

**Game Title:** ZDungeon Escape

## Part 1: (General Information)

### Core Concepts:

The **core concept** of my game is that it is a 3D first-person action shooter game in which the player controls a character called Zilo. The player's mission is to navigate through the dungeon to find their way out. Along the way, they will come across some unwanted guests. These will consist of Zombies that want to chase the character down and kill them before they escape. The player will need to kill the zombies to be able to escape the dungeon. Now and then, the player will come across special antagonists which will be more powerful than the standard zombies. This will force the player to act strategically and make the most of their surroundings. Around the dungeon, the player will find chests that contain health points and bullets. Health will be essential in the game since a player's health will not regenerate without the use of health points. Bullets are also an important element of the game since players will be provided with a limited quantity of bullets at the start of the game, which they will be instructed to use with careful consideration, and the players will only be able to acquire more bullets by exploring chests.

### Genre:

The game is designed to be a **first-person shooter**. It is built to be a single-player game in which the player will be controlling their character as if they are in the game themselves, creating a more immersive experience for the player. The game is a blend between a horror game and an action/shooter game since it includes the player shooting zombies in order to complete their mission (which is to escape the dungeon) but it also features a dark setting as well as eery and discomfoting background noises which aims to unsettle the player.

### Target Audience:

The **target audience** for the game will be 18+. I want the game to feel intense and exciting at the same time. To do this I want to implement a lot of things that would potentially be seen as inappropriate for younger audiences such as blood, loud noises, flickering lighting and more. I will also need to put a warning out at the start of the game to warn the user of anything triggering epilepsy as I want to make sure that the player will be comfortable with playing my game and knows what to expect when playing the game. Additionally, the target audience for my game would generally be male since games within the genre (action/shooter games) tend to be advertised for and most popular amongst male players.

## Part 2: (Game Overview)

### Game Space:

My game will be set in the environment and atmosphere of a dungeon. I aim to create a dungeon that will be dark and eery, consisting of many rooms ranging in length and width. Some of these rooms will be large and spacious whilst others will be tight and claustrophobic. The player's ability to navigate themselves around the dungeon will depend on the different varieties of rooms they will encounter in the game, with the smaller rooms being the most difficult ones for the player to maintain their distance from the zombies and

to escape from. The addition of different rooms around the dungeon makes the game feel unique and distinctive as the player progresses through it. The game also has flickering lights in some rooms to create a horror-type effect that will give the player a sense of urgency and make them feel more immersed. The dungeon has been created in a maze-like style to make it difficult to navigate and make it more engaging for the player as they attempt to escape.

