

The Game Industry in Georgia and the Development Methodology of “Ascended Shadows”

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This paper is dedicated to the analysis of the concept and development process of an independent psychological horror game titled “Ascended Shadows.” The project is set in a dark environment based on the fictional history of the BlackReave cult and aims to provide players with a narrative- and atmosphere-driven experience. The game’s story is conveyed not through direct textual exposition, but through environmental exploration, visual cues, and sound design, which enhances psychological tension and the level of immersion.

The main challenge of the project lies in creating a technically stable and conceptually deep product under conditions of limited resources and a small two-person development team. To address these challenges, the Godot Engine was selected due to its open-source nature, lightweight architecture, and flexibility. In addition, a low-poly visual aesthetic was employed to reduce technical load while simultaneously reinforcing the unsettling atmosphere essential to the psychological horror genre.

The expected outcome of the project is the development of a functional indie psychological horror game prototype that demonstrates how, through proper planning and the use of modern technological tools, a small team can produce a competitive and narratively rich project. Furthermore, the project aims to contribute to the popularization of video game development in Georgia and to highlight its potential as a growing creative and technological field.