Matthew Dalcin

ScB Capstone Project

Title: Pitch Black

Abstract: Pitch Black was the final project of a group independent study revolving around Unreal Engine 4. Made by Matthew Dalcin and Jeffrey Lu, it is a shock horror game made with technologies at the forefront of the gaming industry today (i.e. Unreal Engine 4, Maya).

The story follows a lost traveler who falls into a long forgotten sinkhole. Soon, he discovers a dark, long lost memory. That memory will push him to the brink of insanity.

Many thanks to

Our amazing advisor Steve Reiss.

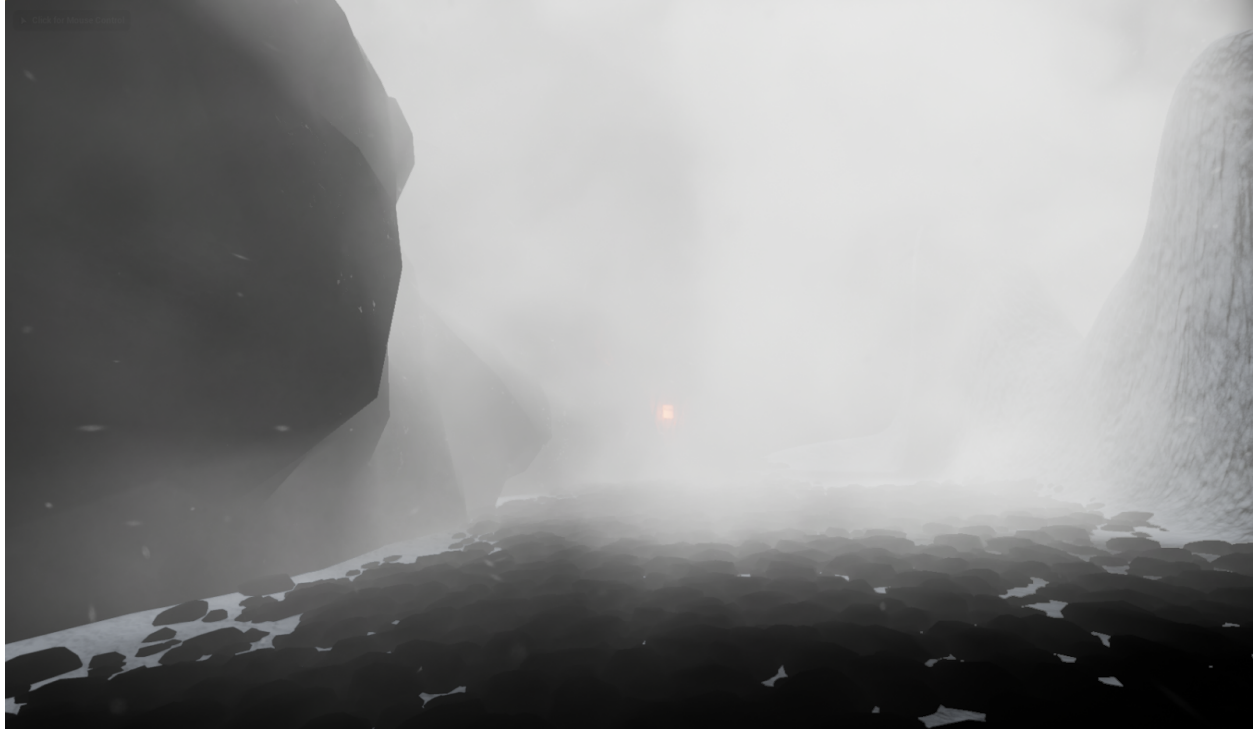Jeffrey Lu for being so Lu-vable!

Figure 5: Pitch Black

Figure 6: In the fog a shimmer of light pierces through...

