Soilders Silhouette

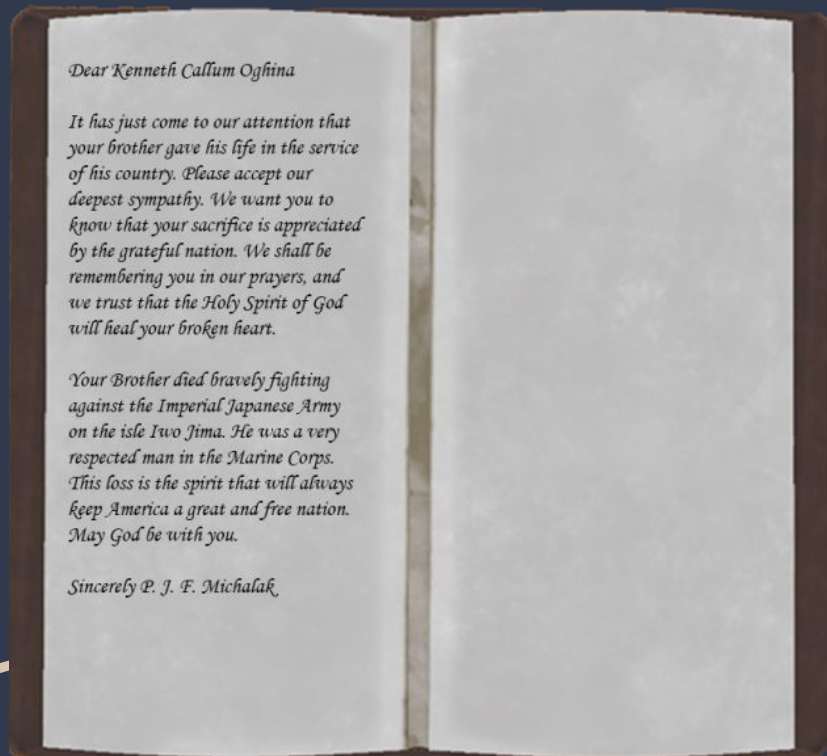Alex Marshall Ben Sonnie Patrick

Game Description

Soldier's silhouette is a survival horror game where you play as a world war 2 soldier. Whilst recovering, the soldier wakes up in a hospital building, where their goal is to escape.

During your escape, your grip on reality starts to unroll, and you get more lucid, seeing your brother around the place, standing or dying, he even wanders the halls, looking for you.

The only objective is to escape and make a full recovery.

Game Narrative

Dear Kenneth Callum Oghina

It has just come to our attention that your brother gave his life in the service of his country. Please accept our deepest sympathy. We want you to know that your sacrifice is appreciated by the grateful nation. We shall be remembering you in our prayers, and we trust that the Holy Spirit of God will heal your broken heart.

Your Brother died bravely fighting against the Imperial Japanese Army on the isle Iwo Jima. He was a very respected man in the Marine Corps. This loss is the spirit that will always keep America a great and free nation. May God be with you.

Sincerely P. J. F. Michalak

You are an American soldier who has undertaken a heavy injury and has fallen into a coma. You and your brother were fighting in the Pacific Theater against the Imperial Japanese Army. Your brother has died, and your journey is to find your brother. The brother will appear in the game and you will have to find him, and save him.

The games use of the narrative will guide the player through the level, and the use of voice lines will promote this.

Game Setting
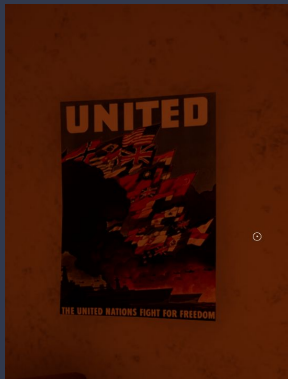
The game is set in 1940 just after the war started it is set in a hospital that in side a injured soldier that is currently in a coma the world also has coffee cups with steam to show that it is a active hospital. The hospital that it is set is a hospital for the rich soldiers

Alex

USP

Our game features an interesting "Sanity" mechanic which is a fresh and original mechanic. This mechanic makes the player upkeep their own health using pills found in the level and we think this mechanic would have lots of potential to make levels more interesting and to change level pacing in the full game.

