

Fear and light zones

Survival shooter mechanic

Mechanic summary: Player character gains an additional attribute – fear. This attribute keeps slowly increasing while game is in progress. If it reaches maximum, player will die. It is possible to reset fear value to zero by walking into light zones which spawn at certain locations inside level.

Fear attribute: Fear value will be shown as a bar similar to HP bar. At the beginning, it starts at zero and keeps slowly increasing. When player walks into a light zone, it resets to zero. While player remains in the zone, the fear does not increase. If it reaches maximum, player dies – same as if player's HP would become zero.

Light zones: Light zones start spawning shortly after the game begins. Only up to one light zone can be active at a time. There will be several preset locations where light zones can spawn. The active light zone will be picked randomly, however the same location will not be chosen multiple times in a row.

When a light zone spawns, it remains active for long enough, so that player has a chance to reach it before it disappears. When light zone despawns, new one will become active shortly thereafter. Light zones will have circular shape and will be clearly distinguished from the rest of the environment by yellow light.

Level description (sketch on next page): Level is divided into two halves by long middle wall. The wall is not too high, so that there is no camera obstruction. Each half contains two enemy spawn points, large enemies spawn in top left and bottom right corner, small and medium-sized enemies spawn in top right and bottom left corner.

Each half contains two possible spawn points for light zones, there is an extra point in the middle right area. Light zones are placed in a way so that player will have to visit different parts of the level and learn to find efficient routes between each pair of zones. Some light zones are placed in a tricky locations – near an enemy spawn point or blocked from three sides. These require player to decide whether it's better to take the risk and run into the zone or wait for more favorable zone to spawn.

The level contains several shortcuts as well – narrow passages which allow player to move across level more efficiently and increase the distance from large enemies as they cannot move through these passages.

