



ASYLUM? IS A TENSION-FILLED HORROR GAME. CAN YOU SURVIVE THE NIGHT AND COLLECT ALL OF THE SUPPLIES YOU NEED TO FORTIFY YOUR BUNKER?

TABLE OF CONTENTS

Introduction

Game

description.....
...4

Gameplay

Overview.....
.....6

Enemies

Overview.....
.....10

Angels- Sight Based

Crawlers - Sound Based

Forester/Stalker

Flicker

Environment and Level Design

Overview.....13

Map Layout

Mental Asylum

Rooms

Courtyard

Entryway

Operating

Check-Up Room

Medical Supply

Warden's Office

Kitchen

Cafeteria

Showers

Doctors Lounge

Patient Cells

Basement

Collectables Overview and

Uses.....20

Flashlight

Keys

Syringe

Food Supply

Water

First Aid

Candles

Lighter

Art Direction

Documentation.....

23

Approximate Timeline and

Milestones.....24

Team Bio and Excepted contribution fields.....26

Members

INTRODUCTION to ASYLUM?

HIGH CONCEPT:

GENRE: Horror Survival, *ASYLUM?* focuses mainly on psychological horror and suspense. Our goal is to use the player's imagination and fight or flight innate responses against them to create a tense, fearful experience.

PITCH: High tension, fast paced survival journey in an abandoned insane asylum riddled with various enemies

CORE CONCEPT: *ASYLUM?* is a first person, survival driven, explorative gameplay experience with diverse enemies and trickery wrapped together by creative story and advanced player mechanics.

James is the main protagonist in *ASYLUM?* and is a patient in Windswept Mental Health Facility. James wakes up to a ransacked and abandoned asylum, but as time goes on, he realizes he is not alone. James soon realizes escape is impossible and needs a plan to survive! He decides to fortify a room into a bunker to evade the enemies habituating the asylum. He must explore the asylum, collect supplies and strategize how to avoid the various enemies with no avenue to defeat them. He must utilize the flashlight to provide visibility to see the angels and halt their movement and the fire alarm to disband the crawlers and cover the sounds of his movement. James can also collect the lighter and light candles at three windows throughout the asylum to prevent the stalker from entering inside.

The end goal is for James to collect all the necessary elements to properly defend his bunker and successfully keep the enemies out for as long as possible. He must collect all of the objects without dying, enter the bunker and lock the door behind to win the game. Set in a desolate forest, traveling anywhere on foot is virtually impossible. Threats surround him.

On top of that, after years of being imprisoned in the asylum, James has developed an addiction to a glowing green mystery liquid that was forcibly injected into patients of the asylum. In order to remain sound-minded and clear-headed, James must scour the asylum for this syringe and inject himself with the strange substance in order to survive.

Taking inspiration from Dr. Who, Left4Dead and other horror themed entertainment, at its very core, *ASYLUM?* is a fear-based survival strategy game. The gameplay is fairly linear and the outcome is determined by the player's decisions which are constantly challenged by increasing levels of enemies, hidden objects and being trapped in small spaces with various

enemies barely at bay. If the player can overcome the enemies and successfully collect everything necessary for survival in his bunker, the player will win. Don't let them see you. Don't let them hear you. Don't let them in.

GAMEPLAY OVERVIEW

Player Controls:

- W, A, S, D keys are controls the player's movement
- Mouse controls the player's viewing direction
- Left click or "E" to collect or interact with objects (fire alarm and candles)
- "F" to toggle flashlight on and off

Gameplay:

- Exploration:
 - At the start of the game the player will have no information about their environment or circumstances. Therefore, the first objective is to explore and find the purpose of the game.
- Locked In:
 - Quickly discover that parts of the hospital are locked and, though they may leave through the front entrance, the courtyard gate is locked and they cannot escape.
- Object Discovery:
 - Next the player should be searching unlocked and open rooms for collectable and interactable objects.
- Environment Interaction:
 - The player should notice that certain environmental objects can be interacted with when they have the correct collectable, including:
 - Doors that can be unlocked with the correct key
 - Candles that can be lit with a lighter
 - Supplies that can be collected for the completion of the game
 - The ability to close doors
 - The fire alarm that can be pulled to deter the crawlers

Difficulty:

Difficulty will increase over time by introducing new enemies every time a new wing of the asylum is unlocked. The triggers of these spawns are the unlocking of the door after the collection of the designated key and interacting with the corresponding door.

