



OVERHEAT

PRESS KIT

Project title : OVERHEAT

Platforms : PC

Estimated PEGI classification : PEGI 7



Short description :

OVERHEAT is a puzzle-oriented action game set in a post-apocalyptic universe and whose gameplay is based on the creative use of an alternative controller: the eye-tracker.

Play as a robot working in a plant-producing factory whose failed UV lamp has become a destructive laser as a result of an accident.

Control this laser with your own eyes and try to reach the repair robot at the other end of the factory, while causing as little damage as possible to your surroundings !

Number of people in the team : 7

Team members :

Project Manager
Guillaume ANGELI

Programmer
Léo VIGUIER

Game & Level Designer
Baptiste BOURGOIN

UX, UR & Game Designer
Alexandre CRESPÉL

Game Artist / Tech Artist
Dorian FILLATRE

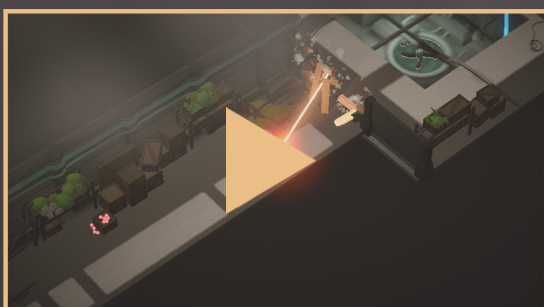
Character Animator
Stefan AVERTY

Sound Designer & Composer
Grégoire MONESMA



Itch.io : <https://kaiton.itch.io/overheat>

Full walkthrough



https://www.youtube.com/watch?v=EnP_DHYKKFU&ab_channel=angeliguillaume

Trailer



https://www.youtube.com/watch?v=_VSzA9ck0Sw&ab_channel=angeliguillaume