



# **AGATEOPHOBIA**

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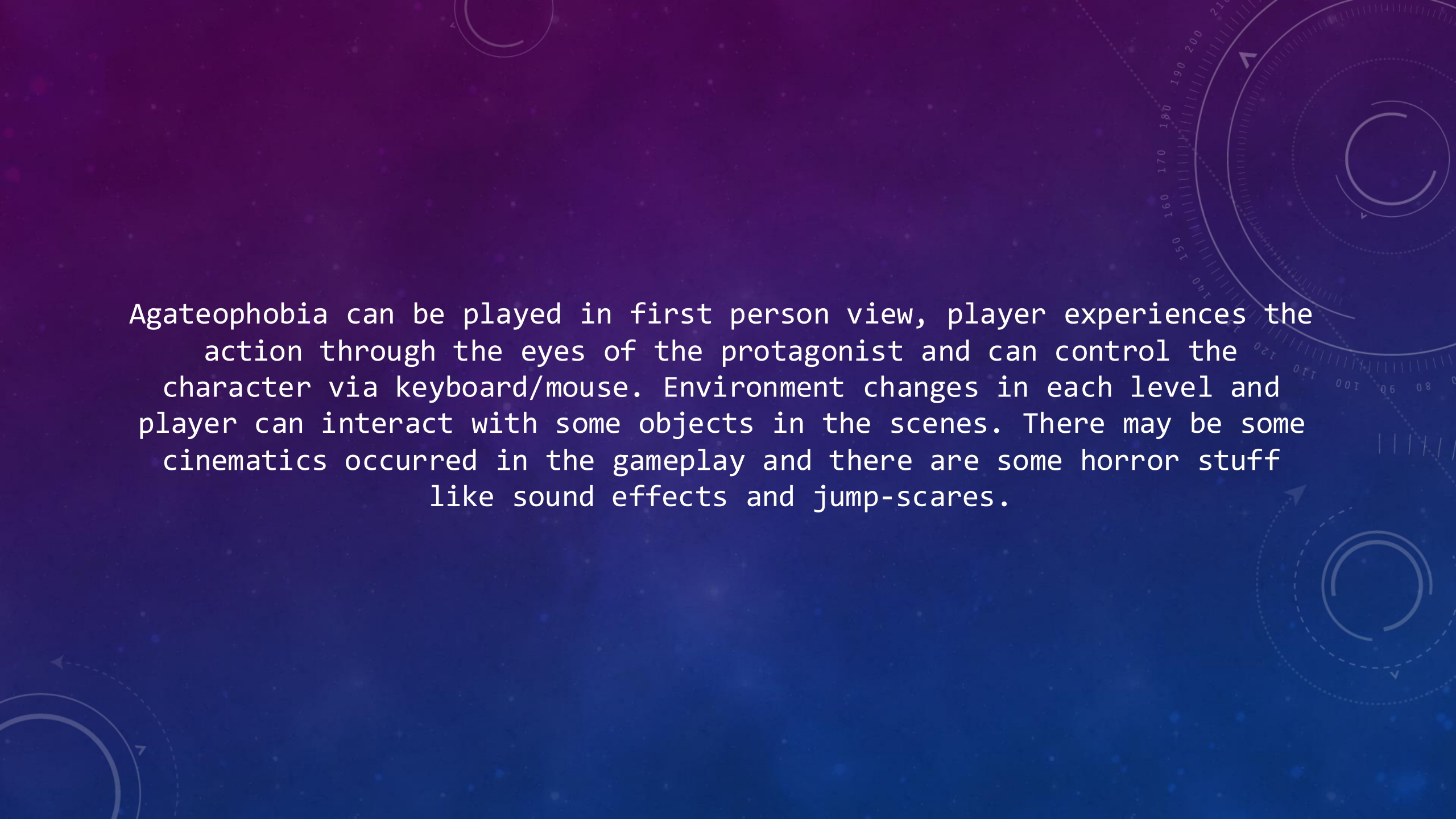
# DESCRIPTION OF THE GAME / REMINDER



Agateophobia is a single player horror game. It can be defined under tags as horror, adventure, puzzle, mystery, choices/actions matters and story rich. It consists of three levels that individually designed and each level has different puzzle/puzzles. These puzzles will affect the ending of the game. Also player's choices and actions may change the game progress and gameplay.



Agateophobia's main story consists of a paranoid man, his past, present thoughts and dreams. Like his daughter's death, bad things he's been through combined with his phobia makes him insane.



