PEACE OUT

George Sachinoglou & John Skoufoulas

UNITY PROJECT - HORROR GAME

Summary

Peace Out is a classic horror indie game with a simple but popular concept.
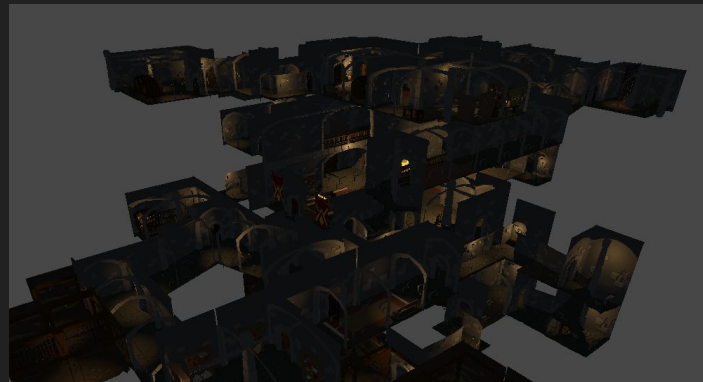The game begins once you pick up the scroll on the starting desk.
Once you find them all, return to where you spawned and leave through the door.

- Find all the hidden scrolls around the map to escape

- Hide / Stay away / Run from the monster trying to kill you

- Enjoy the ride

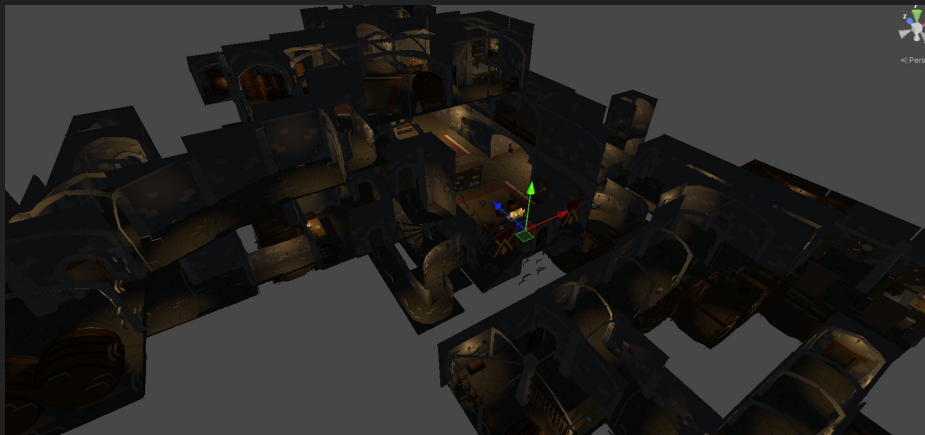# Map

Using Assets from Unity Asset Store

Monster

- NavMesh / NavMeshAgent

- AI script (Idle - Wander - Hunt - Investigate / Vision / Audio)

- Progressively harder behaviour

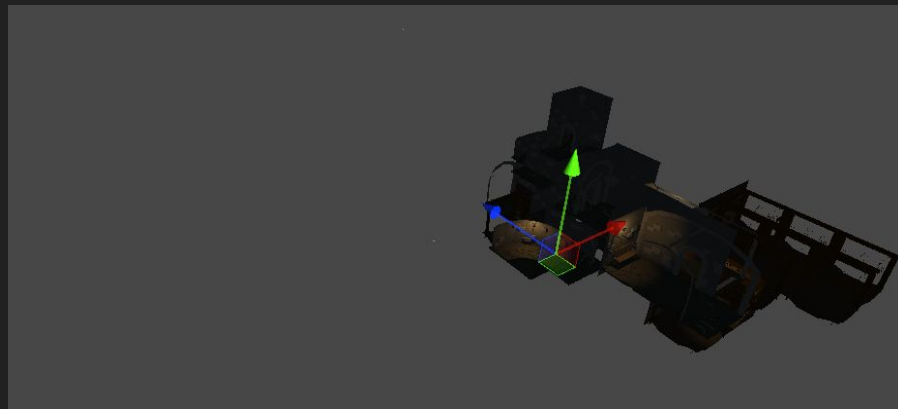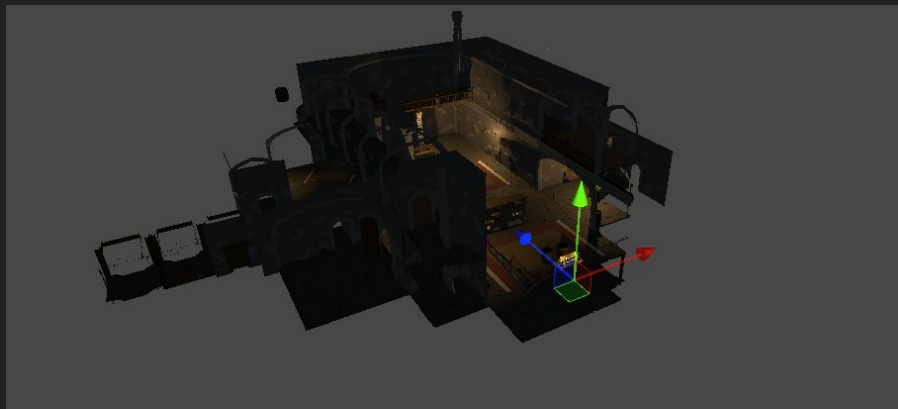- Handling Animations with basic Animator Controller
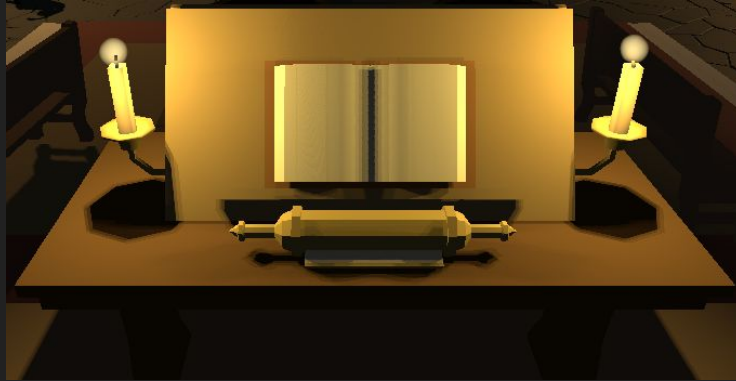
Occlusion culling

Without Culling

With Culling

And many other details to build an **immersive** environment and give a **Horror aesthetic**

ENJOY!

How to Run

1. Download compressed file and extract it
2. Navigate to extracted folder
3. Run the Peace Out.exe

Contribution

Equal contribution on most project parts

Main contribution:

John Skoufoulas -> Enemy AI

George Sachinoglou -> Level design

Compatibility restrictions

Compatible with PC, Mac and Linux

Compatible resolutions (temporary): 1080p

Sources

Unity Documentation, Stack overflow,

Unity Asset Store, etc.