- The Angels:
 - The player will first encounter the angels that will attempt to approach the player when the player is not facing them until they are close enough to kill the player.
 - Functionally in code:
 - If player is in 15 units of Angel position and Angel is not in player's view
 - Move to player location at speed of 2 (pursuing)
 - If player is not within follow distance of 15 units
 - Roam on baked NavMesh of asylum

- If player is position is within 2 units of Angel position and not in the player's view
 - Attack player and destroy player instance - game over
 - If angel is in player camera view and has line of sight to the player
 - Don't move
 - To roam:
 - The Angel will choose a new random position within the limits of the map every 10 seconds
 - If the Angel reaches its destination before 10 seconds then a new destination is chosen and a new countdown starts
 - The roam will be interrupted if the player is within range of the angel
- The Flicker:
 - The flicker will begin turning off lights in the asylum to aid the angels. The player should attempt to find the flashlight to be sure they have a light source when the lights are out.
 - Functionally in code:
 - Randomly selects a room
 - Lights will flicker on and off in said room for 12 seconds
 - The Flicker will pick its first room after the first minute of the player playing the game and then pick sequential rooms every 30 seconds thereafter. The Flicker will always save the hallway for last.
 - If player is in the room when the lights stop flickering and turn completely off, the player is attacked, ending the game
 - Once the lights are out, the Flicker will leave the room and randomly select the next room and repeat the process
 - After they leave the room, it is safe to explore and collect from
- The Crawlers:
 - Because the crawlers are faster than the player, they will have to deduce that running is not an option. If the player is yet unaware that the crawlers hunt by noise then they will have to utilize the fire alarm or stop moving and wait for them to pass.
 - Functionally in code:
 - If there is keyboard input of W, A, S or D within 8 units of player
 - Move to player location
 - If player is not moving or out of hearing distance
 - Roam
 - If player is within 2 units

- Attack
- To roam:
 - The crawler will choose a new random position within the limits of the map every 10 seconds
 - If the crawler reaches its destination before 10 seconds then a new destination is chosen and a new countdown starts
 - The roam will be interrupted if the player moves within range of the crawler
- The Stalker:
 - Next the player will encounter the enemy they cannot see. If the player sees the footsteps of the stalker they must remove themselves from the stalker's path otherwise the stalker will look at the player or pursue them and kill them if they get close enough.
 - Functionally in code:
 - Activated once forester enters asylum, designated by glass breaking sound
 - Roam asylum between designated agents and activates footsteps sound
 - If player is within 12 units and in view
 - Stalker will face player
 - If player is within 5 units
 - Move towards player location (pursuing)
 - If player is within 2 units and in view
 - Attack player and send to game over
 - If player is not within the 12 unit radius
 - Continue roaming on designated path
- The Forester:
 - At this point enough time has passed that the candles in the windows have burnt out and the figures in the forest will begin to approach. The player must now keep the candles lit to stop them from reaching the hospital otherwise, if the foresters get inside, they can instantly reach and kill the player.
 - Functionally in code:
 - Randomize choice of window 1, 2 or 3
 - Every 18 seconds, moves to next location closest to the window
 - There are 6 locations total
 - If arrived at window location, check if candle is lit or not
 - If candle is lit, randomize window location, snuff out all candles and repeat

- If candle is not lit, the forester enters asylum, activates broken glass sound to signify entry, and becomes the stalker enemy
- After breaking in, the forester will respawn in one minute. This will repeat until there are 5 stalkers on the map.

ENEMIES OVERVIEW

ANGELS

The angel statue enemies are modeled after Dr. Who's Weeping Angels. They only move when you are not looking at them. The player can use various light sources such as the room lights or flashlight to provide visibility and deter the creatures from approaching them. The angels will roam the asylum on the designated navMesh. If the player enters within 15 units and the player is not looking at the angel, then the angel will move towards the player's location. If the angel gets within 2 units of the player's location and out of player view, they will kill the player and be game over. Otherwise the angels will roam the hospital searching for the player. By using the flashlight the player guarantees that they can see what is in front of them, thereby preventing the angels from attacking them from that direction.



CRAWLERS

The crawlers are a sound based enemy. The hunters will have a listening field similar to the angels however they can only detect the player if the player is moving and thereby making noise. The crawlers are faster than the player and cannot be outrun, however the player can close doors to temporarily stop the crawlers from following them. Otherwise the player can hold still and wait for the crawlers to pass or use a fire alarm to deprive the crawler and cover their own noise.