Figure 7: A glass staircase awaits the looming threat to come

Figure 8: A note to left from travelers before, guiding you away from this darkness...
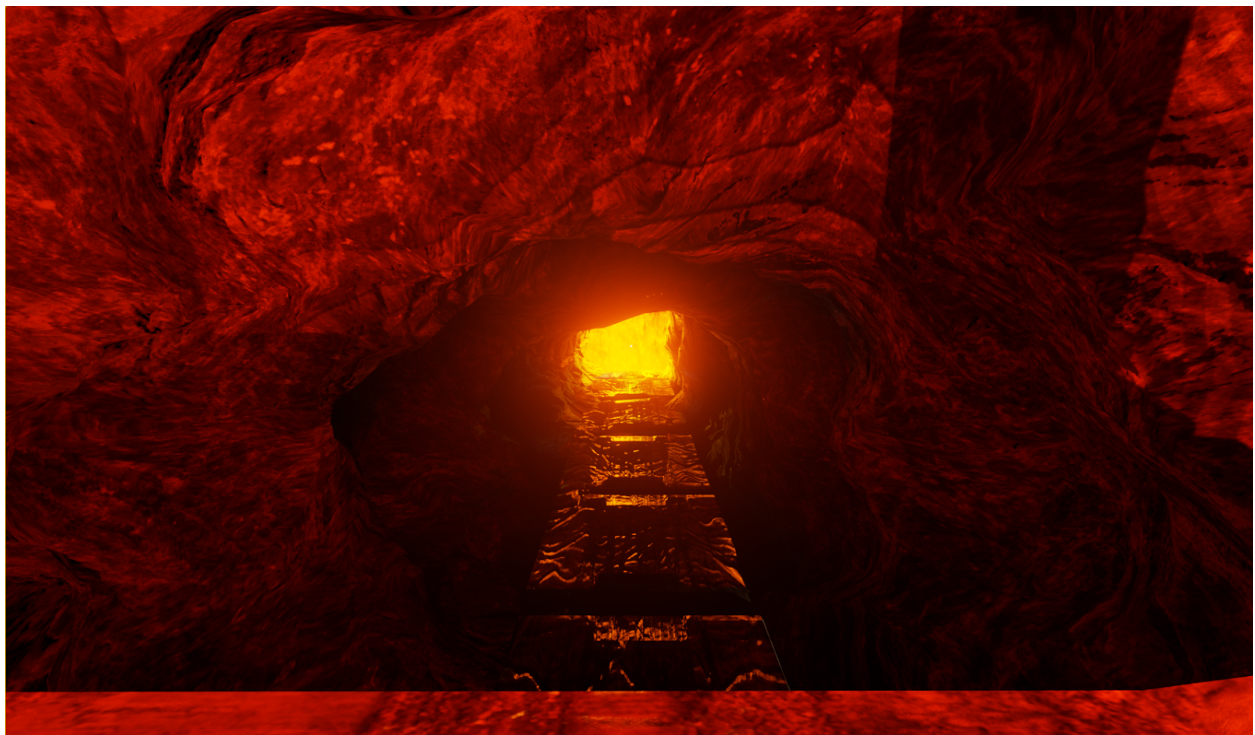

Figure 9: A leap of faith...