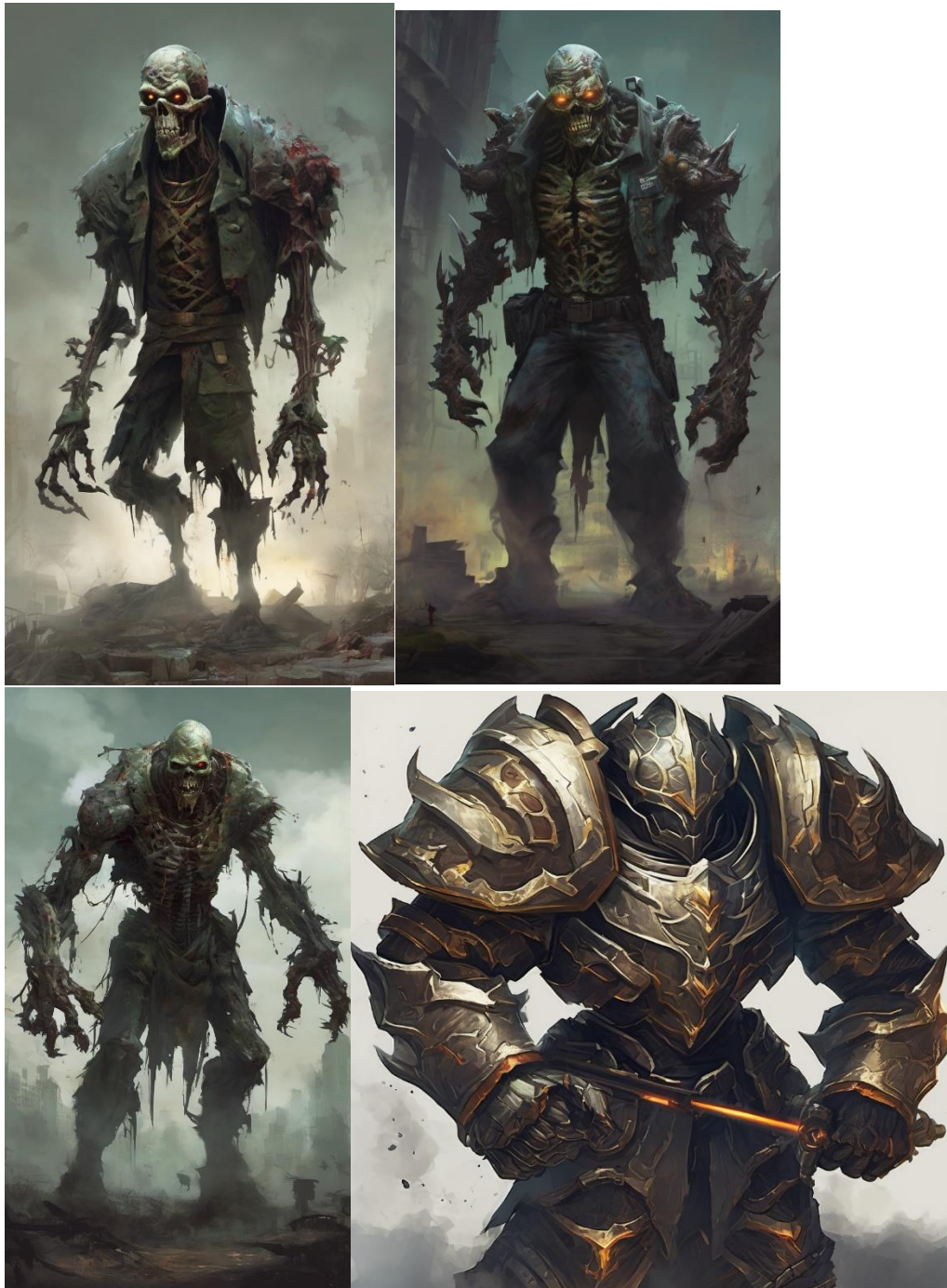
#### Player Avatar:

The player will be controlling a character called Zilo. Zilo is a male in his late 30s. He is quite a large man, built like a powerhouse. The protagonist is designed to be muscular, which makes Zilo a strong and powerful character but also relatively slow at the same time. Zilo's body-type will affect the gameplay and will contribute to how the character will move around in the game. Zilo wears full body armour, similar to the main character in the *Gears Of War* franchise (Epic Games, 2006). Zilo's armour will be of a different colour and design to the armour of the *Gears of War* characters, however there will be some similarities between the appearance of the two characters to ensure I keep with the genre norms. Aside from the military armour, Zilo will wear big grey boots and black gloves. He will carry around an Assault Rifle and a pistol in the dungeon, in order to take on the zombies. Zilo has thick brown hair, and will be designed as tall, standing at 6 foot 3 inches. He will have bright blue eyes and a crooked nose, to show how he has suffered a broken nose several times in the past. To further display Zilo's previous struggles with warfare and zombies, I have decided to display several scars on his face and body. I have chosen to characterise Zilo in this way specifically to make the character appear strong, whilst using his appearance to provide him with a little bit of a backstory. Around the dungeon, there will also be scattered photographs that show the playable character's past and his family to give the player a feel for his past life. I will not include a detailed description of Zilo's backstory since I want the character to remain mysterious as much as possible, however the details in Zilo's appearance will provide the players with the impression that Zilo has had a difficult life prior to entering the dungeon. By not including any further information of Zilo, I also wanted to ensure that the players are able to make up their own impressions about the character and what has happened to him in the past. Below are two examples of what Zilo might look like, which were AI generated using: <https://pixlr.com/image-generator/>.



