Genre: 1v1 combat Horror that is PvE (with pvp potential later)
Game ideas/concepts:
- Slenderman-esk horror game
- you 're a police officer
- Goal: kill slenderman
    - The more damage he takes the faster he moves
- You can use your phone to look through cameras to see their locations
    - Cameras could have a durability
        - When cameras are broken it's just audio
    - Cameras have spotlight that stun slenderman
    - Some or all cameras could move
- He always knows where you are
- Harder levels would have fewer cameras
    - More space between cameras
    - The later levels are closer to his turf so he knows the area better
    - Level ideas
        - forrest(hard level)
        - city blocks(tutorial)
        - Abandoned prison (middle level)
        - Slightly harder city blocks
- Multiplayer (waaay down the line)
    - Ones is slender, other is officer
        - Officer has flash grenade with cooldown
        - Slender can break light if officer is underneath for more than 5 seconds (mainly to prevent camping)

Design
- Feeling of being watched and having the **agency** to do something about it
- Fear of **not** being alone in the dark
- Based on our target demographic special attention will have to be payed to:
    - Difficulty
    - Atmosphere
    - Active gameplay

Analysis
- Team of 2
- Timeline: 1 semester
- Demographic - people who enjoy horror games
- We will make use of free assets
- Minimal Viable Product (MVP)
    - Goal:A level where we can make use of the base mechanics of the game
    - Time: 1 - 2 months (very rough estimate)
        - Level design (short)
            - Environmental assets
        - Character assets (short)

- Gameplay
    - AI (difficult)
        - Slenderman comes towards you
        - If caught in light, time window, then he teleports away
        - He will attack you if he's close to you in the dark
        - Teleports while walking to you to a random camera
    - Base mechanics (medium)
        - Light system
        - Stun system
        - damage/health system
        - Stun grenade system
    - Camera system (medium)
        - Breaking system
        - Pivot system
        - Phone viewing system
        - Audio system
    - Walking code (short)
    - collision

MDA

Mechanics

- The player must use their resources (light grenades, cameras, spotlights) to immobilize the slenderman in order to kill him. They must navigate increasingly complex levels in order to do this. The Slendermen will sometimes flee from the player but will also try to hunt and kill them.
- The game becomes more difficult the more you progress
    - Slenderman becomes more dangerous
    - Resources become fewer
        - Running out of stun grenades
        - Cameras being destroyed

Dynamics

- Situations should become more tense as essential Slenderman becomes stronger while you become weaker as you achieve your goal.

Aesthetic

- The player will feel full of dread and fear as they are stalked by Slenderman and try to defend them self from his attacks
- Intelligently using the cameras and lights positions to protect themselves
- They would feel the game getting harder as Slenderman gets smarter and avoids lights more