

Game Description - *Hellivator*:

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Introduction:

The player acts as an expert exorcist who specialises in exorcising violent demons. You are called to investigate a mineshaft which was recently abandoned after miners had broken into a hideous creature's den...You arrive on the scene at the witching hour. The air is ripe with curses.

You force the rusted gates to the elevator and it squeals open, like a lion's great jaw being opened. The machinery screams to life, shaking your very soul. Into the dank, dusty void below you descend...

You clench onto your salt-shotgun, feeling it's heartless, metallic embrace and brace yourself for a bone-chilling experience...

Gameplay Design:

Hellivator is a mix between a sit 'n survive style 3D horror game and a shooter. The player must multi-task between keeping creatures at bay whilst trying to make it to the lowest level of the mine by winding cranks.

Shooting:

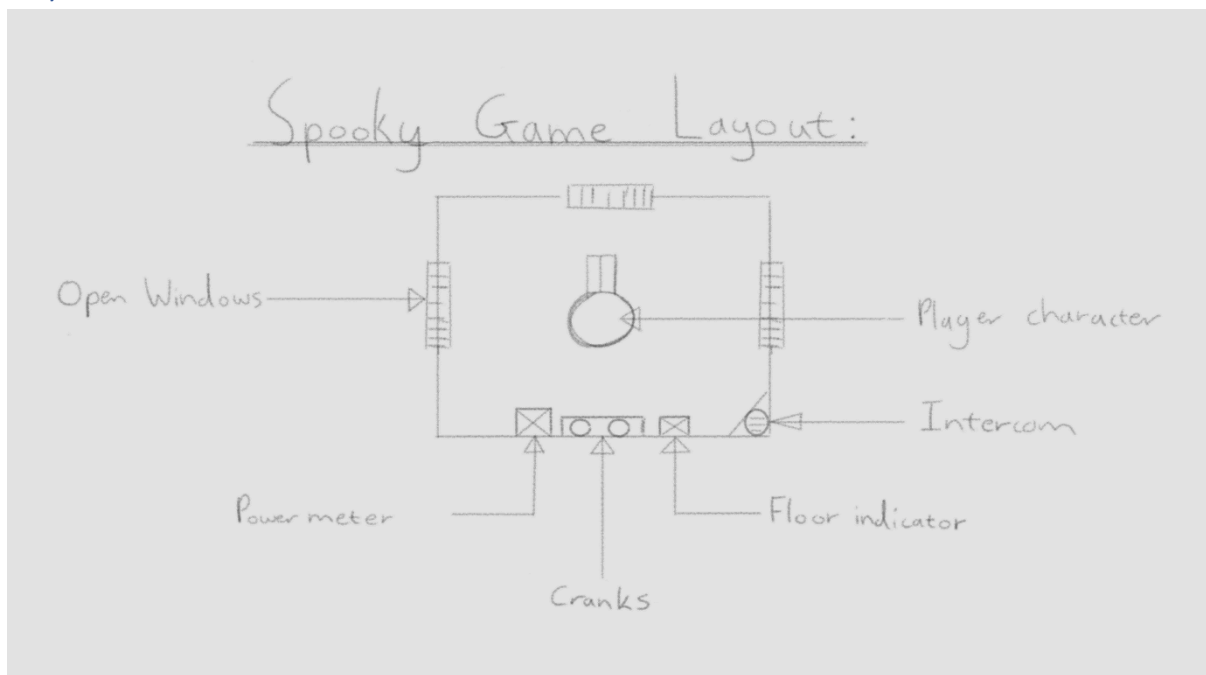
Shooting at the creatures will keep them at bay, but be warned - ammo is limited and can only be replenished by advancing downwards into the next level. This forces players to keep progressing through the game, whilst building moments of tension and relief.

Winding Cranks:

Behind the player exists 2 cranks which need to be kept wound at all times. The one on the left keeps the lights to the elevator on – otherwise the player will struggle to anticipate incoming creatures. The one of the right is used to reach the next level. It must be wound up completely before the player can progress to the next level below. If the player stops winding the cranks, the meters beside the cranks will go down, indicating that the cranks are slowly unwinding.

