The Hollowing

Description

Story

Five years after his sister **Lilly** was abducted by a dark entity, **Jonathan** receives a anonymous voice message from Lilly, her whisper, weak and frightened, mentioning her location and begging him to stay away. Ignoring her warning, he drives towards a forest-city at dusk, only to crash and lose the vehicle that could have been his escape. Alone and on foot, Jonathan realizes the woods are alive with shadowy demons. A frantic follow-up call from Lilly reveals her physical form has vanished and her soul has been split into five parts, by the demons. She can only hold the most powerful entities at bay for six minutes—after which, player meets his end immediately. Jonathan must stay absolutely quiet, survive relentless demon chases, tiptoe past lurking horrors, and gather all five artifacts to reunite Lilly's soul with her body... or face a fate worse than the darkness itself.

Unique Aspects

- **Mic-Sensitive Gameplay:** Your own voice is the ultimate threat. The game constantly monitors your microphone input—any sudden shout, cough, or loud whisper will trigger an instant "Game Over." Keep quiet, or you'll become the scream that summons the demons.
- **Directional Audio Immersion:** For full effect, play with headphones, 3D audio to identify and pinpoint direction and distance of various audio sources.
- **High-Fidelity Atmosphere:** Stunning post-processing and detailed 3D models plunge you into a believable nightmare.
- **Cinematic Chases with Cinemachine:** Choreographed cutscenes launch when demons close in, heightening tension as you sprint, hide, and pray your mic stays silent.
- **Guided Exploration:** After picking up the abandoned phone, a directional arrow appears—its color shifts from blood-red to white, based on distance to next destination, guiding you to each artifact.
- **Story-Driven Cutscenes:** Begin with a splash screen and intro clip, enjoy small interludes after each artifact rescue, and brace yourself for a finale that ties Lilly's fate to your survival.

How to Run

1. Extract the **TheHollowing_AnubhavGupta.zip** file
2. Extract the **The Hollowing Final Build.zip** file
3. Run **The Hollowing.exe** File

How to Play

Move & Look

- **WASD**: Walk
- **Mouse**: Look around
- **Shift**: Sprint (watch your fatigue—too long and you'll be forced to slow down)
- **C**: Lean the camera 180° behind you while still moving forward—great for checking your pursuer's position
- **Space**: Jump (can also override cutscene camera to skip ahead)
- **Esc**: Pause the game

Flashlight & Batteries

- **F**: Toggle flashlight on or off (drains battery over time when on)
- **G**: Pick up a battery when you're standing next to one—each adds **+1** to your spare count
- A **draining-battery icon** on the HUD shows your current charge level

Mic-Sensitive Mechanic

- Calibrate mic sensitivity on the **Instructions** page (post-main-menu). Lower settings make every whisper count.
- Stay as quiet as you can—your mic-meter UI displays real-time loudness.
  - **White** bars: safe
  - **Red flash**: danger threshold reached
  - **Full red**: game over (instant fail)
- **Headset recommended** to avoid environmental noise triggering the meter.

Spatialized 3D Audio

- For the full immersion, **please use headphones**. The game employs 3D positional audio
- Footsteps, whispers, creaks and growls all give you hints about where threats are
- Volume and reverb change naturally—the farther away a sound, the quieter and more diffuse it becomes.

Phone & Timer

- Find and pick up the **ringing phone** to unlock:
  - A message from Lily (your sister)
  - The **six-minute survival timer**
  - Full mic-meter functionality
- Once the phone is collected, collect all artifacts before **timer hits zero**, and **avoid making noise**

Navigation System

- Activates after you pick up the phone.
- A floating arrow guides you to the next objective:
  - Rotate until it **points straight ahead**, then follow
  - Its color fades gradually from deep red to white as distance form next destination decreases

Artifacts & Memories

- Approach each artifact and press **G** to collect.
- Each pickup triggers a unique **memory cutscene**, new chase sequence, or environment change.
- There are **five artifacts** in total—find them all before time runs out.

Evading Demons

- Fixed **jump-scare triggers** and ghost entities will hunt you.
- Use sprint and camera-lean (**C**) **tactically**—too early or too late can leave you exposed.

Winning & Losing

- **Win** by gathering all 5 artifacts within six minutes, transition from dark night to bright sunrise + victory tune.
- **Lose** instantly if:

