# Lost in the Fog

## Core Concept

Navigate a level that is obscured by fog. You can only see a certain distance from the player character and have a limited ability to disperse the fog for a limited time, there would be enemies navigating the path at the same time in search of the player.

In Version 1:

The gameplay involves finding each of the braziers and lighting them before the torch runs completely out of fuel. The torch may be re-lit when low. The player can use the ability to clear the fog to make it easier to find the braziers.

In version 2:

The core gameplay remains very similar but now enemies have been introduced. The enemies will add another way to fail the goal. Once the player runs out of health they will either be respawned at the last lit brazier (if it hasn’t been used) or they will be sent to the game over screen.

## Design Pillars

The fog limits the player from seeing the level entirely.

Dangerous Hazards prevent the player from walking aimlessly.

The special ability must be used sparingly.

## Main features and mechanics

#### Basic Movement

The Movement involves moving the character around an area. The Character will look towards the cursor and can move in any direction.

#### Health

The player has a limited amount of health available. If the player runs out of health they will either respawn or be sent to the game over menu. The health is shown as a bar on the UI.

#### Attack

To fend off enemies the player can use the attack button to swing the staff and damage them.

#### Clear Fog

The special ability can be used to temporarily increase the distance that the player can see. After use, it will be on a cooldown until it can be used again, this will be indicated by some text on the screen when the ability can be used.

#### Lantern

The Lantern allows the player to see through the fog.

The lantern has a fuel meter that will slowly depreciate and lower the strength of the light, it can be re-lit at one of the braziers that have been activated by the player.

#### Fog

The Thick Fog blocks the path. It is very difficult to see through the fog without a lantern. The Fog can be dispersed temporarily with the special move.

#### Enemies

The enemies patrol the area searching for the player, they have a limited amount of health. And will damage the player when close enough.

#### Fuel

The torch has a limited amount of fuel and will decrease over time. Once the fuel has reached 0% and the player has not lit all the braziers the game will be over. The fuel is shown by a bar image on the UI.

#### Braziers

Braziers are found throughout the world and must be lit by using the torch. Doing this will cost the player a set percentage of fuel. The braziers can also be used to partially re light the torch. Doing so will increase by a set percentage.

Braziers also have another use. In version 2 with the introduction of enemies and health, the braziers that have been lit by the player may be used as a respawn point where they will be sent to after they die. However each brazier can only do this once. So the player must strategize the best way to light all of them while maintaining enough health to survive.

## Target platform and audience

Unreal Engine C++ , Unreal Blueprint, Target Platform: Windows PC,

Audience: People who like to explore an environment, very little on screen feedback about where to go. / Like to figure out for themselves with limited guidance

## Interface and controls

|  |  |
| --- | --- |
| **Key** | **Action** |
| W | Move Forwards |
| A | Move Right |
| S | Move Backwards |
| D | Move Left |
| Mouse Movement | Controls the direction that the player is currently facing |
| Spacebar | Jump |
| Left-Shift | Sprint |
| Q | **Special:** Fog Clear |
| LMB | **Press:** Attack |
| E | **Interact:** Light Brazier / Re Light Lantern |

## Basic story

One night while walking through a forest you stumble upon a strange glowing object. A staff of some kind, you are drawn towards it without fully knowing why. You decide to pick it up and immediately the forest is engulfed in a thick gray fog. You are able to sense a presence surrounding you, enemies are closing in on all sides and you can only see in a small area using your flame-lit torch to light the way. You don’t know why but now you know that your goal is to light **braziers** found in the forest. You have a feeling that once you light all of them that the fog will be cleared for good.

## Visual style

Low Poly, Dark environment in a forest, Fog will be covered almost everywhere,

## Known issues and bugs

Sometimes the enemy doesn’t die correctly and will stand punching after it has run out of health.

Sometimes the Enemy attack doesn’t hurt the player

## Future improvements

Improving how the enemies detect and move towards players so their movement seems more natural.

Random generation of the braziers. So the gameplay changes each play through.

Something I had initially planned was to have environmental hazards scattered through the forest to add an additional danger to the gameplay, I ran out of time to incorporate this but I think it would be interesting to have traps around the braziers so the player has to always be aware of their surroundings while playing.

Incorporate QTE to escape a hazard such as a bear-trap.

Bear-traps make noise that alert enemies

Change how the special ability recharges – have a location to reach in order to refill it, risk being overrun with enemies

Something else initially planned was the stamina bar, This would mean the player has to conserve their stamina and if they run out they are in danger of being attacked by an enemy or running out of fuel

Presentation Link

[Chase Bennett-Hill Presentation Video](https://otagopoly-my.sharepoint.com/:v:/g/personal/bennc9_student_op_ac_nz/EYlFmcX_erFLrsZpBLpS8n0BYxyGy82JHi8A1jGOAzoaQQ?e=TdjC8M)