**Prototype 2**

Hypothesis

How to create an escape room puzzle game

How to create a creepy atmosphere in the game

How to incorporate an old/retro type art style into the game

Process (Ash)

I started off by adding the camera controls to allow the player to view each wall. I attempted multiple approaches to allow the camera to move smoothly between walls, but ultimately all the methods I attempted were glitchy and did not create the desired effect. The final game simply jumps between each wall.

When viewing each wall, there is a chance that certain creepy events may be triggered on a different wall. Each time the player view changes, a random chance is calculated for events on every wall except the one being viewed. Those events are then called in an attempt to draw the player back to that wall. There is also a creepy event that may be triggered when the player opens the curtains, which is also randomised.