Agateophobia can be played in first person view, player experiences the action through the eyes of the protagonist and can control the character via keyboard/mouse. Environment changes in each level and player can interact with some objects in the scenes. There may be some cinematics occurred in the gameplay and there are some horror stuff like sound effects and jump-scares.



Player is forced to discover the environment in an undirected way. Puzzles must be solved for the game progress, also these puzzles and timing is important for the ending.



# LEVEL 1 – HAUNTED FOREST



We mentioned before, on the project proposal, how the haunted forest scene would look like.



General View of the Forest





View of the Main Character's House

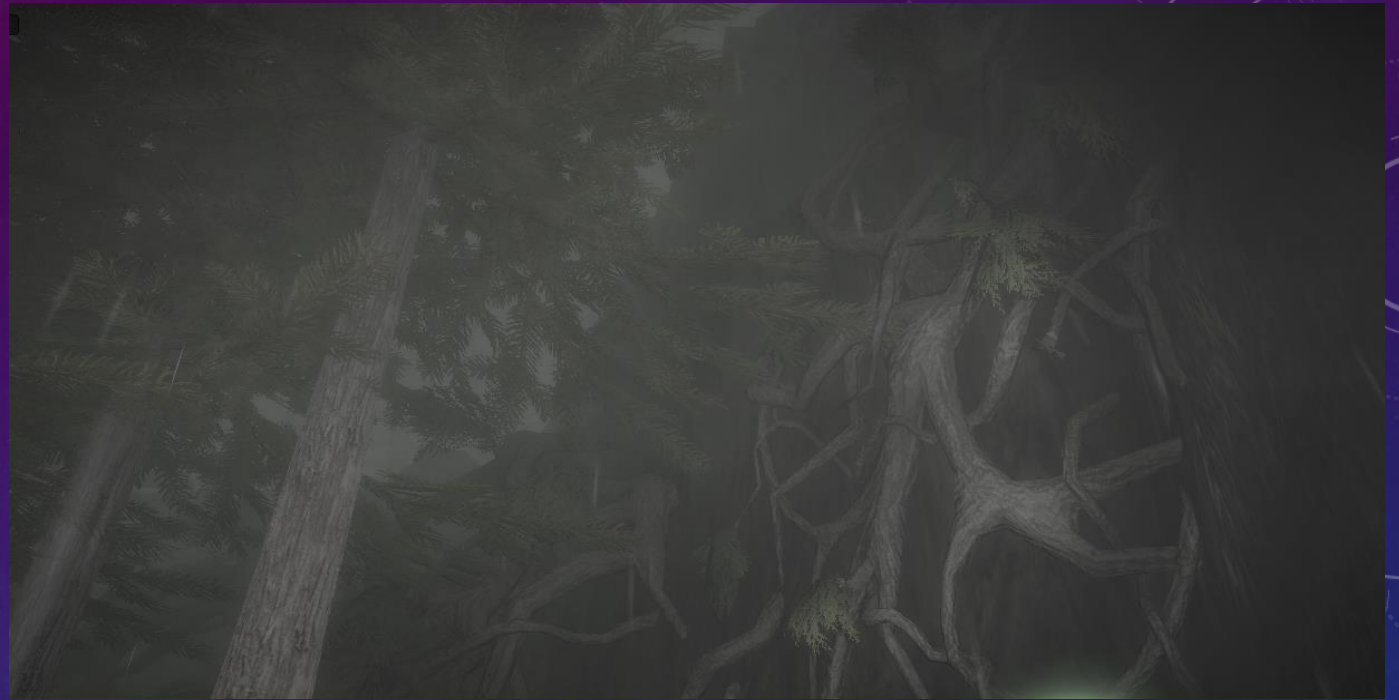


# SOME DETAILS AND ASSETS



Different assets such as roots, trees/plants, stones/boulders and mushrooms are placed on the scene. We've created a foggy environment to reflect a frightening forest.

We have surrounded the forest with mountains and tree roots, so that the player can reach a level in the forest and can not move any further. This approach also might tighten up the player and show that he/she is trapped in the self-repetitive woods and can not go out.









# FLASHLIGHT



A handheld flashlight, created as a spotlight light source, will be used while wandering around the environment. The flashlight can be opened and closed with a button (F Key). A script is attached to flashlight object. The battery is diminished as long as the flashlight is kept open, the intensity of the light will decrease and at the end it will close. Also player can follow the battery power on the upper left screen GUI.

# PARTICLE SYSTEMS



Several particle systems was used to add detail to the atmosphere. Particle systems are used for waterfall construction, rainfall and making the foggy atmosphere.