The player will interact with two types of AI-controlled enemies in the game: zombies and bosses. The bosses will be different in appearance however every boss will act the same way in the game (which is further described under the 'Rules' section). In contrast, all zombies will look and act the same. Boss enemies will have armour which will greatly increase their health. They will also have a weapon that does lethal damage. As a result of this, the player will need to be logical with how they play and it will take a lot more bullets to kill the bosses. Each boss will have a different name and appearance, however, they will perform the same actions. Below are examples of what the boss enemies might look like, created using AI generation:

<https://pixlr.com/image-generator/>:







Here are some examples of what zombies look like in the game:



#### Game Assets / Game Bits:

The game consists of many assets that set up how the game feels and plays. For example, the chests. As the player progresses through the different rooms of the dungeon they will encounter locked chests. To open these chests, the players will need to kill bosses who hold keys which are dropped when they die. Once the chests are unlocked, players will be able to find one of two things inside them: health points and bullets. Both of these items are necessary components to the game, and will need to be collected by the players in order to escape the dungeon alive. As the players wander through the dungeon, they will initially interact with the chests in a simple manner – unless they have already found the right key for the chest. In this scenario, the player can interact with the chest by pressing a button to

open it. What button is pressed will depend on the console the player is using. These chests will not appear often throughout the game. The purpose of these chests is to add a strategic decision to the game to make sure that the player feels immersed and does not just run through the game using the resources that they start with. Picking up health points and bullets from chests will be essential to them escaping. There will be various other objects to be found within the game such as chairs, tables, torches, stones, photographs of Zilo and his family, and much more. These objects will be static meaning that the player and npcs cannot interact with them. These will be made part of the navigation mesh so that they do not cause an issue when the player and npcs are navigating through the dungeon. The purpose of these objects is to set up the environment make it feel more realistic and visually pleasing. Some rooms will also have lights that flicker, these will again be static meaning that the player and npcs cannot interact with it however the lights do have a functional purpose through the way in which they will flicker. The flickering lights will affect the player's visibility, making it tricky for them to spot the enemies.

### Part 3: (Gameplay)

#### Rules:

The player will be equipped with the following items at the start of the game:

- An assault rifle
- A pistol
- 10 health points
- 5 armour points
- 200 bullets in their assault rifle
- 50 bullets in their pistol.

The player will encounter different interactions with the enemies. When being hit by a zombie, the player will lose half of a health point per hit. When a boss enemy hits or lands on the player, the player will lose three health points.

The zombies will not have set health, but they will instead have a system in which they die when receiving a certain number of bullets. To conserve ammo, the player will be encouraged to be strategic and shoot the zombies in the head when they can. The exact calculation for this will be:

- Assault Rifle = 8 bullets to the body or 3 to the head.
- Pistol = 12 bullets to the body or 2 to the head.

Zombies can strike every two seconds once they have reached the player. Zombies will have a 30-metre radius in which they can detect a player. If detected, the zombie will run towards the player. Zombies will run at the player whilst swaying side to side. The purpose of this is to make them difficult to shoot therefore adding to the intensity of the game. If the player goes outside of the zombie radius, the zombies will then despawn and respawn at the spawn point. This has been done to stop player from being able to round zombies up and shoot them all down at once. When a zombie is alerted by the player, the player will hear a zombie make a loud noise to let them know that the zombie has been alerted of their presence.

When a zombie is chasing a player the game will also play some intense music to make the scene as intense as possible. The player can aim up and down as well as a left and right on the X and Y axis. It is especially important to make sure that they shoot upwards when bosses are jumping.

Whereas, the bosses can attack every 10 seconds however boss enemies will deal more than zombies. When in a boss fight, the room cannot be exited and nothing can get in or out of the room until the boss fight is complete. The player will need to make sure that they are ready before entering the boss fight room. Once a player has been spotted by a boss enemy, the player will see a circular radius on the ground which anticipates where the boss will land to help players avoid losing health points. The boss will jump at the player every three seconds making it a lot more difficult for the player to dodge. Unlike the zombies, the bosses will wear protective armour. To be able to defeat a boss, the player will first need to shoot all five target points on the boss the knock off their shield and then after that has been done the boss becomes raged up. The boss will jump around the room therefore making him difficult to shoot at as well as stunning the player when hitting them. The boss will have a health bar making it easier for the player to know when the boss is dying. To kill a boss, players will have to shoot them a calculated amount of times with their weapons:

- Assault Rifle WITH armour = each plate of armour will need 10 bullets to be removed.
- Assault Rifle WITHOUT armour = 60 bullets to the body or 20 to the head.
- Pistol WITH armour = each plate of armour will need 20 pistol bullets to be removed.
- Pistol WITHOUT armour = 90 bullets to the body or 18 to the head.

