

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 find the key and carry it to the door to unlock it
2. Milestone	Go into Creeps Office and <u>find an object to throw it against the light switch to turn on the lights</u> in the creeps office and reveal the key card on the desk
3. Milestone	When jumping on the chair, the <u>TV display turns on</u> , you see your parents in a cage in the basement and after grabbing the keycard hear the creep in the main Hall
4. Milestone	You have to <u>sneak away from the creep</u> into the basement. If the creep sees you, you get chased!
5. Milestone	You have to find the hidden room by <u>moving away some packages and unlock the door with the keycard from the office</u>
6. Milestone	You open the door by <u>holding</u> the key card on the reader

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

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

no external data

b. Avatars

a. User

Human Hands

b. 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

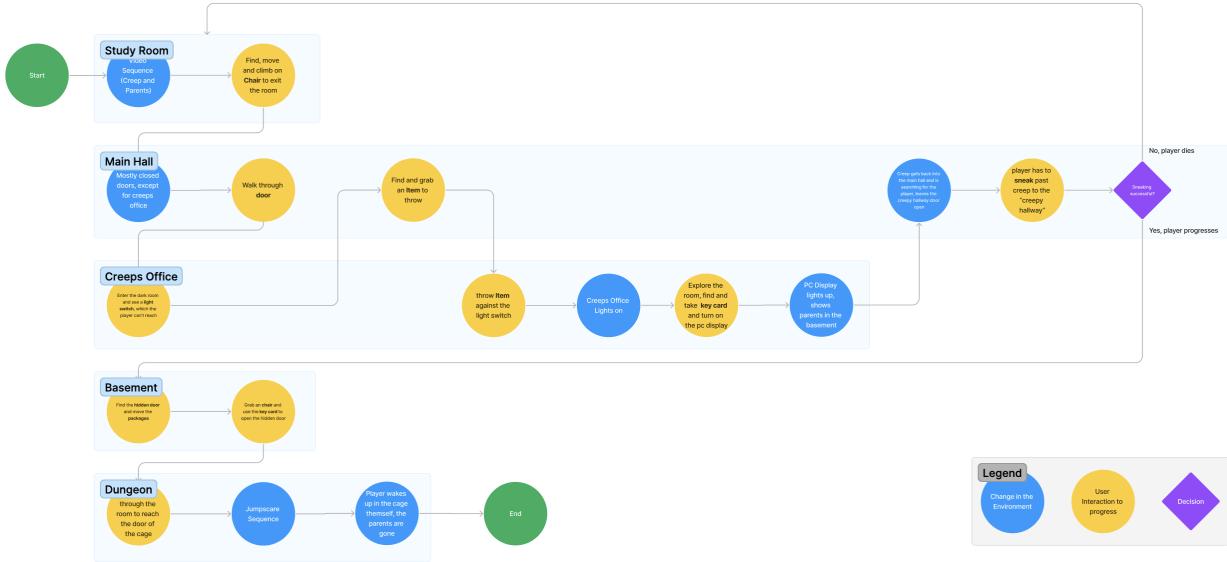
atmospheric, scary general sound

audio for parents arguing with creep

jumpscares sound

Mechanics

a. Progression



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

1. Interactions

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

Visuals

General

- 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