



THERE IS HOPE

Design and development document



AUGUST 29, 2019
DYLAN JAMES RAMSDEN 17604244

Contents

Game Title	2
Game Concept	2
Level Design	2
General Aesthetic:	2
Level 1:	2
Level 2:	3
Level 3:	4
Mechanic Design	5
Background:	5
Area 1-The playground:	5
Area 2-The mind of Tod	6
Area 3-Tod's home:	7
Rules	8
Aesthetic:	8
General UI:	8
Sound:	9
Narrative:	9
General gameplay:	9
Player mechanics:	9
Gameplay UI:	10
Game Classes and Objects	10
Main Menu:	10
General Gameplay scripts:	11
Area 1-The playground:	12
Area 2-Tod's mind:	12
Area 3-Tod's house:	13
Game methods	14
Main Menu:	14
General Gameplay scripts:	15
Area 1-The playground:	15
Area 2-Tod's mind:	15
Area 3-Tod's house:	16
References	17

Game Title

There is hope

Game Concept

The player follows a dark journey of a boy, Tod, who is fighting against one of our generation's worst enemies, depression. Through different stages of the boy's life (being a kid, teenager and young adult) and experiences-guiding him through his battle of hopelessness and loneliness against the 'demons' the disorder creates in one's mind and learning how these 'demons' are created. Is there hope at the end of the dark journey? It never seems to get better...

Level Design

General Aesthetic:

'There is hope' follows a similar aesthetic to 'Limbo'. There is very little color with the primary color pallet of the game being black and white. Certain assets that tie into the story and are used to guide the player along the narrative journey are showed in alternative colors-all alternative color that is used is bright to ensure it is noticeable and stands out.



The picture above is from the game 'Limbo'-which has inspired me to follow this art-style and aesthetic. Another factor that has led me to this art style is the effect depression can have on the mind of the victim- 'depression darkens one's outlook'. Using this factor/symptom of depression as a reason behind the color pallet will allow the player to directly experience how someone with depression may see their life and what lies within it.

The angle at which that player plays and sees the game switches between 2D and 3D- primarily being played through a 3rd person view, with the view being bordered by a black vignette. This vignette gets denser along the players journey, symbolizing the depression darkening the characters life, Tod, and the way he views things.

The narrative follows Tod, on his journey with depression through different stages of his life: as a kid, a teenager and a young adult.

Level 1:

Location:

Playground, at school.

Camera angle:

3rd person

Aesthetic:

This level/area takes place in a playground, at Tod's elementary school. The choice of this location is to create an environment for when Tod was a kid. A cause of depression is abuse- in this case we are primarily focusing on bullying (a form of verbal and physical abuse) and a common place for school bullying to take place is a playground.

With the level/scene taking place in a playground at an elementary school, there will be common assets from a playground:

- Jungle gym
- Bars
- Swings
- Slides
- Trees
- Benches
- School buildings

With the level taking place in an elementary school, there will be kids playing, running around and sitting in groups. To tie all of the assets and overall aesthetic together, there will be ambient sounds of laughing, screaming and slow music. The music won't be too sad to emphasize that Tod hasn't fallen 'victim' to depression yet.

Mechanic:

The mechanic that this area focuses on is bullying. The player will need to evade bullies in order to progress further within the area.

NPC interaction:

This is where Tod will meet Jack for the first time. Jack, being Tod's first friend, will introduce himself to Tod and protect him from the bullies in the playground as well as teach him how to evade and stand up to them.

Level 2:

Location:

The mind of Tod.

Camera angle:

3rd person

Aesthetic:

This level/area takes place in the mind of Tod. The choice of this location is to show and teach the player just how dark and isolated the mind of someone who is suffering from depression can be.

The aesthetic of the level is primarily based on what the thoughts of someone who is suffering from depression may ponder upon and experience. The area follows the theme of a dark forest, home to many of Tod's 'demons'. The demons will represent Tod's dark thoughts of his emptiness, loneliness, worthlessness and ultimately his thoughts of suicide.

