTLER

Modelling / Whiteboxing

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Sounddesign / Music

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Audiodesign /
System Implementation

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Web Programming

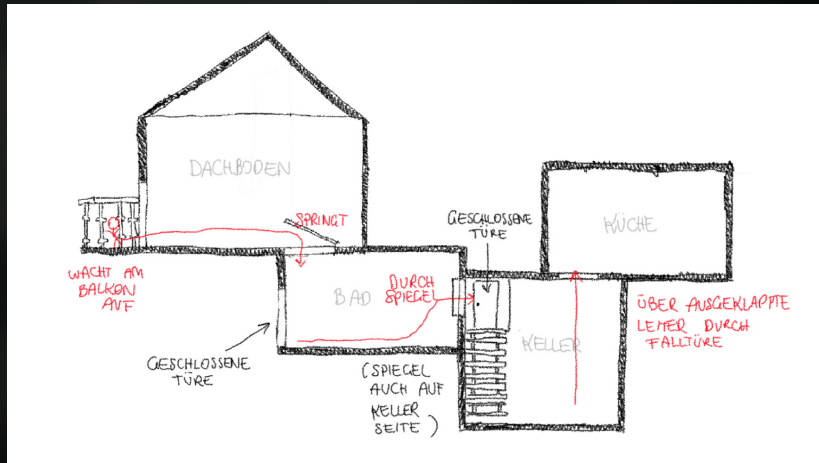
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Web Programming

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UI Design / Title Design

Stills (Making Of)



Stills (In Game)



Imprint



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