AGATEOPHOBIA

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GAME DESCRIPTION

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. Can you solve the mystery and stop the madness before it is too late?

CORE MECHANICS/GAMEPLAY

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 some cinematics occurred in the gameplay and there are some horror stuff like sound effects and jump-scares.

Physics are included in the game such as gravity and collisions. 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.

TARGET AUDIENCE AND MARKET POTENTIAL

Our target audience is mystery, horror, hard puzzle lovers, people who likes to watch great stories and cinematics and people who wants to see that their actions will have consequences. On researching specifically the target audience for horror games such as Resident Evil, it was found that the audience ranged from the age from 14 to 35.
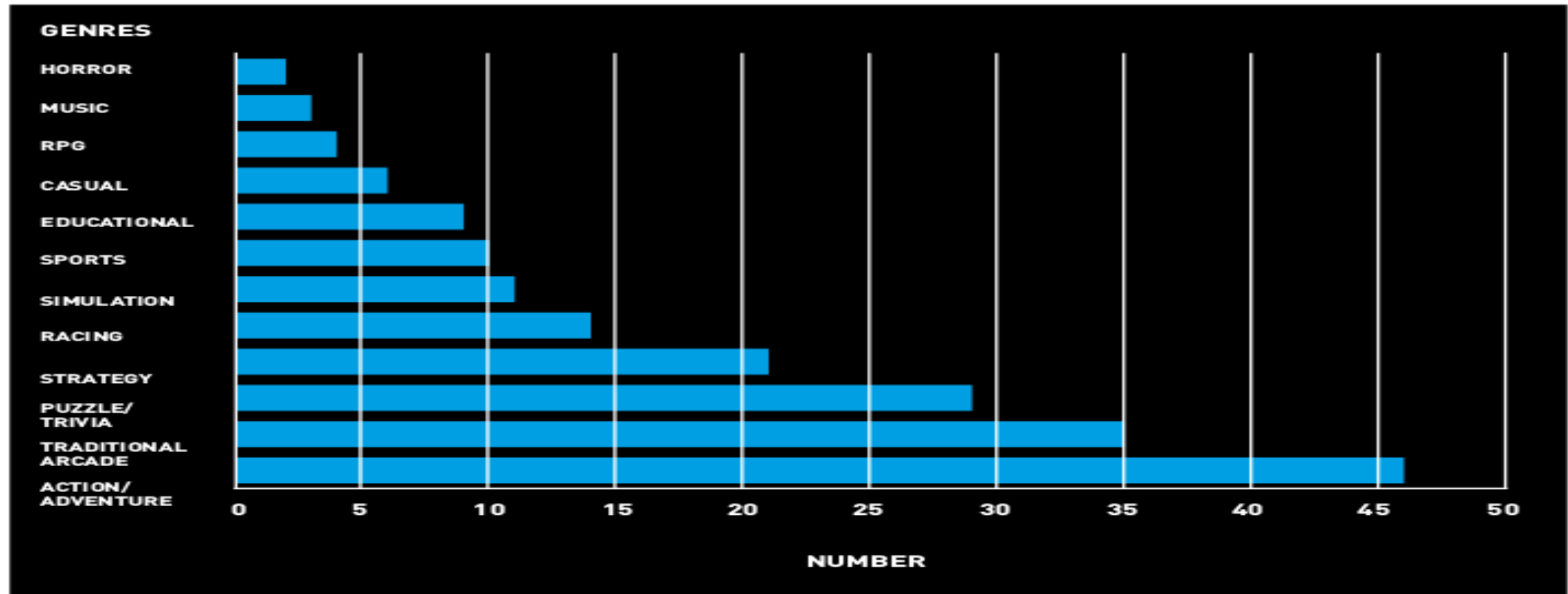
We know that horror genre in game industry is weak compared to action/strategy games, but recently it gained some value by the release of games like Outlast, Silent Hills (PT) and become much more appreciated. We headed to this area and decided to develop a horror game, because we want this genre to become more competitive with other genres.