With the aesthetic and base of a dark forest the area will include:

- Dead trees
- Spikes
- Robes tied in lassos
- Graves
- Broken toys and belongings that once meant a lot to Tod and made him happy (e.g. old teddies, burning books)

To emphasize the darkness of the area (Tod's mind) there will be creatures representing Tod's demons and faint whispers that whisper dark things to him, e.g. "Give up" and "You are worthless". There will also be ambient screams and the sound of crying which represents Tod's emotional pain. To tie off the aesthetic of the dark area, there will be aery and sad music ambiently playing in the background.

Mechanic:

The primary mechanic that is focused on in this area is the frequent emotional 'battle' those who are suffering from depression must overcome. Tod will have to fend off his demons and slay them.

NPC interaction:

Throughout Tod's journey in his mind, he will be following a light leading him to a thought of his younger self. He will need to speak to his younger self and protect him from his 'demons' created from the past and the ones his depression has created off of them.

Level 3:

Location:

Tod's home.

Camera Angle:

2D

Aesthetic:

The final area takes place in Tod's home, as a young adult. The choice of this area is to emphasize to parents/anyone just how well people suffering from depression can hide it and how speaking and listening to them about their depression can aid them in their fight against it.

The aesthetic of the house is very dark with multiple different rooms. Each room gets darker the closer they are to Tod's bedroom. The objects found within the rooms are general

household items many people would have. The items are based off of the room they are found in e.g. there are tables and chairs in the kitchen and a TV with a static screen in the lounge. These common household items are to emphasize how anyone can be suffering from depression-no matter how normal their life seems.

The layout of this area is very different to the other 2, this area is laid out as a house with 2 levels, being able to see into each room at a 2D angle. The rooms in the house are:

- Tod's bedroom
- Kitchen
- Bathroom
- Parents' bedroom
- Dining Room
- TV room

To tie the overall aesthetic of the house together, there will be ambient sounds in each different room e.g. noise from the TV with a static screen and a song playing from the radio in the kitchen. There will be a sad ambient song playing in the background, which gets louder the closer Tod is to losing his fight against his depression.

Mechanic:

Tod must walk around the house, looking for family members to talk to and listen to him about his depression before he ultimately loses his will to fight against the depression any longer.

NPC interaction:

The NPC's Tod will be interacting with his family throughout his house. He will need to speak to his dad, mom and sister to emphasize just how important it is to let those around you help when you are suffering from depression.

Mechanic Design

Background:

The mechanics in 'There is hope' are used to not only allow the player to experience one's battle with depression but also take them on a step-by-step journey creating awareness for the mental illness and showing the player that even in the darkest times you are strong enough to overcome it.

Area 1-The playground:

Mechanic:

Bullying

Background:

Bullying is very common within our generation-especially in schools. It is proven that bullying can lead to long-term emotional problems (Roberta Alexander and Brian Krans, 2016) which can develop into depression.

Studies have found that there is a link between bullying and a high risk of mental health problems during childhood creating problems such as low self-esteem, poor school performance and ultimately depression (Roberta Alexander and Brian Krans, 2016).

Lastly, studies have found that children suffer more from verbal abuse from their peers than those who are verbally abused by their parents or caregivers. Focusing on such a common and recurring factor in the start and birth of many of our generations problems and cause of mental illness and depression will not only raise awareness about the severity of it but also perhaps open the eyes of those who may be bullying their peers on what their bullying may cause in the long-term and short-term.

Integration:

An interactive and engaging way I decided to integrate this mechanic into the first area of the players story-is avoiding and being chased by bullies.

This mechanic will be triggered after a certain narrative interaction within the area. Once the mechanic has been triggered a group of bullies will move onto the playground, spreading out. Tod, the player, will be required to sneak around and avoid the bullies without being seen. If a bully see's Tod they will begin to chase him-while also saying nasty slurs and words. The player will be able to complete this challenge/mechanic by finding a safe path to Jack.

