

Dyatlov



By Team #7

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Main plot

The main plot of the game is built around the mystical death of the tourist group led by Igor Dyatlov. The group of nine people made a skiing trip across the Northern Urals and died in full in 1959. Due to the lack of accurate information about the circumstances of the group's death, journalists and enthusiastic researchers created many alternative versions of the causes of the incident. In memory of the lost tour group, the nearby pass was named "Dyatlov Pass".

What role is assigned to the player?

The player will control the character who found himself during those very events. Therefore, he will have to experience what it is like to face the harsh northern environment, to be alone in the middle of huge mountains and forests and try to survive despite everything. The character's life will be on the line more than once. The player will have to solve various tasks, overcome obstacles using intelligence and dexterity.

What is the interest in this?

The main component of the game will be puzzles, obstacles that prevent you from going further. The player will be attracted by the detailed interaction with the surrounding world. In addition, all this will be wrapped in an interesting atmosphere of the incident that happened to the Dyatlov tour group.

Game structure

The game will have cutscenes with explanations at the beginning and end and 2 conditional part-levels. Each level will have its own puzzles and a special ending, symbolizing one of the versions of the group's death. Each level will end with the death of a character regardless of the player's actions. The next level will start from the same starting point at the tourist camp. Until the final cutscene the player will not be revealed the reason why he passes one section of the path again and again, experiencing different events. The idea is that when our character gets some serious injuries and is in a dying state, he loses consciousness, and his brain creates an illusion of himself in his head and scrolls the last events. Then the same thing happens in the head of the illusion. And in the head of the illusion of the illusion. Thus, we get a kind of recursion created from illusions in the heads of the characters. The way out of it will be indicated in the final cutscenes.

Feature Set

General Features

- Δ **3D graphics** - low-polygon models and environments
- Δ **Cutscenes** - will be used to introduce and reveal the story at the beginning and end of the game.
- Δ **Pickables** - the character will have the ability to pick up items needed to progress through the game.
- Δ **Physical environment and interaction with it** - interaction with the environment and its response will be realized.
- Δ **Animation** - the character will have smooth animation of movement and interaction with the environment.
- Δ **Side-scrolling** - the camera will constantly follow the character.
- Δ **Puzzle** - the game will be based on challenges and obstacles that the player will need to solve using logic, objects around and a combination of them.

Game World

Overview

The main charm will be achieved due to unusual, minimalistic locations (such as snowy rocks), depth of space and lack of a lot of details.

Key locations

- Δ **Snow-covered mountain ranges.**

Snow and rocks are the main and practically the only items for you to interact with in such an environment.

While the character will move along the nearest edge of the mountain visible to the player, in the distant background you will see huge mountains going into the fog.

- Δ **Caves.**

There will be its own lighting in the caves. Crystals will illuminate the cave and the light will reflect off the ice.

Gameplay

The game will be divided into two levels, which will have the same starting location.

Starting location

A small tourist camp, in a mountainous area. To teach the player the controls and gameplay features, at the very beginning there will be a simple puzzle, in which the player will need to pile up one of the rocks to climb a ledge.



Mountain level

The first level in the game. At the very beginning there will be three small cliffs as a training, through which the player will only need to jump. Then there will be a test of reaction speed, where the player will need to quickly jump on three collapsing platforms.



The final phase in this level will be a puzzle in which the player will need to figure out how to open the entrance to the cave. To do this, he will need to figure out a way to push a rock down the mountain. The player will have the ability to snatch branches from a nearby fallen tree. However, they will

be too fragile to be used as leverage. Therefore, the player will need to tear off all the branches and finally drag the tree trunk itself to the rock. But his weight will not be enough to push the stone, so he will need to climb up the trunk and jump on it.



The stone will destroy the passageway, but the player, when he goes inside, will encounter a Bigfoot that will mortally wound him. There will be no opportunity to escape.



Mechanics in the level:

- Δ knocking over rocks
- Δ destroying rocks under the character
- Δ breaking and carrying branches.
- Δ

Cave level

After being attacked by Bigfoot at the end of the previous level, the character instead of the standard revival somewhere nearby, will find himself back at the starting location, in the camp. After running a little further, the player will find that the map has changed and now on his way there is an open entrance to the cave, in which there will be no Bigfoot.