GENRE %

▶ Action / Adventure	▶ Racing	▶ Casual
▶ Arcade	▶ Simulation	▶ RPG
▶ Puzzle / Trivia	▶ Sports	▶ Music
▶ Strategy	▶ Educational	▶ Horror

RAW NUMBER BREAKDOWN

	Genre	Number	Percent
▶	Action / Adventure	46	24.21%
▶	Arcade	35	18.42%
▶	Puzzle / Trivia	29	15.26%
▶	Strategy	21	11.05%
▶	Racing	14	7.36%
▶	Simulation	11	5.78%
▶	Sports	10	5.26%
▶	Educational	9	4.73%
▶	Casual	6	3.15%
▶	RPG	4	2.10%
▶	Music	3	1.57%
▶	Horror	2	1.05%

INNOVATION AND CREATIVITY

Generally in horror games, stories are underestimated and there is always gameplay of running/escaping from a monster. Our innovation is the mental confusion of a mad man instead of basic creation of monsters.
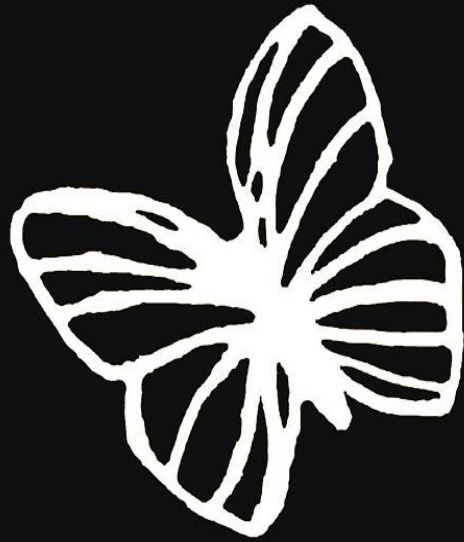
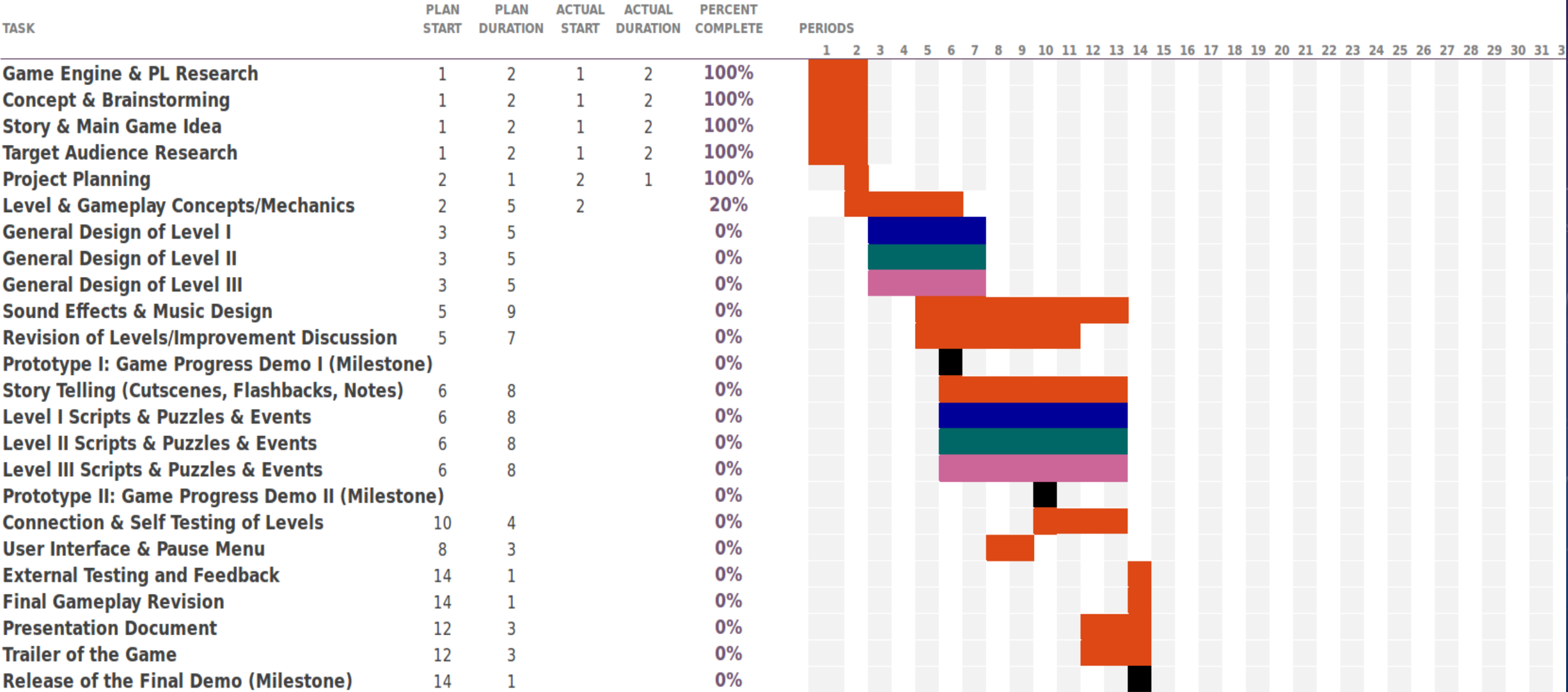This action will have consequences...