This mechanic explores my chosen illness as bullying is one of the leading causes of depression and mental illness within our generation's youth. The experience I aim to provide the player with is a user experience that provokes the players emotions: feeling stressed (how a child being bullied would feel being chased and hiding from bullies) and opening their eyes to what is really going on in schools around us. By Tod reaching Jack, I want to emphasize that there are people who are always willing to help, and you are never alone.

In terms of how the mechanic drives the narrative of Tod's story-it will trigger the start and development of Tod's depression and ultimately start his battle with the 'demon of our generation'.

Area 2-The mind of Tod

Mechanic:

Fighting your demons.

Background:

The term 'fighting your demons' refers to dealing with repressed or unconscious aspects of your personality. Research has found that one's 'demons' are created from experiences from the past (Tony Fahkry, 2017). A childhood full of bullying and isolation can definitely leave and imprint negative thoughts within the mind of the victim and create such 'demons.

In an article about how to overcome your demons, a step given is "Allow your light to shine on your demons. Light overpowers the darkness". This quote refers to one having the

strength to fight against their bad memories and damaged thoughts and overcome it with the thought of how things could be better and that there is always hope.

Interaction:

An interactive and effective mechanic I designed in order to raise awareness that it is always possible to beat and overcome your 'demons' is defending a thought of a younger version of Tod (the version played in the playground area/level) from his demons and the horrible things that were imprinted on him by being bullied while he was young.

This mechanic is triggered once Tod successfully follows a small light of hope in his dark mind to a thought of a younger version of himself, lying on the floor crying. Once Tod has successfully spoken to his younger self, his 'demons' will begin to spawn. The 'demons' will be in the form of dark shadows with white writing on them. The white writing will be words that were said to Tod while he was being bullied and the thoughts that his depression has left within his mind (e.g. "You are worthless" and "You will never overcome this"). These 'demons' are created to symbolize Tod's battle against his depression and how these 'demons' can enhance the emotions his depression leaves within him. Tod will then be required to fend off all of his 'demons' from the thought of his younger self (the only chance he has of saving the few happy thoughts he has from when he was younger)-having to slay them with any weapon he can find.

This mechanic explores my chosen illness as the thoughts and memories depression creates and feeds in one's mind can be seen as 'demons'. Ultimately depression is known to be a battle and this mechanic visually portrays that with Tod protecting the memory of his younger self from the horrible thoughts pondering within his mind. Beating and fighting off these demons are to emphasize that even though depression is a battle, there is always a way to beat it and protect yourself. In this case, the way Tod is beating his depression is by destroying the bad memories and thoughts of being bullied from when he was younger and creating space for positive thoughts to fill his mind.

In terms of how this mechanic drives the narrative of the game-it will trigger the peak of Tod's battle with depression and path a way for his success of overcoming it.

Area 3-Tod's home:

Mechanic:

Speaking to your family about your depression.

Background:

Talking about your depression to others can aid in many different ways (Beyond Blue, 2019):

- Can provide support and understanding on your situation and illness
- Can help you connect with others who are experiencing the same thing
 - provide light on what you are feeling
- Aid in helping you figure out how to overcome your depression
- Most importantly, it can ease the burden of keeping it a secret and bottling it up

Interaction:

One of the most important aspects of dealing and handling your depression is to talk about it. To emphasize the importance of this, I designed a mechanic to drive the entirety of the area design and narrative in area 3. The mechanic is talking to your family members about your depression before it's too late.

The mechanic is triggered right at the beginning of the area. Tod, the player, will be required to navigate around his house in attempts to find his family members and talk to them about his depression. The mechanic is time based-the longer Tod takes to find his family members the darker the screen becomes. Once the screen has been completely blacked out-the player has failed. If Tod does successfully find a family member, the screens darkness will be reduced by a fraction, providing him with more time to find his other family members.

