

Technical Document

1. Title

Creep-Out: The pre-school of Horros

2. Abstract / Core idea of the application (2-3 Sentences)

Single player Horror-Game in a school environment. The main character is a child who has the goal to break out of the school. As the player progresses, more and more clues become clear that the teacher has her locked up and is interested in a romantic relationship. The game then ends with a shock moment and a cliffhanger.

3. Mode

Virtual Reality (VR)

4. Multi user or single user?

Single Player

5. Target audience

Adults (18+)

6. Deadline

End of the semester

7. Main Goal / Objective within the application (short summary)

| | |
|--------------|--|
| Overall Goal | Survive and get out of the creepy school |
| 1. Milestone | The classroom door is closed, you have to <u>move a chair to the door and climb</u> to reach the door handle to the door. |
| 2. Milestone | You have to <u>find (and throw) an object to turn on the light</u> in the creeps office to advance in the story and see the key card on the desk |
| 3. Milestone | <u>Turn on the computer display</u> , you see your parents in a cage in the basement and hear the creep going up to the main Hall |
| 4. Milestone | You have to <u>sneak away from the creep</u> into the basement. If the creep sees you, you will be chased |
| 5. Milestone | You have to find the hidden room by <u>moving away some packages</u> |
| 6. Milestone | You open the door by <u>moving the chair</u> and using the key card |

8. Definitions / Terminology

Creep: main character, teacher at school who has a crush on a pupil

9. Project partners (List of all participating parties)

Markus Schmidbauer

Lukas Schneider

Assets / Data

Elements

- Data (Is there external data e.g. point cloud, images, etc.?)

HDRI Image:

- Avatars

- User

Human Hands

- Non user character

Creep, mum and dad

User Interface (UI)

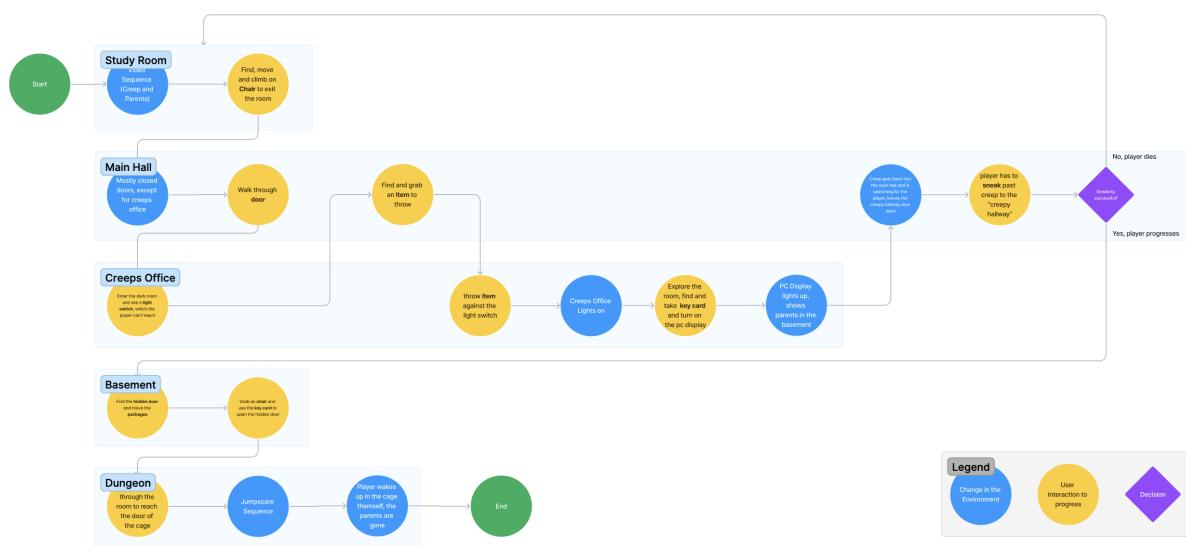
- a. Should there be a menu / UI in the application?
No UI
- b. UI / Menu list (What elements are needed e.g. general menu application menu, in application text, etc.?)
No UI

Assets list (Objects of the game, e.g. environment, tree, stone, decoration)

1. Objects (interactive elements)
Locker, Chair, Doors, decoration elements (balls, mugs, ...), packages, keycard, computer displays
2. World
Indoor pre-school with basement
3. Audio
atmospheric, scary general sound
audio for parents arguing with creep
jumpscare sound

Mechanics

- a. Progression



[https://www.figma.com/file/OVZQNrD76Z5nfttHH0sOzw/Untitled?
type=whiteboard&node-id=0%3A1&t=9olw7iJiMYbqxSC9-1](https://www.figma.com/file/OVZQNrD76Z5nfttHH0sOzw/Untitled?type=whiteboard&node-id=0%3A1&t=9olw7iJiMYbqxSC9-1)

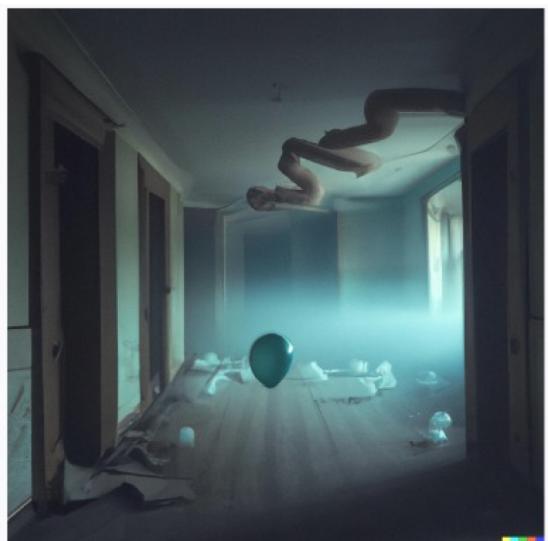
1. Interactions

- a. Movement in software (How will the user move in the game?)
thumbstick, head movement, jumping
- b. Object interactions (e.g. pick up)
pick up keycard, object to throw, move chairs/packages, open door by pulling door handle
- c. Menu interactions (How does the user interact with the menu?)
there is no menu
- d. Restrictions (e.g. interaction, navigation restrictions)
No teleportation

Visuals

General

- a. Overall theme (e.g. stylized, realistic)
Realistic. Surroundings are much bigger than the character to emphasize that the player is a child



1. Hardware restrictions

VR for Head-Mounted-Displays only on Windows

Environment layout



Graphical User Interface (GUI): How will the menus look?

→ No Menu

- a. Overall style
- b. Elements

Technical Details

Target hardware

Meta/Oculus Quest

Development Software

Unreal Engine 5.1.1

Attachments

Figma Board:

[https://www.figma.com/file/zGcUAvFwBCLe1IgjS6sdFX/Moodboard?
type=whiteboard&node-id=0%3A1&t=hsTO5Ot88pnSoJ6v-1](https://www.figma.com/file/zGcUAvFwBCLe1IgjS6sdFX/Moodboard?type=whiteboard&node-id=0%3A1&t=hsTO5Ot88pnSoJ6v-1)

Glossary

None

MISC

None