One other game improvement is adding different ways to finish the game, this type provides different ending through different gameplays. Also, we want to add slightly different game mechanics to game's levels instead of same mechanics occur again and again. Routine gameplay may bore the player. With new features, player's enthusiasm will stay high until the ending.

PROJECT PLAN – GANTT CHART

AGATEOPHOBIA

Legend: ■ Milestone ■ Ali Şahin Balıkçı ■ Gökay Atay ■ Sena Berre Ceylan ■ Both

TASK	PLAN START	PLAN DURATION	ACTUAL START	ACTUAL DURATION	PERCENT COMPLETE
Game Engine & PL Research	1	2	1	2	100%
Concept & Brainstorming	1	2	1	2	100%
Story & Main Game Idea	1	2	1	2	100%
Target Audience Research	1	2	1	2	100%
Project Planning	2	1	2	1	100%
Level & Gameplay Concepts/Mechanics	2	5	2		20%
General Design of Level I	3	5			0%
General Design of Level II	3	5			0%
General Design of Level III	3	5			0%
Sound Effects & Music Design	5	9			0%
Revision of Levels/Improvement Discussion	5	7			0%
Prototype I: Game Progress Demo I (Milestone)					0%
Story Telling (Cutscenes, Flashbacks, Notes)	6	8			0%
Level I Scripts & Puzzles & Events	6	8			0%
Level II Scripts & Puzzles & Events	6	8			0%
Level III Scripts & Puzzles & Events	6	8			0%
Prototype II: Game Progress Demo II (Milestone)					0%
Connection & Self Testing of Levels	10	4			0%
User Interface & Pause Menu	8	3			0%
External Testing and Feedback	14	1			0%
Final Gameplay Revision	14	1			0%
Presentation Document	12	3			0%
Trailer of the Game	12	3			0%
Release of the Final Demo (Milestone)	14	1			0%