This mechanic explores my chosen illness as many of those who are depressed aren't able to talk to others about what they are feeling. This mechanic is used to emphasize and create awareness on how important it is to talk to those who love you and around you about your depression and how you can deal with it. Those who are depressed can sometimes hide it very well and they aren't able to get help unless they open up about it.

In terms of how this mechanic drives the last portion of the game's narrative, it provides the player with a sense of insight on how there are always people who are willing to help and listen. This mechanic drives the last part of Tod's story, after successfully being able to destroy his demons and open up about his depression-he is on a path of recovery.

Rules

Aesthetic:

- The color pallet is primarily black and white
 - Important objects are alternative colors to make them stand out and easier to identify by the player
- Gameplay is viewed at a at both a 3rd person and 2D camera angle
 - The first 2 areas/levels are viewed from a 3rd person camera angle
 - The last area/level is viewed from a 2D camera angle
 - Objects are still modelled and textured 3D, different perspectives can be seen when the objects rotate and move
- The general lighting of the game is very dark
 - There are still light sources to ensure everything is visible for the player

General UI:

- While the player is not specifically playing the game, they will be able to navigate through:
 - The main menu
 - This menu will consist of the following choices:
 - Play/Continue their gameplay
 - Go to the options menu
 - Quit the game

- The options menu
 - The player will be able to lower the overall game volume

Sound:

- All sounds follow a very minimal theme
 - Playing softly in the background
- All sounds within the game have a purpose
 - Sounds with movement and interaction
 - Used to indicate to the player they are doing something e.g. footstep sounds when walking
 - Sounds that are used to enhance the main gameplay mechanics in each level
 - Also, to provoke emotions from the player when interacting with these mechanics
 - Ambient gameplay music is used to indicate and enhance what Tod is feeling
- The game is recommended to be played with headphones to enhance the player experience.
- Players can decrease and increase the volume of the sound throughout the game

Narrative:

- The player must follow the story of Tod
 - Through his childhood, teenage years and young adulthood
- There is a set narrative path
 - Some NPC dialogue decisions unlock minimal but interactive player experiences e.g. new mechanics
 - 3 set areas/locations that must be visited in order of the narrative
- Each dialogue interaction includes multiple dialogue decisions for the player to make

General gameplay:

- There is no scoring system in 'There is Hope'
 - The game narrative is purely designed to create awareness for depression
 - A narrative-based interactive experience
- The player will not be timed on how long they take to complete the game
 - Ensures the player will be able to take their time progressing through the narrative and gameplay
 - Some mechanics do require the player to race against time in order to successfully pass or complete them
- The general gameplay may contain visuals and provoke emotions that may be sensitive to some
 - The sensitive topic of depression and suicide has been considered and is not aimed to make anyone feel uncomfortable or made fun of in any way

Player mechanics:

- The player can only move left, right, jump, slide and climb
 - Depending on the mechanic the player is interacting with, they may move faster than normal e.g. walking and running in certain areas may be slower

- The player uses E to interact with objects and NPCs
 - When a player reaches objects, they may push E to interactive with it e.g. a rope to climb or a weapon to pick up
 - When a player is next to an NPC, they will be able to click E to the commence dialogue interaction
 - When a player is close enough to interact with an object or NPC, a visual picture of an E button will appear above their head indicating they can be interacted with by the player

Gameplay UI:

- There is no distinct gameplay UI
 - The way the player knows they are in danger or are almost dead is indicated through a change in music and the vignette around the screen e.g. when the player is running out of time to find his family in area 3, the screen will start to darken and the vignette will become more distinct
- An icon of the player character, on the screen, to indicate to the player whether they are crouching or standing
- A picture of an E button appears above NPC's and interactable objects
- The player will be able to pause the game by pausing the button P
 - The gameplay pause menu will consist of the following choices:
 - Continue playing
 - Quit to the main menu
 - Quit the game
- Exclamation marks appear above bullies' heads
 - These indicate if they are aware (yellow) of the player or if they have detected (red) them