The cave will be filled with crystals, which will emit a faint glow and on which the gameplay of this level will be based.

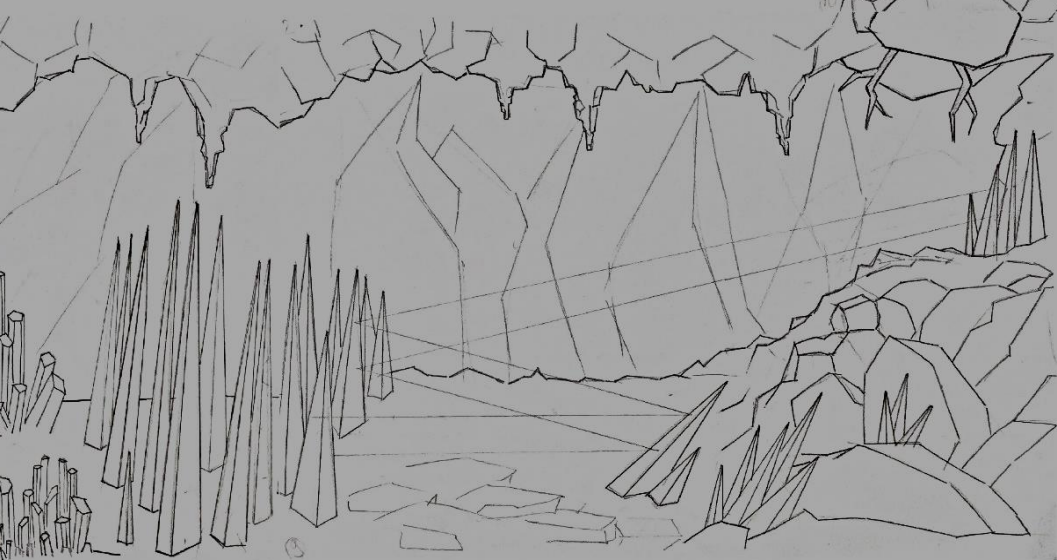
The player will enter a dark part of the cave with only a narrow beam of light falling on the side of the crystal and redirected from its upper slice to the ceiling.

The player will need to tilt the crystal, illuminating the cave, until they see a narrow passage in the wall near the ceiling. In order to climb into it, the player will need to pull the stone up against the wall.

The next location will be all filled with multicolored crystals, and the passage will be further closed by ice peaks. In the center of the cave will fall a wide beam of light, to which the player will be able to bring crystals. Different colored crystals will have the ability to change the color of the light. And several beams of different colors will be mixed. The player will need to choose from all the crystals in the cave three of the desired color (red, green and blue), so that when mixed they give white color. Only this combination will melt the ice blocking the path.



As the player walks further, he will see roots growing from the ceiling, which he can pull and open the passage outside. But he will be crushed by a stone that fell from above. To prevent this, the player will need to melt the ice in the hollow by redirecting the light from the previous puzzle, using special ice peaks that reflect the light.



Once outside, the character will inevitably be covered by a snow avalanche.

Mechanics in the level:

- Δ dragging a stone
- Δ controlling light with a crystal
- Δ combining and mixing light rays for destruction
- Δ controlling light reflection
- Δ interacting with roots

Controls

Key name	Action
D	<i>Moving forward or pull right</i>
A	<i>Moving backward or pull left</i>
W	<i>Jump or pull up</i>
S	<i>Pull down</i>
E	<i>Interaction</i>

Visual

Models in the game will be made in a 3D low polygonal style. Subdued colors and fog effect.