FORESTER/STALKER

This enemy is always watching the player. He lurks in the woods outside of the asylum but creeps his way towards the one of the 3 windows. If the player does not keep him at bay by lighting fresh candles at the window he is approaching from, he enters the building, and now roams the halls as a pair of glowing red eyes. The red eyes will follow a path in the asylum and if the player gets within its range it will face you and pursue you if you continue moving. If he reaches the window and the candle is lit, the



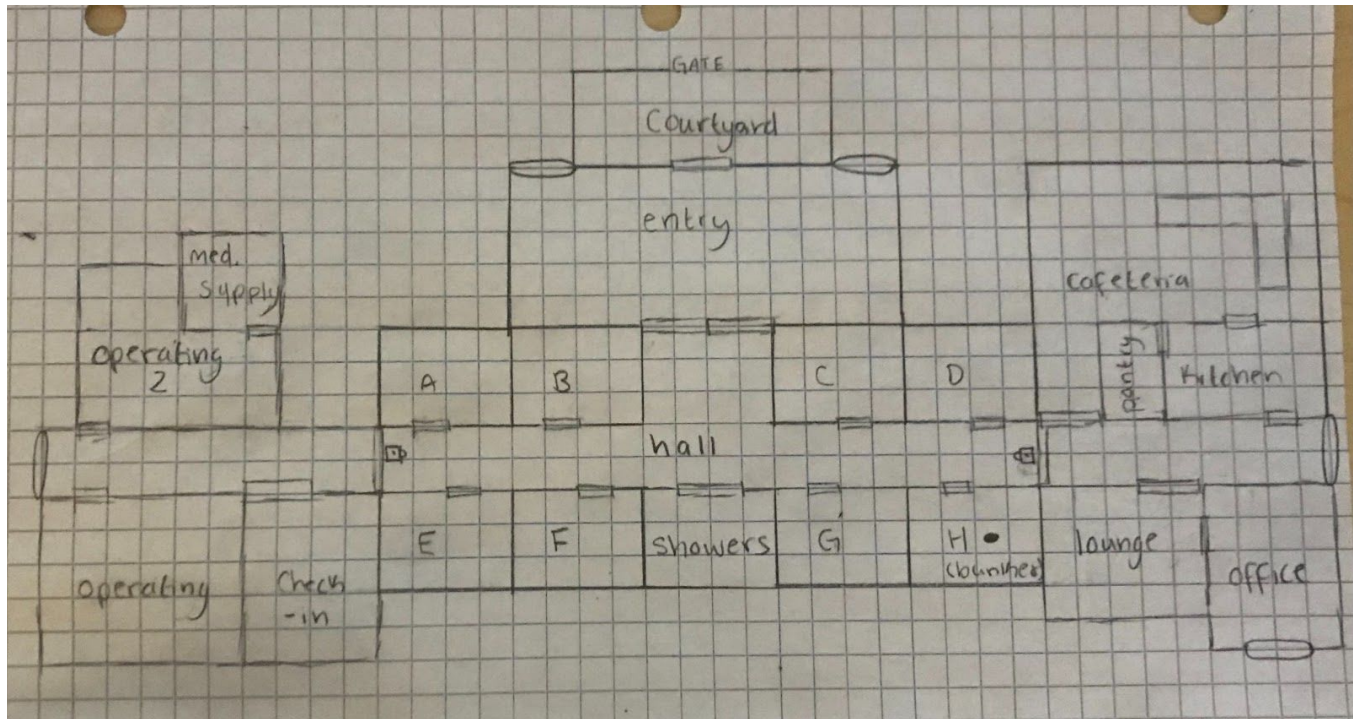
forester will respawn at 1 or the 3 windows at its starting positions and repeat the same process.

FLICKER

These monsters are mischievous creatures that seek out ways to sabotage the player. They will go into random rooms of the asylum and flicker the lights to tempt the player inside and then destroy the wires to the lights in the rooms making them unusable. This is why the player must collect the flashlight. The lights will flicker to reveal to the player the location of the Flicker and if the player gets trapped in that specific room, the Flicker will attack the player after the lights go permanently out.

ENVIRONMENT AND LEVEL DESIGN OVERVIEW

MAP LAYOUT



ROOMS

COURTYARD



ENTRYWAY

The entry is the first room of the asylum attached to the courtyard. The entryway displays a huge statue that is representative of the imminent threat of the angels in the building.



OPERATING

The operating room is where emergency and “elective” surgeries take place. Rumor has it that a lot of terrible things happened in this room. Sometimes the player can still sense a presence in this room (Flicker). The operating room houses some medical supplies and thousands of horrific memories.