Game Classes and Objects

Main Menu:

Game Manager:

- Defines and stores the players statistics/information between scenes
- Saves and loads data when the game is closed and opened
 - E.g. where did the player leave off
 - What was the last area the player was in, to respawn them there when they play the game again
- Stores and controls the options set by the player between scenes
 - E.g. changing the volume of the game-ensures it stays at the set volume between every scene

Button Controller Script:

- Defines how interacting with buttons, in the main menu, works
 - Controls how a button changes color when the player hovers over it and how it resets when a player removes the mouse from it

- Defines and controls what each button does when clicked
 - A method to take the player to the first area when the 'Play' button is clicked
 - A method to take the player to the options menu when the 'Options' button is clicked
 - A method to quit the game when the 'Quit' button is clicked

Narrative Engine:

- Controls and defines how dialogue works within the game
 - Pulls each character's narrative code from their script and pulls the required dialogue from the Narrative Controller Object
- Provides the Narrative Controller object with a text file that stores the games narrative in it

Narrative Controller Object:

- Extracts and sorts the text from the received text file into tree data structures
 - Based off of the character index declared before the dialogue in the text file
- Contains methods that can be used to access the trees in other classes (Narrative Engine) and returns the trees data
- Contains methods that are used to adapt and change the state of the trees when they are being interacted with in other classes

Dialogue UI manager:

- Controls the dialogue that is show during a dialogue interaction within the game'
 - Receives this dialogue from the Narrative Engine
- Controls and defines how each UI aspect of the dialogue screen can be interacted with and what they do when interacting with them

General Gameplay scripts:

Camera Controller:

- Defines how the main camera follows the player
- Defines and stores the values of the post processing behavior used within the scene
 - How strong is the vignette and grain
 - How the vignette behaves while doing certain actions as the player

Player Controller:

- Defines and controls how the player moves
 - Controls how fast the player moves in certain states (e.g. sneaking is much slower than walking)
 - A-move left, D-move right, W-move forward, S-move backwards, LShift-hold while moving to run, LCtrl-crouches the player
 - Controls what animation state plays in terms of what movement state the player is currently in
- Controls game objects specific to each movement state

- The player's detection hitbox is changed whether the player is sneaking or not
- Defines and controls what sounds are used when performing a specific action state
 - E.g. sneaking, walking and running have footstep sounds that play when the player's feet hit the floor
- Controls how the player interacts with specific objects
 - Push E when close enough

Area 1-The playground:

Player Controller: (What changes in this scene)

- Controls and detects the collision with bullies
 - Defines whether the player has been caught or not

Bully Controller:

- Defines and controls the bully's behavior, in terms of:
 - Detecting the player
 - Moving to the player's last location seen
 - Chasing and catching the player
- Defines and controls the bully's movement statistics and animation states
 - When the bully is aware that the player is close he walks to the last seen location
 - Moves at a base walk speed
 - When the bully has fully seen the player, he runs and chases the player
 - Moves at a base run speed
- Stores and controls the bully's bark and when they are said
 - Pulls these barks from the Narrative Controller object

Jack Controller:

- Defines and controls Jack's (NPC) behavior, in terms of:
 - His movement
 - His actions within the area and in terms of the narrative
- Controls his barks-received from the Narrative Controller object

Area 2-Tod's mind:

Player Controller: (What changes in this scene)

- Stores damage and blocked damage stats
- Detects combat/collision with 'demons'
 - Inflicts damage to 'demons'
 - Inflicts damage to the player if attacks aren't blocked
- Stores lives
 - How many hits the player can take before they fail
 - Sends information to the camera controller on how to affect the vignette to indicate the player is losing health

Demon Controller:

- Defines and controls the demon's behavior, in terms of:
 - Moving towards the thought of Tod or the player when they are in range
 - Attacking the player or thought of Tod when in range
 - Declaring how often the demon attacks
- Defines and controls the demon's movement statistics and animation states
 - Controls when the demon's animation controller is using the walk, attack and death state
 - Sets the speed of each movement state
- Controls the demon's sounds
 - E.g. playing an attack sound when the demon attacks

