

Frozen Night

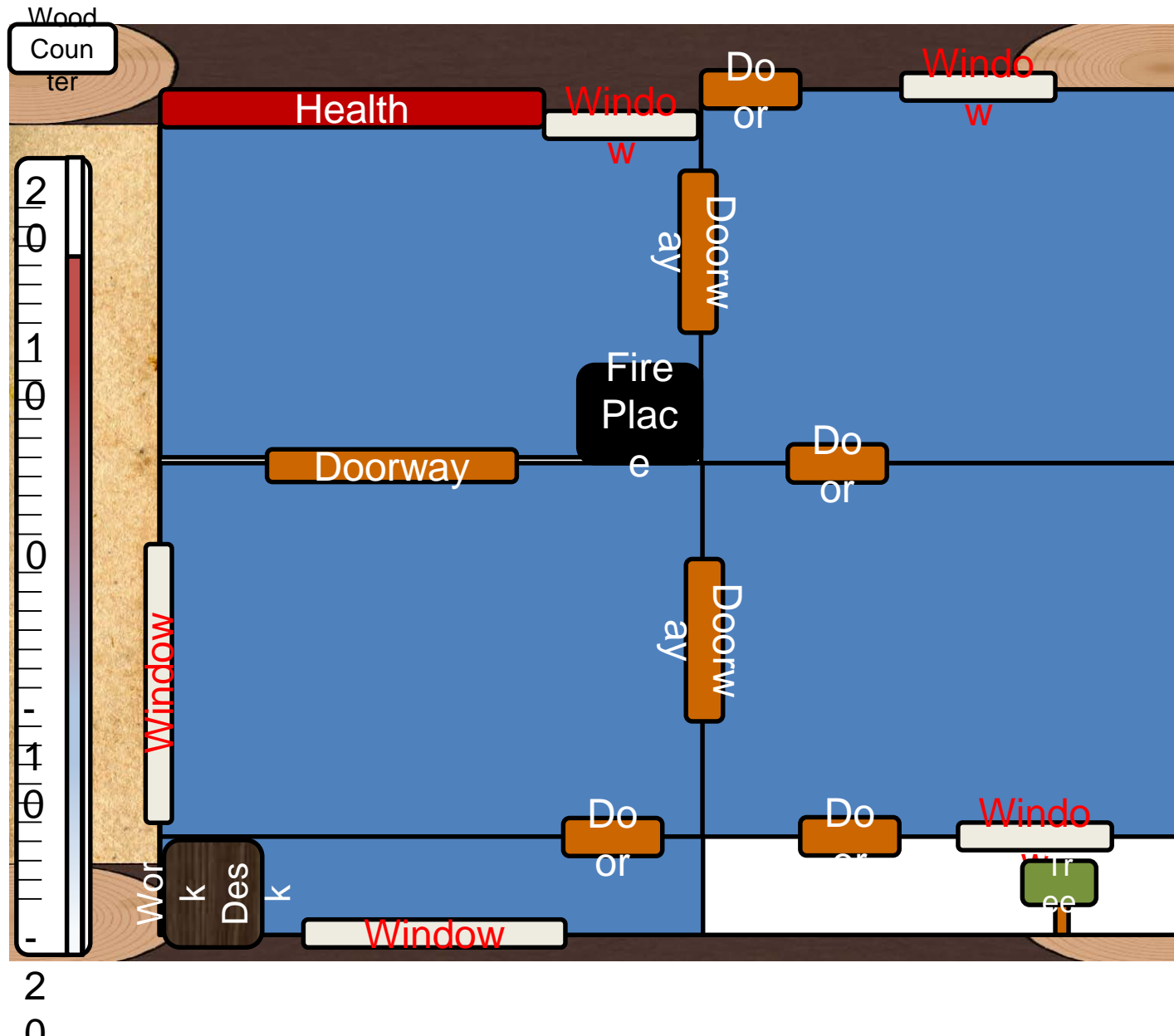


Maliciously Cold Studios



EVERYTHING IS WELL COLD AND U R GOING 2 DIE IN
FIRST PERSON

How does it work?