Unlike other games at the vertical slice stage our game has gathered online popularity on the site itch.io garnering thousands of impressions and over 40 game downloads.

As a team we have numerous different ideas for new levels and other storytelling aspects waiting to be made which we were unable to complete. Therefore if the game was funded production would start instantly.

Key features

Main key features of the game are:

- Sanity/Sanity pills
- AI
- Notebooks
- Flash light
- Environment

The goal in the game is to use the Notebooks to find out what is going on to you.

The AI is your brother who died in world war with you and is haunting you now.

Sanity is to make the player stay force on the game to keep on looking for the pills and make sure it doesn't drop when moving forward in the game.

Flash light is giving the player some light and adds to the horror of the game as they can only see where the light is pointing.

Environment of the hospital is a big part of the game as it always gives off a eerie feels through the whole game.

Game mechanics
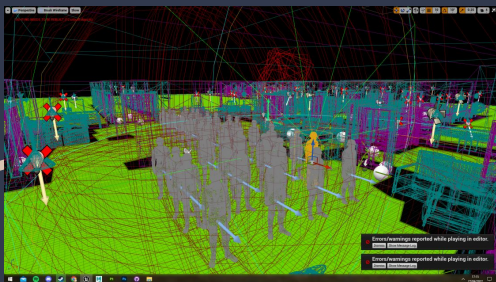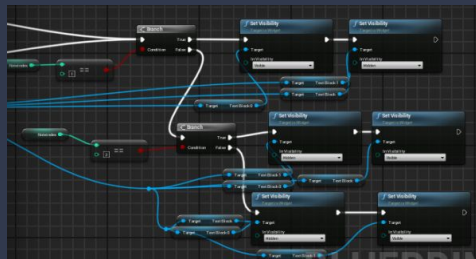
The core mechanics are focused around exploration and resource management. One important mechanic is sanity, which slowly ticks down by 1% - 3%. Overtime, combined with special collision boxes that rapidly drain the player's sanity. When it reaches 0, an Ai spawns to hunt down the player, until they get to a higher Sanity (50% or higher), which is accomplished through pickups, or get caught, resulting in the end of the game.

This is to add some stakes to the game.

Other mechanics include a flashlight to light the up dark paths, Pickups (Pills to replenish sanity, medkits to restore health, keys that access doors to more of the level, etc)

Art Style

The art style that we used was realism cause we found that it would best fit our game and help with the the horror aspect of the game.

The realism models that were implemented made it so that the world looked good and could tell it was a hospital.

Ben

All models

Cost of the project

Equipment-£1000 for a pc x5 £5000

Salary- £18000 per person x5 £90000

Rent-£6000 a month so £72000 a year

Software

Maya- £246 a month £2952 a year x3 £8856
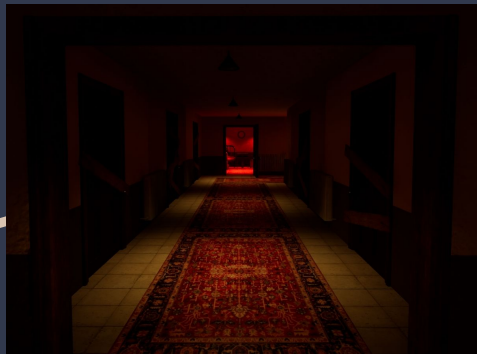
Zbrush- £32 a month £384 a year

Substance- £19 a month 228 a year x3 £684

Photoshop- £9 a month £108 a year X3 £324

Overall- £177248

Level Design

In this game there are numerous level design techniques in place such as framing ,use of influential lighting and also visual language to help the player understand their path and objective (examples of this can be seen here   ).

The level design of this game seems to be helpful to the player and in playtests was shown to be fun to play with one playtester describing the techniques used as "great" and "smartly implemented".

Playthrough

- Menus
- Narrative
- Mechanics
- UI
- Level Design
- Lighting
- Art Style