Guiding Light Controller:

- Defines and controls the guiding light's behavior-in terms of:
 - When to start moving and guide the player to the next part of the area
 - It's movement
- Defines and controls the guiding light's movement statistics and animation states
 - How fast the light moves
 - When to play each animation state

Thought of Tod Script:

- Defines and controls the Thought of Tod's survival variables
 - His lives
- Controls collision between the Thought of Tod and 'demons', changing stats based off of whether they are colliding or not
 - E.g. if the Thought of Tod is colliding with an enemy and the enemy hits, lives will be minused.

Area 3-Tod's house:

Family Member Controller

- Defines and controls the family member based off of who they are
 - E.g. Mom, dad and sister
- Controls the animation states
 - Controls when each animation state should be used
- Controls the family members barks
 - Received from the Narrative Controller object
 - Used to guide the player to them

House Controller:

- Controls each door in the house
 - Stores whether they are unlocked or not
 - Opens them if they are unlocked

Door Controller:

- Sends information to the House Controller when they are opened
 - Plays the open-door animation and sound when opened

Game methods

Main Menu:

Game Manager:

- SaveGame()-This method is used to save the current data of where the player is in terms of the game. This method can be optionally ran when the player decides to quit the gameplay.
- LoadGame()-This method loads the saved data to allow the player to continue where they were in the story. This method can be optionally ran when the player clicks play-giving them the choice to start a new game or continue where they left off.

Button Controller Script:

- HoverOver()-This method is called when a player hovers over a UI button. This changes the color of it to show the player they are hovering over it.
- HoverLeft()-This method is called when the player removes their mouse from hovering over a UI button. This returns the button to their default color.
- PlayClick()-This method is called when the player clicks on the 'Play' button. This changes to scene from the main menu to the scene containing the first area.
- OptionsClick()-This method is called when the player clicks on the 'Options' button. This changes to scene from the main menu to the scene containing the options menu.
- QuitClick()-This method is called when the player clicks on the 'Quit' button. This closes the game.

Narrative Engine:

- GetDialogue()-This method accepts an integer parameter which is a dialogue index. Using the dialogue index, it collects the specific dialogue text from the Narrative Controller Object and returns it as a **string array**.

Narrative Controller Object:

- ExtractTextFile()-This method reads and stores the contents of a text file in separate tree data structures based off of character handling. Once reading and extracting is complete all the trees are stored in a list. This method accepts a string parameter containing the name of the text file to extract from
- GetDialogue():This method accepts an integer parameter containing the dialogue index. This method returns the specific tree containing the dialogue index.

General Gameplay scripts:

Camera Controller:

- MoveCamera()-This method moves the camera to follow the player.

Player Controller:

- MovementControls()-This method controls reads all input from the player keyboard and preforms certain movement controls based off of which buttons the player clicked.
- SneakController()-This method controls the players detection hit box. It changes the co-ordinates of the hitbox based off of whether the player is crouching or not.
- PlayStepSound()-This method plays the characters step sound. This method is called whenever the players feet hits the ground.

Area 1-The playground:

Player Controller: (What changes in this scene)

- OnCollisionEnter()-This method detects collision between the player objects mesh collider. Once collision is detected, it checks if the object collided with has the 'Bully' tag-if so then it sets the players 'isAlive' Boolean variable to false.

Bully Controller:

- NuetralPlayer()-This method controls the behavior of the bully when the player is not in range of any of its detection ranges. This method moves the enemy to the players last seen location when they leave its aware detection range.
- AwarePlayer()-This method controls the behavior of the bully when the player is in it's aware detection range. It shoots a ray at the player's detection object's hit box and if the player is hit, it then moves the bully to that location where the player was hit.
- DetectedPlayer()-This method controls the behavior of the bully when the player is in its detected detection range. It shoots a ray and if it hits, the bully then chases the player until the player successfully gets out of the bully's detection ranges.