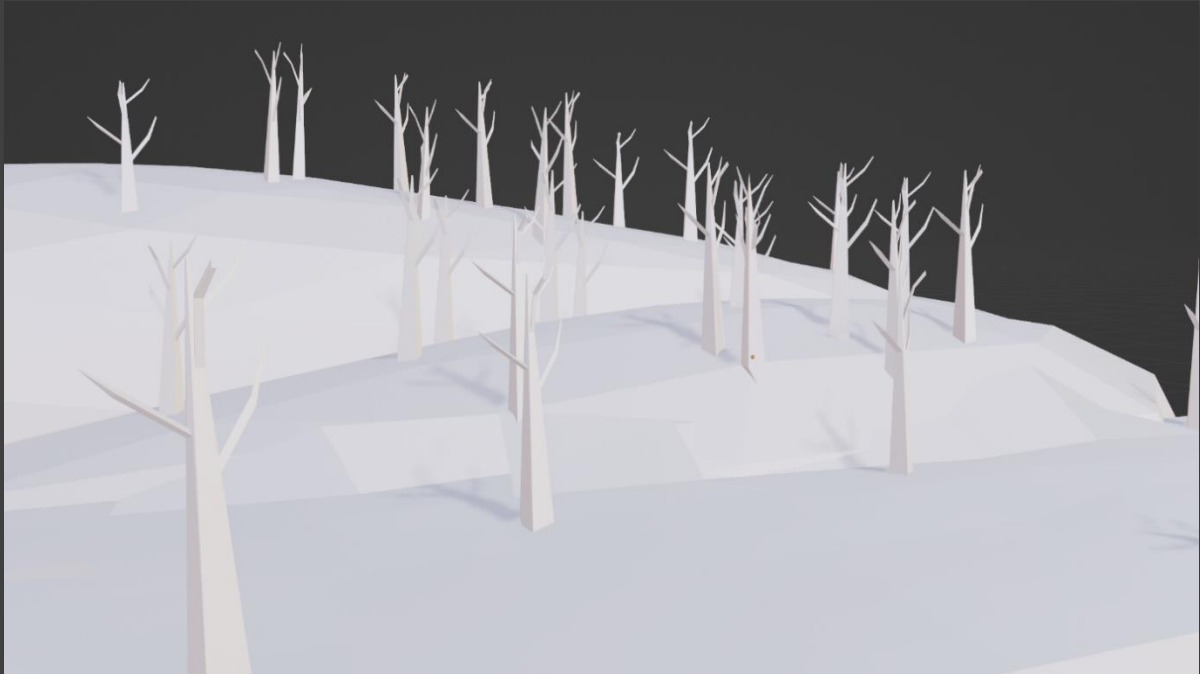
Sound

The sounds of footsteps and nature.