# ANIMATIONS

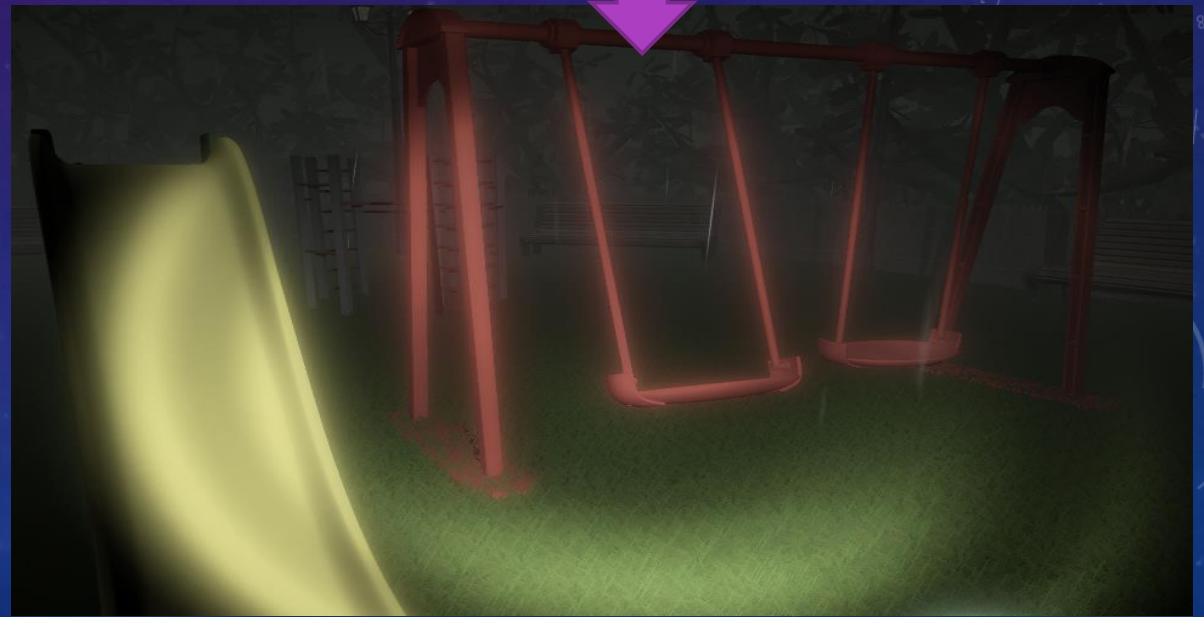


The point light source is used in the environment for instant lighting. It has been harmonized with the sound of the thunder to create a better thunder effect.





Flickering Light



Swing

# SOUND EFFECTS/MUSIC

There were many voices used to boost the detail on the scene. For example, the sound of rain drops, the waterfall sound, the thunder, flickering light, the swing and the background music are used in the scene. These sounds and effects can be increased according to the situation while coding, making puzzles, creating horror/jump-scare events.



# LEVEL 2 – BURNT HOUSE



Proposal images of the level



# GENERAL VIEWS OF THE LEVEL



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# GENERAL ARCHITECTURE OF THE HOUSE

- House have one bedroom, one kitchen/living room and one bathroom in ground floor. Other floor's of the house were burnt and unreachable in the game.