1. Your mic-loudness crosses the game-over threshold
2. A demon catches you

Tools & AI Resources used

- **ChatGPT (o4-mini-high)**
  Expert at Unity concepts, writing and refining C# scripts, architecting game logic, guiding step-by-step feature implementation, and debugging errors.
- **ChatGPT 4.5**
  Ideal for end-to-end story brainstorming, conceptualizing scenes and environments, fleshing out character arcs, and crafting precise prompts for other AI tools.
- **SORA**
  AI-powered image and short intro video generation—perfect for mood boards, splash screens, and cinematic story panels.
- **ElevenLabs**
  Produces natural-sounding speech, whispers, and ambient audio layers to heighten atmosphere and tension.
- **HailouAI**
  Generates fully rendered cutscene videos from text descriptions and reference images, streamlining story sequences.
- **Filmora**
  Intuitive video-editing suite for merging AI-generated clips, audio tracks, adding transitions and polishing the final presentation.
- **Cinemachine** (Unity package)
  Enables dynamic camera rigs—dolly tracks, priority blends, and shake effects—for smooth, professional chase and cutscene sequences.
- **Unity 2020.3 LTS**
  The core engine where all systems—from mic-sensitive mechanics to AI-driven asset integration—come together to build the complete horror experience.
- **Augment AI VSCode Extension**
  AI-powered VSCode plugin that pre-fills common Unity C# boilerplate, scaffolds gameplay scripts, offers context-aware snippet suggestions, and even generates inline comments

Known Issues & Limitations

- **Microphone Calibration**
  Microphone sensitivity can differ greatly between devices, sometimes triggering false positives. For best results, use a quality headset or external mic and adjust the in-game calibration slider before you start.
- **Player Movement Glitches on AMD PCs**
  A small number of AMD-based systems report occasional freezes in player movement or erratic camera behavior. We've verified smooth performance on multiple Intel based

systems—if you encounter this, try testing on an Intel machine or updating your audio/USB drivers.

- **Navigation Arrow Staleness**
  Rarely, the guidance arrow may continue pointing to a previous objective. This bug is hard to reproduce but has surfaced intermittently. If it happens, restarting the game or testing on a different machine usually clears it.

Feel free to switch devices or update the drivers if any of these issues arise.

Attributes for 3rd Party Models

- **AA-Battery**
  - [Maggatron](#)
  - ⊕ AA Battery - Download Free 3D model by Maggatron (@MaggaModels)
- **BloodSpattered**
  - [Robin.Mikalsen](#)
  - ⊕ **Blood splatter - Download Free 3D model by Robin.Mikalsen**
- **Child Ghost**
  - [Gavin Bou - Official](#)
  - ⊕ **captured child/female - Download Free 3D model by Gavin Bou - Official (@GavinBou)**
- **Corpse**
  - [Tamal De Quezo](#)
  - ⊕ **Corpse - Download Free 3D model by Tamal De Quezo (@tamaldequezo)**
- **Corpse plastic wrap**
  - [ngooiwong](#)
  - https://sketchfab.com/3d-models/corpse-wrapped-in-black-plastic-fd7205632bfb47138af90154907a5ee3
- **Crawling Ghost**
  - [Shao Xii](#)
  - ⊕ **Crawling Corpse - Buy Royalty Free 3D model by Shao Xii (@shaoxii)**
- **Dead Deer**
  - [Spaghettieis](#)
  - ⊕ **Horse carcass made with AI - Download Free 3D model by Spaghettieis**
- **Doll**
  - [Ahmet Sekerci](#)
  - ⊕ **Baby Doll - Download Free 3D model by Ahmet Sekerci (@sekerci)**
- **Fire Pitt**
  - [Declan Dyer](#)
  - ⊕ **Fire Pit High Poly - Download Free 3D model by Declan Dyer (@DyerDeclan)**
- **Fire Place**
  - [GetDeadEntertainment](#)

- ○ 🌐 Medieval Fire Stand - Buy Royalty Free 3D model by GetDeadEntertainment
- **Flash light**
  - ○ RRFreelance
  - ○ 🌐 **Flashlight**
- **Hanged man**
  - ○ **flewfatoo**
  - ○ 🌐 Hangman - Download Free 3D model by flewfatoo (@william.sayin)
- **HangMan1**
  - ○ **Obridje**
  - ○ 🌐 hangman's rope - Download Free 3D model by Obridje
- **Headless Monster**
  - ○ **Crazy123**
  - ○ 🌐 Crazy3113 User Profile | DeviantArt
- **Locket**
  - ○ **mattruszala**
  - ○ 🌐 Furtive Locket - Download Free 3D model by mattruszala
- **Moon**
  - ○ **SebastianSosnowski**
  - ○ 🌐 The Moon - Download Free 3D model by SebastianSosnowski
- **Mutant**
  - ○ **Elisey**
  - ○ 🌐 Crawling mutated human - Download Free 3D model by Elisey (@dwelfster)
- **PlayGround**
  - ○ **Tetiana_Andronova**
  - ○ 🌐 Playground - Download Free 3D model by Tetiana_Andronova (@prudence)
- **Toy Truck**
  - ○ **Global Digital Heritage and GDH-Afrika**
  - ○ 🌐 Antique Toy Truck - Download Free 3D model by Global Digital Heritage and GDH-Afrika ...
- **Flooded Grounds**
  - ○ Sandro T
  - ○ 🌐 Flooded Grounds | 3D Environments | Unity Asset Store
- **Wind Chimes**
  - ○ **leman0312**
  - ○ 🌐 Wind Chimes - Download Free 3D model by leman0312

All the models used are publicly available and free to use

Good luck—and remember: silence is your ally.