When a boss dies, it will drop a chest key which will be functional in the game. There will be five chests across the map. The key can only open one of the five chests, so the player will be forced to make decisions and figure out which key will fit which chest. How it is decided will be randomised to allow for better replayability. To open a chest the player will need to collect a key from a boss drop and then approach a chest and attempt to open it using the specific key. Each chest will contain the same amount of resources:

- 6 health points
- 200 assault rifle bullets
- 50 pistol bullets.

To escape the dungeon, the player has to have killed all five of the boss's enemies and have opened and collected the resources from all five chests. If the player does not do this, they will not be able to leave the dungeon. This ensures full completion of the game. Every room in the dungeon will be explorable by the players, however, each room will be set in navigation meshes which means that the player and npcs can only walk through certain areas of the room. This is done to avoid the players/npcs getting stuck in objects that should not be walked into. The different objects in the room can act as a cover for the players when reloading.

Example drawing of what the rooms look like:



### Mechanics:

#### The player:

The player can walk around the map but they cannot run, with their walking speed set to 0.2. As a result, the player cannot just ignore a zombie since the zombie will run at 0.6. This will become problematic for the player since the zombies have a faster pace and they can run whilst the players cannot. Additionally, neither the player nor the zombies will be able to jump in the game. The player can also reload their gun, open chests and switch between their guns. Another mechanic to mention is that whilst players can interact with and open/close doors, zombies and boss enemies cannot.

#### Boss enemies:

Whereas, the boss enemies can jump. In their mechanic, the bosses can jump as high as 1.0, which ensures that bosses will stay within the frame of the game whilst jumping but they can jump relatively high which makes it more difficult for the players to shoot them. Bosses won't be able to run but they will be able to walk at the same speed as the players, which will be 0.2. This has been set to 0.2 because the bosses will be a lot heavier than the zombies and it has been proven by my developer tests that the bosses could be overpowered if the bosses could jump and run at the same speed as zombies.

#### Weapons:

At the start of the game, the player will be provided with two weapons: an assault rifle and a pistol. These two types of weapons work differently in the game, as mentioned under the 'Rules' section. The mechanics for the gun will also be different:

- The assault rifle can shoot two bullets per second and can be reloaded after every 12 bullets have been used.
- A pistol can shoot one bullet per second and can be reloaded after every six bullets have been used.

The reloading time for the assault rifle is 3 seconds whereas the pistol is 2 seconds. These differentiations between the two weapons, such as having different reloading times, can be noticed during the game. This results in both weapons having positives and negatives about them, leaving it up to the player to choose which weapon they prefer.