Mechanic Explanations

Thermometer:

- This will tell the player the temperature of the player and when it drops to 0 or lower the player will start to move slower and get closer to losing as if the temperature of the player reaches -20 it is an automatic lose.
- (I may add a health mechanic that will decrease or increase depending on the player's temperature)



Mechanic Explanations

Door

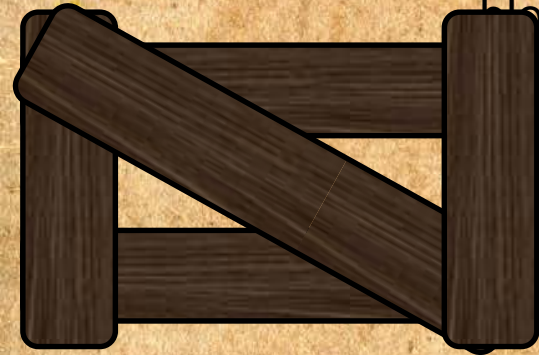
Fire
Place

- Will open when player approaches it (Trigger Mechanic)
- The fireplace will be a source of heat for the player
- however to add an element of difficulty to the game the fire place needs to be maintained and the player can do this in 2 ways
- 1st the player can get wood from the tree and use it to refuel the flames (amount has not been decided yet)
- 2nd the player has to keep the window in the room of the fireplace closed as if opened for enough time it will go out

Mechanic Explanations

Window

- The window is one of the ways that makes the player become cold
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- In the beginning all of the windows will be shut...
- But they WILL break at some point
- To close the window, once opened, the player will need to go outside and get some wood.
- The wood will then be used to create a wooden blockade
 - This is the Wooden Blockade
 - The player can use this to seal back up the windows once they have been opened
 - To make a Wooden Blockade the player will need to use wood on the Work Desk
 - Can break



Mechanic Explanations

Wood is the game's form of a some sort of currency

- Can be used for the fireplace's fuel
- Can be used to create the Wooden Blockade



Tree

- This is the Tree
- Will respawn around (undecided) seconds after being chopped down
- Will provide (undecided) amount of wood when chopped down



Mechanic Explanations

Work Desk

- This is the Work desk
- Can be used to make Wooden Blockades
- Needs (not decided) wood to make Blockades

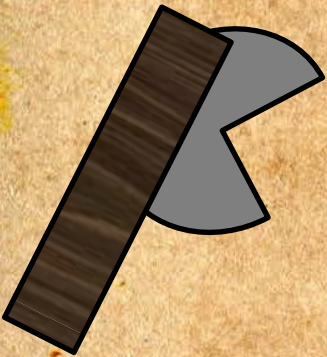
Mood Board

Work In Progress

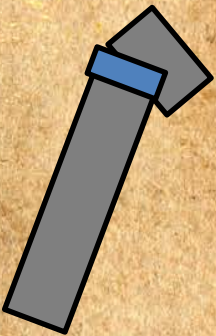
Possible Future Ideas

Window

- May decide to give the player the ability to walk through broken windows so they can use it as a way of having a short cut

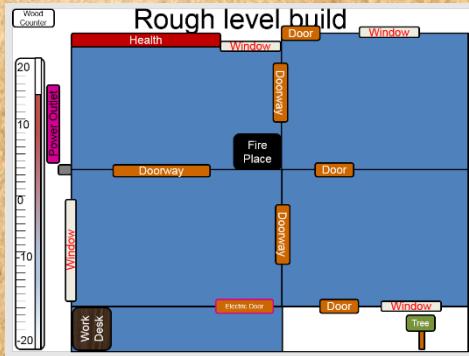


- This is an axe
- I may make it so the player must first find the axe before they can chop the tree down



- Crow bar enables the player to take apart a Wooden Blockade and get some wood back

Possible Future Ideas



- Multiple levels that may increase difficulty and add new mechanics



- Torch
- Enables player some resistance to the cold when power is out indoors as well as when battling with the cold outside

Possible Future Ideas

Electric Door

- (Power Based Item)
- This is an electric powered door
- Must have power to work

Power Circuit



- This is the Power Circuit
- The Power Circuit can turn off at any point
- When off the house will get slightly colder and the player will lose access to power based items
- To re-power the player must go outside and fix it