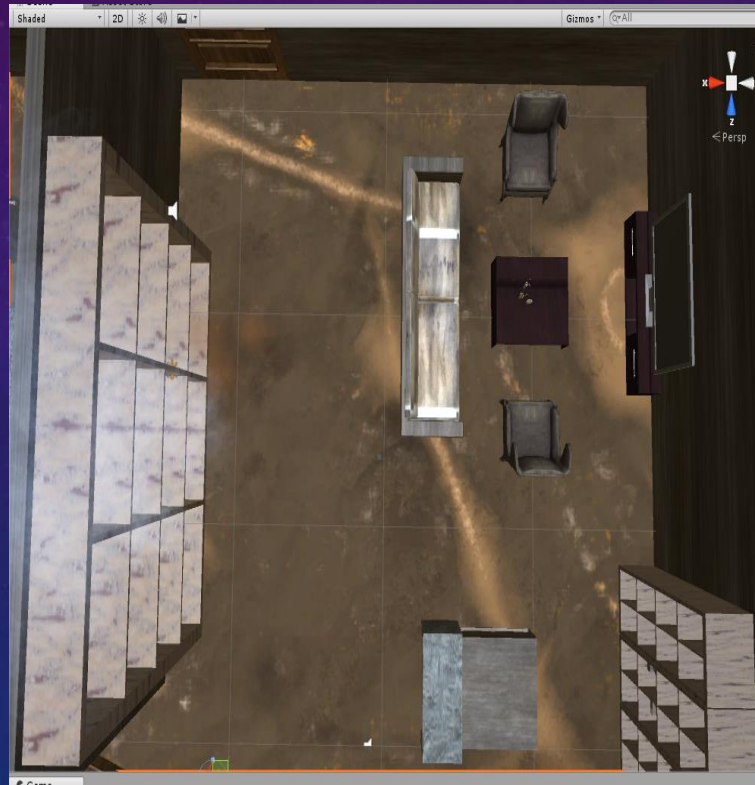
# BATHROOM

- Bathroom includes a lot of assets. Bathtub, toilet, towels, washbasin, taps are some of them. Also bathroom has unique enviromental sound. When player enters to bathroom, the sound opens.



# LIVING ROOM

- Living room includes a lot of assets. Chairs, TV, coffee table, bookcase, vases, TV unit are some of the assets. There are some spotlights in the living room. These lights are inactive form they will be organized later of the project.



# KITCHEN

- Kitchen includes a lot of assets. Sink, cabinets, tap, plates, chairs, pot, fridge, puff armchair, dump are some of the assets. In the architecture, stairs placed near the kitchen.





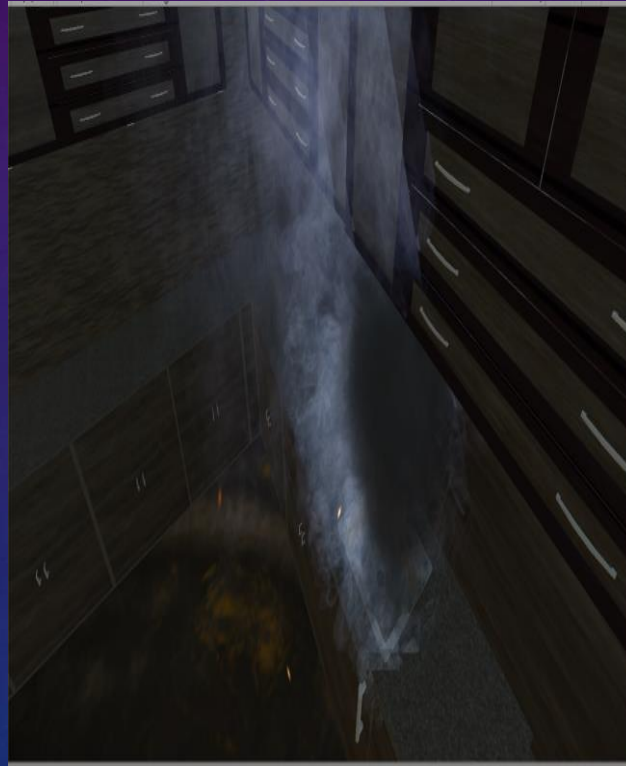
# BEDROOM

- Bedroom includes a lot of assets. Lamp, bed, cabinets, mirror, study desk, chair are some them. A spotlight and collider system including in the bedroom. When player walked in the room flickering lamp will be active with sound effect.



# PARTICLE SYSTEMS

- In the house many particle systems are used. They are white and black smoke particle systems, ember particle system, blood splash particle system, flame particle system and dust particle system. These systems can be increase in the future while developing.



# PARTICLE SYSTEMS





# PARTICLE SYSTEMS



## SOUND EFFECTS/MUSIC

- House has three background music. They are girl playing song, fire sound and wind blowing sound. Electirical sizzle sound is in level but inactive form. It will be adding with spotlights.

# LEVEL 3 - HOSPITAL





# GENERAL ARCHITECTURE OF HOSPITAL

Hospital have lot of rooms as patient rooms, bathrooms and doctors room. Each room have different structure.



# GENERAL VIEWS OF THE LEVEL





# DIFFERENT FEATURED ROOMS





# BATHROOM

The different forms of the rooms will make the game more interesting and player does not lose his/her enthusiasm. And the puzzle solving will become more complex.



# DOCTOR'S ROOM

This room will be the room where the game ends. According to the progress of the player, scene might be change.



# PROJECT PLAN – GANTT CHART

## AGATEOPHOBIA

Milestone Ali Şahin Balıkçı Gökay Atay Sena Berre Ceylan Both