#### Goals, Victory and Defeat Conditions:

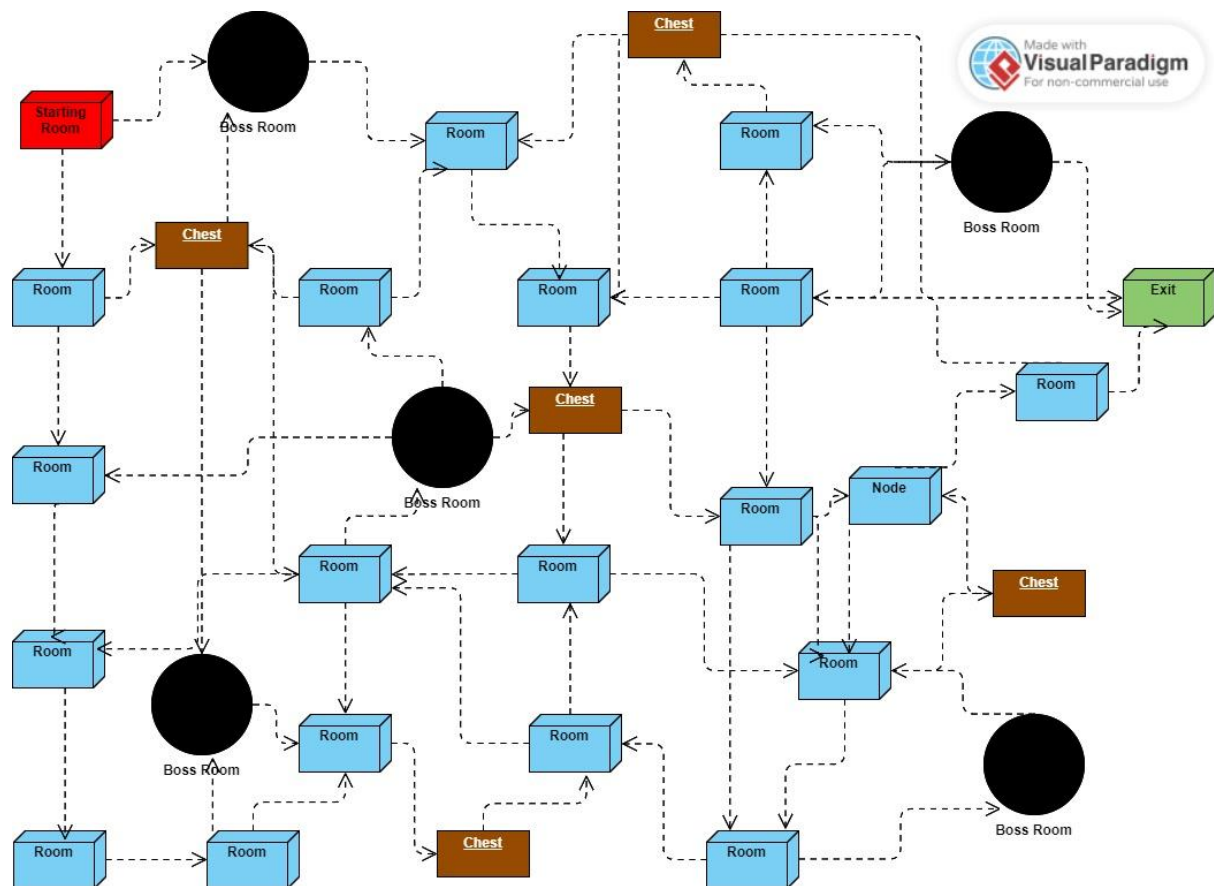
The goal for the player is to kill all five bosses and collect the chest keys from them to open the chests. Once the player has completed these tasks they will then be able to escape the dungeon resulting in victory. If the player loses all 10 health points it will result in instant defeat. This is the only way that defeat can happen in the game.

#### Levels, Obstacles and Difficulties:

##### **List of areas of the level:**

The map of the game will be fully contained within one massive dungeon. Inside the dungeon, you will find many different little rooms and corridors with twists and turns. As there will be five bosses the game will contain five boss arenas within the dungeon. These arenas will be circular in width to create a better experience when playing against bosses.





### Level Tone and Time of Day:

The level tone will be dark with torches and flickering lights to give the player some light to see. The boss arenas will only have flickering lights to create a more thrilling experience and make it harder to see where the boss will jump as they can only see where they will jump when it is light. The time of day will not be relevant in the game due to the setting in taking place indoors, in a dungeon. As a result, I have not decided on a time of day for the game.

### Objects in the level:

Tables, Chairs, Torches, Flickering Lights, Chests, Keys, Guns, Bullets, Armour, Health points, Stone Walls, Stone Ceiling, Stone Ground, Paintings and Doors.

### Entities in the level:

Playable character Zilo, Zombies and Bosses Zaskar, Xavier, Polar, Wonton and Renegade.

### Introductory Material (Cut scene):

The game will start by showing the player's character Zilo opening a message on a tablet. The message will state "Confidential". The player will need to press a button to open the message. Once opened, the player will have the message read out to them that contains the goals that Zilo needs to achieve to complete his mission. After the message has been read, it will transition into the game where Zilo spawns at the start of the map.

**The objectives for the game** are as follows:

- 1 – Kill Boss Zaskar
- 2 – Kill Boss Xavier
- 3 – Kill Boss Polar
- 4 – Kill Boss Wonton
- 5 – Kill Boss Renegade
- 6 – Collect all five boss keys
- 7 – Open all five chests
- 8 – Escape the Dungeon

**Map Information and Critical Paths:**

No map information will be provided as the game is designed to be similar to a maze in which the player should explore the map themselves and figure out their bearings. The encounters in the level are described in the cut scene at the beginning of the level. These will also be available in the game HUD which will be further described later on.