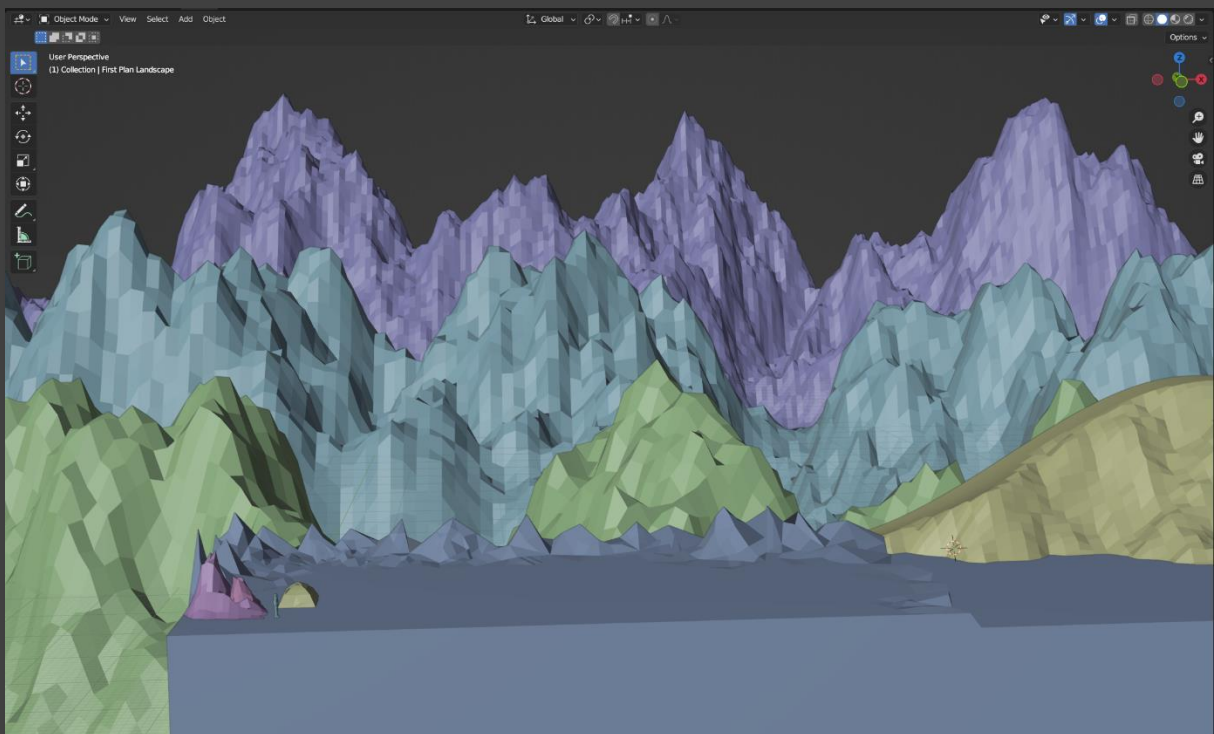
Game World

Examples of the part of the game world.

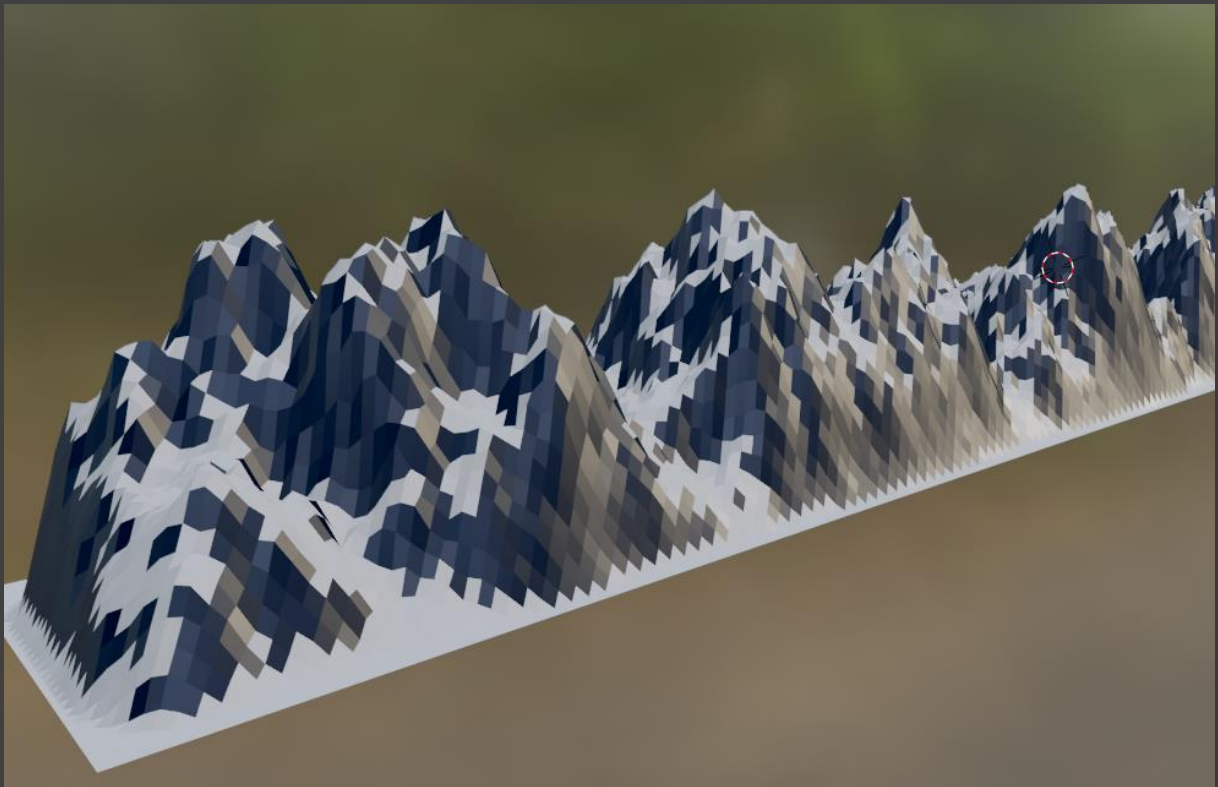
Example model for the final location of the second level (forest glade)



Example model for the starting location of the level (mountainous terrain)



Example of color solution for mountains using shaders



Character