CHECK-UP

The check-up room is more reminiscent of a doctor's office where patients have casual check ups with their doctors about their health. In this room, the player can find patient records, syringes and hospital gowns.



MEDICAL SUPPLY

Storage center for the bulk medical supplies such as first aid kits, bandages, hospital gowns, straight jackets, etc.



WARDEN'S OFFICE

The Warden's Office houses important keys to navigate around the asylum as well as clues that give the player some backstory and insight into the asylum.



KITCHEN

The kitchen is a very crucial room in the asylum for the player's survival. Here, the player can find food supply to stock up their bunker with, but beware of the enemies as you traverse.



CAFETERIA

The cafeteria is the main common area for patients in the asylum. A lot of monsters lurk here and the player must scavenge the room to find objects for their bunker. This room is one of the hardest to conquer.



SHOWERS

The showers are the communal bathing space for the patients of the asylum. Another syringe can be found here.



DOCTOR'S LOUNGE

The doctor's lounge is usually off limits to the patients. The player must explore this area looking for objects for their survival.

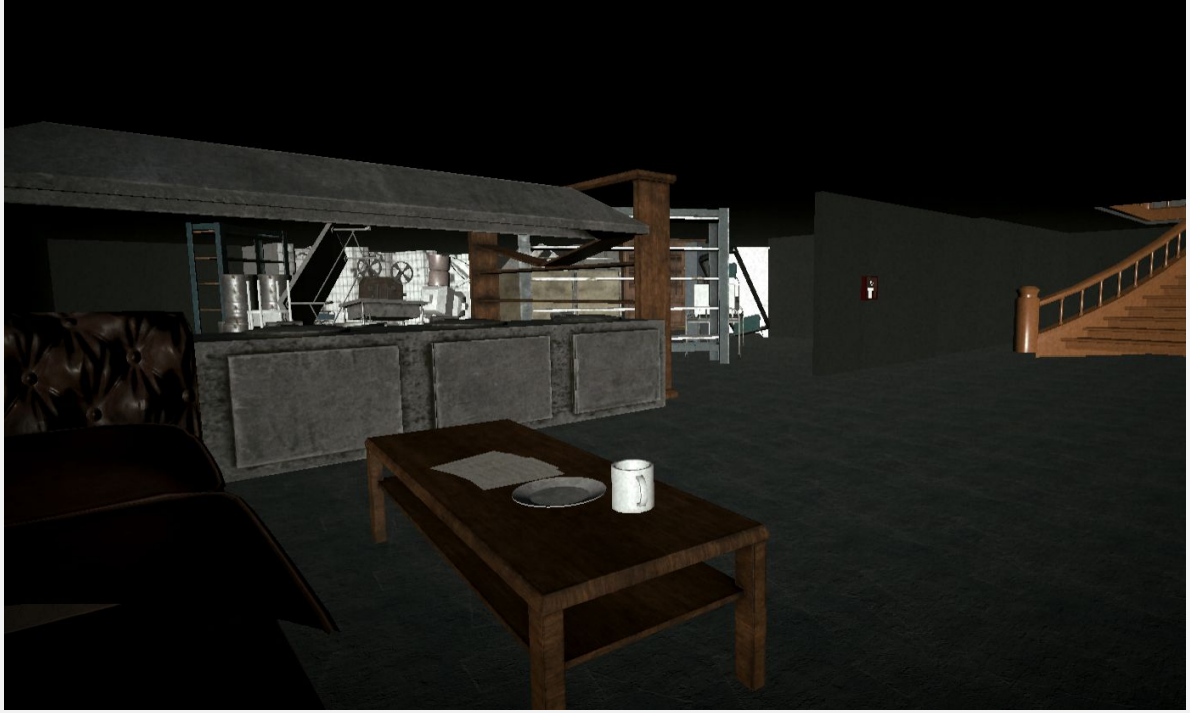


PATIENT CELLS

The patient rooms are the sleeping quarters for the patients. The player must scavenge through to find collectables such as the lighter.



BASEMENT



COLLECTABLES OVERVIEW AND USES

FLASHLIGHT

The flashlight is one of the most crucial objects for the player to acquire. The flashlight is one of two objects the player can use as an alternative light source when the power goes out. The player must use the flashlight to shine around their environment to reveal angels that are after them.



KEYS

Several keys are scattered throughout the asylum that the player must find and utilize to unlock portions of the asylum. Collecting the keys is a dangerous task and the more sections they unlock, the more enemies are loosed upon them.

