**IEEE GameSIG Intercollegiate Game Showcase 2012**

**Game Overview:** **Panoptic: The Fighting Mongooses**

<table>
<thead>
<tr>
<th>One-Sentence Description</th>
<th>In this first-person survival horror game you watch your back in a mysterious building filled with a group of murderous beings where your sight is your greatest asset, as they cannot move while seen.</th>
</tr>
</thead>
</table>
| List of Team Members and Their Schools | Connor Richards  
Ryan Torres  
Jonathan Stevens  
Justin Saletta  
Kathy Chiang  
Jena Ruhl  
Jason Lee |
| Target Platform and Audience | PC  
Teens - Adults |
| One-Paragraph Summary of Gameplay and Objectives | In this first-person survival horror game you watch your back in a mysterious building filled with a group of murderous beings where your sight is your greatest asset, as they cannot move while seen. You are not alone. What you can’t see will kill you. |
| Key Features | Dark and oppressive atmosphere, clever enemies that cannot move while being seen, merciless difficulty, and hidden secrets surrounding a dark story. |
| Thumbnails of Game Art | ![Game Art Thumbnails](image1) ![Game Art Thumbnails](image2) ![Game Art Thumbnails](image3) ![Game Art Thumbnails](image4) |
| Third-Party Credits | Unity SDK  
OpenGameArt.org  
RainyMood.com |
| Faculty Member Name & Contact Information | Professor Dan Frost  
frost@uci.edu |
| Youtube Link | [http://www.youtube.com/watch?v=YJpVlla3-IM](http://www.youtube.com/watch?v=YJpVlla3-IM) |

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