The player CANNOT move the camera whilst winding the cranks. Thus, the players must look away from the safety of viewing the windows to continue winding up the cranks, exposing him/herself.

Layout Plan:



Open Windows:

There are 3 windows through which you can shoot. They leave the player exposed at all times, so as to keep the player feeling exposed and in immediate danger.

Power Meter:

Indicates to the player how much power is left in the lights. If the meter is depleted, the lights will shut off.

Floor Indicator:

Indicates to the player how far he/she has descended. Will also include a meter to check on the progress towards the next floor.

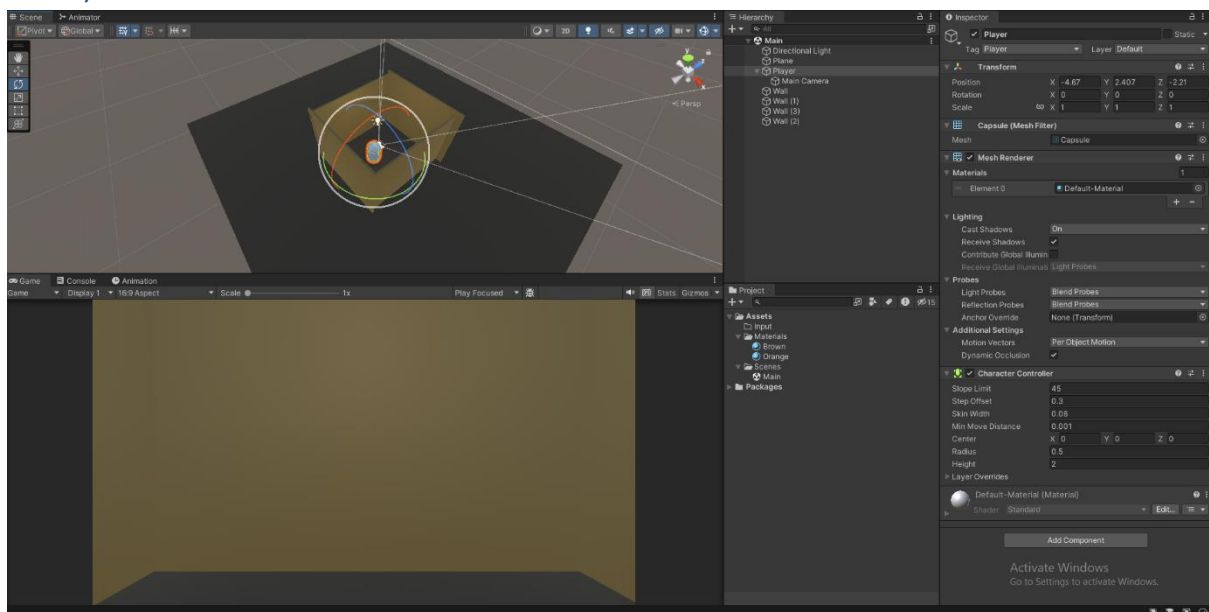
Intercom:

A voice through the intercom will introduce you to the game's mechanics before promptly leaving you to your doom.

Player Character:

Can only LOOK around using the WASD keys, so that the player's look speed can be kept under strict control. If the player could use a mouse, he/she could always turn up the DPI. Buttons ensure that the player moves at my intended pace. By keeping the movement slow, the player tension will rise as he/she hears a creature's growl and the camera slowly pans to the windows.

Unity Scene:



Current Goals:

- Get the movement system working (A to move the camera left, D to move the camera right)
- Look for assets in the unity store and/or create basic 3D models in Blender.
- Create interactable cranks that can be wound up.
- Create creatures that slowly make way to window.
- Create Enemy Spawning mechanic.
- Create Shooting Mechanic (Use Raycasts)
- Create limited ammo.
- Learn how to use lighting in Unity.
- Create power and level indicators.
- Find spooky ambient mine sounds/music. (Talk with one of the sound guys at SAE or simply use Unity Asset Store)
- Create transition between mine levels (I have no idea how to pull this off so I'm going to leave this for last)
- Create Main Menu, but no pause menu because this is a horror game!
- Create Game Completed Menu.