**Game Assets affect on the player:**

The lay-out of the map will be done using a navigation mesh. Through this, specific objects can be put on the map in a certain way to not cause any issues in the game with the player possibly walking into or through them by accident. These objects could include chairs, tables and so on. These assets will be static and will not cause the player any issues when navigating their way throughout the map.

Flickering lights and torches will provide the player with better vision in rooms.

Zombies and Bosses will deal damage to the player character which could result in hit points being lost. Enemies jumping on the player's character can also lead to the player being stunned for three seconds.

Chests will require a key to be opened. When a boss dies, a key will be dropped. That key can be used to open one of the five chests scattered across the map.

The map also contains doors that can be opened by pressing the open-door button. This has been implemented to create a little delay to stop players from running through the map and to stop them from escaping zombies easily.

The game also has puzzles in the way that the player needs to shoot the five plates of boss's armour before they can finally kill the boss. Another mini-game could also be seen in how they need to avoid being jumped on by the boss by looking at where the boss will land.

**Player Controls:**

The player will control what happens in game through the use of either a mouse and keyboard or an Xbox controller. The controls for these devices are as follows:

**Keyboard and Mouse:**

Walking Forward = W

Walking Backwards = S

Walking Left = A

Walking Right = D

Aiming = Right click Mouse

Shooting = Left click Mouse

Reload = R

F = Interact

Escape to pause menu = Esc

Switch weapon = Mouse wheel up

**Xbox Controller:**

Switch weapon = Y

Reload = X

Interact = B

Moving Forward, Backwards, Left and Right = Left Toggle

Looking up and down and around = Right Toggle

Aiming = LT

Shooting = RT

Escape to pause menu = Settings Menu button

**PlayStation Controller:**

Switch weapon = Square

Reload = X

Interact = O

Moving Forward, Backwards, Left and Right = Left Toggle

Looking up and down and around = Right Toggle

Aiming = L2

Shooting = R2

Escape to pause menu = Options button

### **Nintendo Switch Controller:**

Jump = B

Switch weapon = X

Reload = Y

Interact = A

Moving Forward, Backwards, Left and Right = Left Toggle

Looking up and down and around = Right Toggle

Aiming = L

Shooting = R

Escape to pause menu = +

### **Player Experience:**

The game begins in a dark room with torches around the top corners of the walls to give a slight view of what is around you. You have a look around the room until you find a secret entrance into the next room. As you walk through the pitch-black corridor you are alerted that a Zombie has been made aware of your presence. As you walk through the rest of the corridor you prepare yourself to take on the zombie that is right around the corner. As you turn the final corner of the corridor, you are struck by a zombie. You try to fight it off with your gun. As you kill the Zombie you will notice a photo on the wall. It is a photo of your dad back in the Great War. You will then proceed to the next room where you find more zombies that you manage to kill. As you progress through the rooms you find your first boss door. It is up to you whether you feel that you are ready to take on the boss.

### **Physics:**

The player will be able to interact with chests and open them using the boss keys. Once opened they will be able to collect bullets and hit points.

They can also interact with doors to open and close them. Boss doors are automatically closed once entered and opened once the boss is defeated. The door to leave the dungeon can only be opened as the game will end once it has been opened. The door however can only be opened once all goals have been completed. When a player walks through a normal door in the dungeon they will be able to walk straight through without feeling they are getting stuck on the door.

The player will be able to switch guns between their Assault Rifle and Pistol. You can also aim up, down, right and left when aiming your gun in the world.

When the player walks into a wall they will stop walking and the player will need to turn around to carry on walking around. When bumping into a zombie or a boss, the player will be very slightly bounced back to allow them to try and move without feeling stuck.

When the player shoots at an enemy the bullet will have a half of a second delay before leaving the gun to allow the bullet to be rendered on the screen. Once the bullet has gone off you can visually see the bullet shooting directly towards the spot on the enemy that has been targeted by the player using the red dot.

The player can only walk at a speed of 0.2. Running and jumping cannot be used in the game to make the game more difficult. The bosses however can jump. A boss can only jump towards a location if it is at least 1 metre away from the wall to make sure that the boss does not get stuck so that they can easily turn around and move. The boss also cannot jump above 1 metre to make sure that it does not hit the ceiling ensuring that the player can still see the boss and to make sure that it does not hit or get stuck in the ceiling.

