**Game Summary**

·       Game Concept: a VR FPS (first person shooter) horror experience, inspired by Left 4 Dead 2 VR.

·       Genre/Aesthetic: Dark, horror. From a visual aesthetic standpoint, we wanted it to feel realistic/lifelike to really convey a sense of horror/desperation to survive against the realistic-looking threats.

·       Target Audience: Teenagers or older – the visuals are realistic in their portrayal of violence/gore, and the experience might be offsetting for a younger audience. The ideal target audience would be those who love the horror genre (i.e. movies, shows, traditional games) – our game seeks to provide these fanatics with a first person, personalized, interactive horror experience

·       Inspiration: Left 4 Dead 2 game

·       Story: You’re out on the streets of a cityscape overrun by destruction and chaos. Although seemingly abandoned, you soon realize there are hostile monsters attempting to kill you. With nowhere to escape to around the streets, you must fend off these bloodthirsty enemies and fight to stay alive.

**Gameplay**

·       High-level Objective(s): The user must fight to stay alive as long as possible. To do so, they must kill enemies, who drop ammo or health syringes upon their death. Users then can continue healing themselves and further fight enemies once they collect this ammunition and health syringes.

·       Win/lose conditions: The ultimate losing condition would be the user dying. The win condition, on the other hand, is like that of arcade games in that users can define what they consider a successful run through; players can keep replaying the game to see if they can break their previous time/score record of how long they can stay alive, or even beat the record of their friends.

·       Level design: The main level for our game is laid out around a 4-way street intersection. Users can walk down each of these four streets but won’t be able to reach the end of the street because police cars (and rubble) have blocked any space to walk through. Users can find health syringes and ammunition by killing enemies. There are three types of guns users can use: handguns, shotguns, and rifles. These guns are hidden throughout the level, and users can pick up new guns to use once they’re found. Below is a map outlining where all the guns are located in our game (along with the boundaries outlined from a top-down view showing the limitations of where users can navigate to:



**Mechanics**

·       Rules: Users cannot exit the main streets or enter into buildings (they are sealed off with colliders). Guns must be appropriately loaded depending on the gun type, and you cannot fire a gun when it runs out of ammo. The enemies will continuously attack you if you’re within a certain range, and you can only damage them through gunfire or with grenades.

·       Gameplay: The game is an open world experience where users can roam around any of the four streets in search of ammunition and weapons to survive. There are 4 “hotspot” areas where enemies will spawn. In order to get more ammunition or health, users must kill these enemies, who drop ammunition/health syringes upon death. Users also have a utility belt, where they can store ammo and health syringes as they kill enemies.

·   Scoring: The scoring is time-based – users can see how long they’ve stayed alive by looking at their wristwatch on their left hand. The goal is to stay alive as long as possible before being killed. When a user is killed, the game will end and their final survival time is displayed.

·       Locomotion Strategy: thumb stick navigation

·       UI layout: Users have a wrist watch on their left arm where they can see their own health bar and how long they’ve stayed alive. When a user picks up a gun, weapon, or ammunition, UI elements appear demonstrating the necessary actions a user must take to use the item. When an enemy is within a certain distance of the user, they will see a health bar directly above the enemy showing their health status.

**Music and audio**

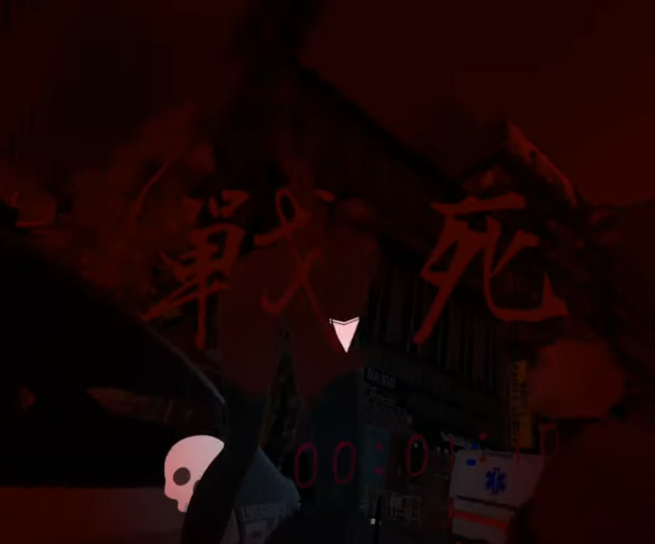
·       There is ominous background music that plays throughout the experience. There is also spatial audio associated with the enemies, so that they make noises the user can here corresponding with the enemy location in relation to the player. Users will know that they have been killed when the UI displays the game over screen and alarm audio is played.

**Assets:**

* 3D assets from Unity Asset Store:
  + <https://assetstore.unity.com/packages/3d/vehicles/land/police-car-helicopter-52496>
  + <https://assetstore.unity.com/packages/3d/environments/urban/concrete-plastic-barrier-72966>
  + <https://assetstore.unity.com/packages/3d/vehicles/land/low-poly-city-vehicle-pack-217344>
  + <https://assetstore.unity.com/packages/3d/vegetation/trees/realistic-tree-9-rainbow-tree-54622>
  + <https://assetstore.unity.com/packages/3d/vegetation/trees/mobile-white-birch-tree-281448>
  + <https://assetstore.unity.com/packages/3d/environments/urban/modular-abandoned-slaughterhouse-lite-58082>
  + <https://assetstore.unity.com/packages/3d/props/furniture/key-and-lock-193317>
  + <https://assetstore.unity.com/packages/3d/environments/urban/nyc-block-6-16272>
  + <https://assetstore.unity.com/packages/3d/environments/urban/low-poly-street-pack-67475>
  + <https://assetstore.unity.com/packages/3d/environments/roadways/vehicle-parking-lot-garage-gate-pbr-111423>
  + <https://assetstore.unity.com/packages/3d/props/interior/old-bathroom-objects-120069>
  + <https://assetstore.unity.com/packages/3d/environments/asset-pack-for-horror-game-226196>

**Walkthrough video:** [**https://www.youtube.com/watch?v=U-XgCW5fjq4**](https://www.youtube.com/watch?v=U-XgCW5fjq4)

**Gameplay Thumbnails:**

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