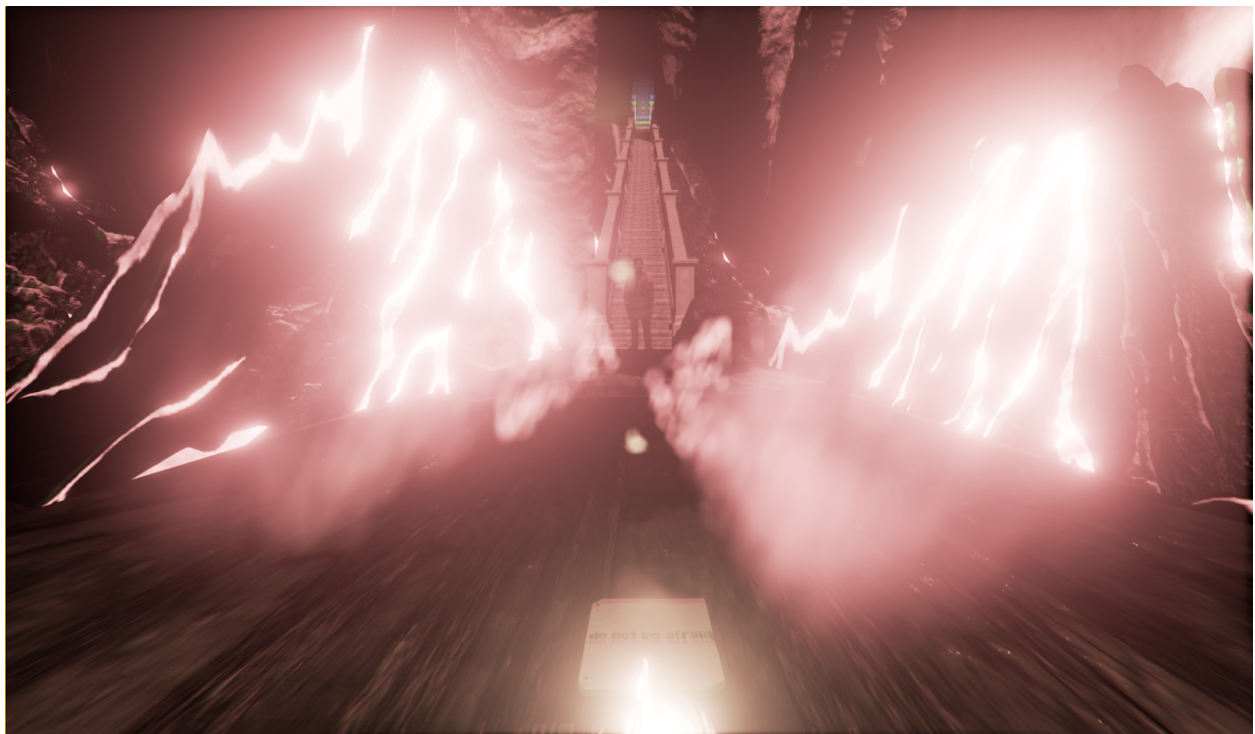*Figure 10: The glowing orange hue may be the only exit*
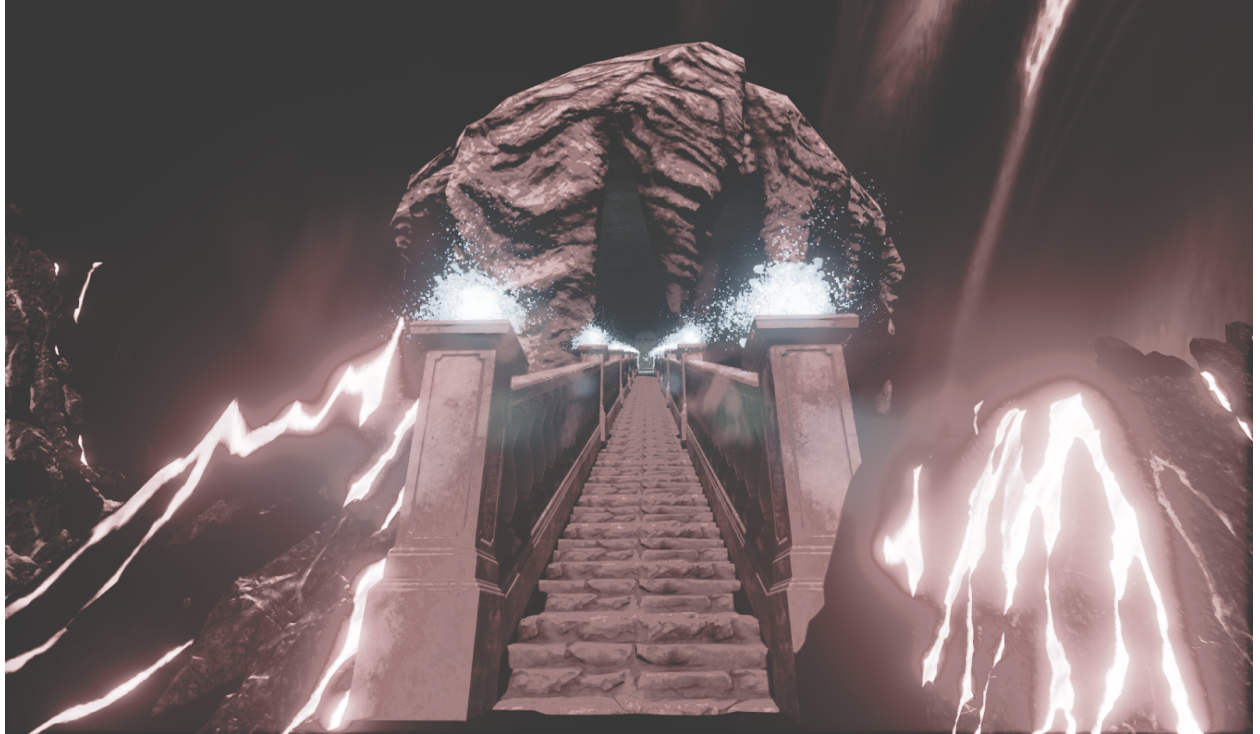

Figure 11: Who was that girl? I knew her so well, but I've forgotten...

Figure 12: Stairway to Heaven