Jack Controller:

- Move2Location()-This method controls jacks movement in terms of moving towards the specific position of the game world where he is needed-tying in the narrative.
- InSpeakRange()-This method detects whether the player is in range to talk to Jack and commence a dialogue interaction if they choose to. If the player is, it will display an interactive object above Jack-indicating to the player that they can interact with him.

Area 2-Tod's mind:

Player Controller: (What changes in this scene)

- OnCollisionEnter()- This method detects collision between the player and enemies. If an enemy hits the player, it will decrease lives from Jack. This check is also done

based on whether Jack is blocking or not-if he is blocking there is a chance the enemy attack might miss.

- CanHit()-This method controls Tod's attacks. If the player preforms a hit, this method will ensure that they cannot hit again until their hit cooldown has reached 0.
- CanBlock()-This method controls Tod's blocks. If the player preforms a block, this method will ensure that they cannot block again until their block cooldown has reached 0.

Demon Controller:

- What2Hit()-This method detects whether the player or the Thought of Tod is in range. If one is in range it stores it in a variable to access in other methods. The first one in range is stored.
- CanHit()-This method controls a 'demon's' attacks. If the 'demon' preforms a hit, this method will ensure that they cannot hit again until their hit cooldown has reached 0.
- Move2Object()-This method controls a 'demon's' movement in the game world. If the closest object in range hasn't been stored yet, it will automatically move the 'demon' to the thought of Tod-otherwise it will move it to the first object that was in range.
- PlayAttackSound()-This method plays a 'demon's' attack sound.
- PlayDeathSound()-This method plays a 'demon's' death sound.
- PlayWalkSound()-This method plays a 'demon's' walk sound.

Guiding Light Controller:

- Move2Location()-This method controls the guiding lights movement in terms of moving towards the specific position of the game world where it is needed-tying in the narrative. This movement is primarily designed to guide the player around the area and to the next narrative objective.
- GetLocation()-This method is used to find the next location that the guiding light needs to move to and stores it.

The Thought of Tod Script:

- OnCollisionEnter(): This method is used to detect collision between the Thought of Tod and a 'demon'. If collision is detected and the 'demon' is attacking-a life will be subtracted.
- IsDead()-This method does a constant check to see whether the Thought of Tod has lives or not. If it does not have lives left, it sets the Thought of Tod to dead.

Area 3-Tod's house:

Family Member Controller:

- InSpeakRange()-This method detects whether the player is in range to talk to the specific family member and commence a dialogue interaction if they choose to. If the player is, it will display an interactive object above the specific family member - indicating to the player that they can interact with him.

Door Controller:

- InOpenRange()-This method detects the player is in range to open the door. If the player is, it will display an interactive object above the door-indicating to the player that they can interact with him. If the player is in range it returns true (a boolean).
- OpenDoor()-This method uses the InOpenRange() method. If the InOpenRange() method returns true and the player chooses to open the door, the door will be opened.

References

Alexander, R. and Krans, B. (2016). *Anxiety, Depression & Suicide: the Lasting Effects of Bullying*. [online] Healthline. Available at: <https://www.healthline.com/health-news/bullying-affects-victims-and-bullies-into-adulthood-022013#1> [Accessed 30 Aug. 2019].

Fahkry, T. (2017). *Here Are 5 Ways To Face Your Demons And Free Yourself From The Pain Of The Past*. [online] Mission.org. Available at: <https://medium.com/the-mission/here-are-5-ways-to-face-your-demons-and-free-yourself-from-the-pain-of-the-past-a8c8fccbdd04> [Accessed 30 Aug. 2019].

Beyondblue.org.au. (2019). *Beyond Blue*. [online] Available at: <https://www.beyondblue.org.au/get-support/have-the-conversation/talk-about-it> [Accessed 30 Aug. 2019].