SYRINGE

Syringes are scattered throughout the asylum. The player must collect them and inject themselves with the mystery liquid when their vision starts to get distorted.



FOOD SUPPLY AND WATER

The player must scavenge for some food found in the kitchen and cafeteria to store in his bunker for long term survival. They can collect as much or as little as they want but their decision will determine how long James lives in isolation.



FIRST-AID KIT

The first aid kit is another object the player must have before he enters isolation. This can be found in the medical storage room. Player can not actually use this object to heal but it is a collectible for long-term survival in the bunker.



LIGHTER

A lighter needs to be obtained in order to light these candles and the player must be careful not to use all of the fluid too quickly or they could risk running out and not being able to keep the forester out for the entirety of their scavenging.



ART DIRECTION AND DOCUMENTATION

MAIN MENU:



ENDING SCREENS:



(Made by Nolan)

APPROXIMATE TIMELINE AND MILESTONES:

Week of October 25th, 2020:

This is the week of our horror game jam. Since our final project is a heavily expanded version of our game jam, at the end of this week we will have the core player mechanics, enemy mechanics and a universal interaction controller that will then be modified on a case by case basis. We will also have a smaller scale layout that will be easily expanded into the full level we plan on having in the final. The expansion will begin this week and carry over to the next. Lastly, from the jam, we will hopefully gain an idea of how effective our game will be and edit the planned gameplay if needed to fit our vision.

MILESTONE 1: Core Mechanics and Object Interaction - October 31st, 2020

Week of November 1st, 2020:

In this week, we will focus on gathering/ creating additional aspects that are crucial for our desired gameplay. We will refine our core mechanics and add the additional player elements to fortify the “bunker” and alter the interaction script to be compatible with the added objects such as the food stock, water bottles, keys, etc. The expansion of the level will extend into this week and the terrain and nature assets will be in place. Here, we will also confirm the exact gameplay path through the world the player can take.

Week of November 8th, 2020:

In this week, the level design and creation will be finished off by adding in the structure and interactive objects as well as implementing special effects for a rolling fog. We will start development of extra miscellaneous tasks such as a start and end menu, opening and closing scene, sound effects and player sanity.

MILESTONE 2: Core of game completely done, extraneous tasks left -November 14th, 2020

Week of November 15th, 2020:

This week, we will continue development of miscellaneous and detailed tasks and continue piecing it together and creating scripts for buttons on the start menu. Our team is also going to create an ending cliffhanger scene that leaves the player guessing and this will be created this week.

Week of November 22nd, 2020:

This week will consist of concatenating all of our systems into one game. As we do this, we will go step by step with each enemy and edit their functionality to fit the level design. After all the enemies are incorporated, we will start to incorporate the sound system for location based sounds. Once this is all done, we will bug test and add the final polish to be ready to turn in.

Week of November 29th, 2020:

Play through the entire game, perfect and play through again then TURN IN!

MILESTONE 3: GAME IS DONE!

TEAM BIO AND EXPECTED CONTRIBUTION FIELDS

MEMBERS

Joshua Boyd

Joshua is a junior in computer gaming and theater interdisciplinary degree. Josh has been gaming since he was a child, and has always been building new things and building games since he was able to. Josh will be designing and programming for the final project team.

Cole Fernandez

Cole is a Sophomore in Informatics with a BIS Concentration in Game Development. Cole is still learning the ropes of game development but hopes to one day work for a big company or possibly a company of his own in creating games. He will spend most of his time with level design and helping piece the game together.

Vincent Le

Vincent is a junior in computer science degree, and interested in obtaining a computer gaming certificate. Vincent has been developing games independently since high school and often studies game design and psychology in their free time. For the final project Vincent can design gameplay and program.

Damian McGregor

Damian is a junior in computer science with an emphasis in software engineering seeking to earn his game developer certification. Damian has 4 years of programming experience in several languages, musical studies, and audio applications. For the final project Damian will be programming several of the core mechanics and applying audio to the gameplay.

Nolan Murphy

Nolan is a sophomore software engineer looking to go into game development after college. He enjoys gaming in his free time, especially on Nintendo hardware, and has about a year of programming experience under his belt. He will be contributing his coding abilities to environmental pieces as well as anywhere else he is requested.

Jenna Tarkington

Jenna is sophomore in Informatics and pursuing a certificate in Computer Gaming. Jenna has always enjoyed video games and is hoping to pursue a career in Game development at some point in her life if not immediately after graduation. For the

final project, Jenna will contribute by participating in the level design and creation, developing the story and game progress and some coding where needed for miscellaneous objects.