DEPLOYMENT

The product progress, documents and source codes will be available on github. Stakeholders can access this resources on development team's github repository.
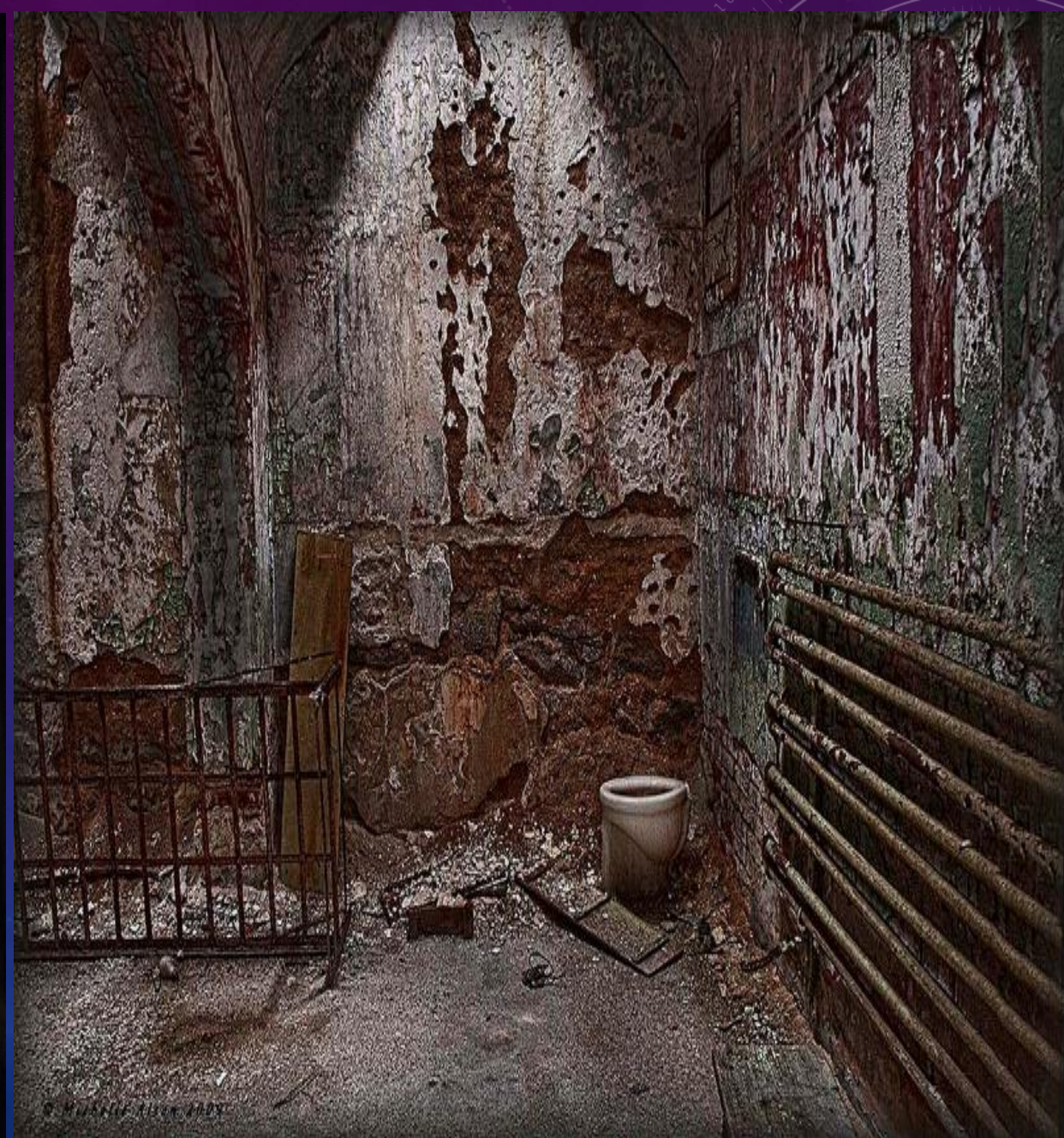

Github Link

VISUAL DRAFTS

LEVEL 1 — HAUNTED FOREST

LEVEL 2 – BURNT HOUSE

LEVEL 3 - HOSPITAL

REFERENCES

1 – Game Development with Unity by Michelle Menard

2 – unity3d.com

3 – assetstore.unity.com

4 – TIGA Genre Report

5 – Course's Piazza Webpage and Slides

6 – youtube.com/user/WatchFindDoMedia

7 - github.com

8 – gamedev.stackexchange.com

9 – templates.office.com/en-us/Gantt-project-planner-TM02887601