A zombie can also run at a speed of 0.6 which is three times faster than the player's playable character. As a result of the speed, the zombies can move relatively fast. When a zombie hits a wall it is stunned for two seconds as it plays an animation in which it shakes its head at the wall as if it is confused. After the stun duration runs up, the zombie will then turn around towards the player and run in that direction.

Zombies play a death animation once they have been killed. The animation lasts for three seconds and once the animation has finished the zombie will disappear. After the player enters a room outside of the zombie alert radius the zombie then respawns at its base location.

When a boss dies, it plays an 8-second animation in which it self-destructs. After the animation has finished the boss disappears and a chest key appears. The chest key can be interacted with and picked up.

When the player dies, the game plays a death animation for the character in which it can be seen dropping to the ground. After this, the game fades to black and ends with a "Game Over" screen. Alternatively, if the player managed to complete all the steps in the game and escape a dungeon, the game will also fade to black but with a "Mission Accomplished: Escaped" screen.

Other objects in the game such as chairs, tables, torches and so on, cannot be interacted with. If a player walks into them, they are instantly stopped and pushed back a little bit to allow them to turn around easily and walk in another direction.



## Part 4 (Aesthetics):

### User Experience:

When the user loads up the game they will be met with a start menu. The start menu contains three options:

- 1 – Play Game
- 2 – Gameplay Controls
- 3 – Exit



When playing the game there will also be a pause menu which allows the player to pick from the following four options:

- 1 – Resume
- 2 – Objectives and Goals
- 3 – Gameplay Controls
- 4 – Exit

If the player attempts to exit the game from the pause menu they will be met with a screen asking if they are sure that they want to exit the game with a warning that all progress will be lost.

### Game Interface:

The HUD for the game is quite simple and easy to understand. The player will see a red dot on the screen when aiming their gun. This is a target pointer to help the player understand where they are aiming when using the gun.

On the top right of the screen will be a list of objectives that need to be completed to win the game. As these are completed the objectives will disappear from the list and appear with a tick in the objectives section in the pause menu.

A picture of the gun they are holding will appear on the bottom right of the HUD. Right next to it will also be the number of bullets available to be used before reloading over the top of the total bullets you have available to be used in the gun.

A radar can also be seen on the bottom left of the screen which will rise when a zombie is close to being alerted. It starts green and gradually turns from green to red as a zombie gets closer to being alerted.

On the top right of the screen will also be a key with a number next to it showing you how many you have available to be used. This will, of course, start as 0.

When a player gets a headshot kill a 3-second text animation will play on screen which shows a symbol of a headshot with the text "Headshot!" being shown.

### Visual Style:

The style of the game is very dark and intense in order to compliment the idea that the game takes place in a zombie apocalypse, and that the playable character has to fight off zombies and boss enemies. The game is set in a dark dungeon and the player's only source of light being torches on walls and flickering lights.

The game is not set on any specific date or time as there is no need for it in the game.

The art style of the game is realism. This has been chosen because I want the player to feel as immersed as possible and to feel the full intensity of the game. It has also been used to make the game look modern and realistic.

The colour palette of the game will be very realistic with the colours not looking too bright or too dark. It will be very modern looking with the colours fitting in with what you would expect to see when you look outside.

### Music and Sound:

The game will have a very ambient feeling to it with it feeling silent with eery sound effects. When a player begins a fight scene, the sound will intensify with loud noises and intense music being played.

When opening a door, it will make a creaky sound effect that makes it sound a little creepy keeping with the feel of the game.

When a zombie is alerted of your presence you will hear a very loud zombie moan that tells the player that a zombie is coming. As the zombie runs, it will make a running sound whilst also making loud groaning noises that only get louder as it gets closer. This should make the player feel scared and make the game more intense and interesting. When a zombie strikes you it will make a scratching sound effect to make the combat more realistic. When a zombie kills you it will make a loud noise to signify victory and you will hear all of the zombies on the map laughing in sync. If a zombie dies it makes a different groaning sound effect to signify death.

When a boss battle happens the boss will laugh at you when you start the fight. When a boss jumps it will make a really loud thump as it lands to signify the impact of the landing. As you knock off the armour the boss will get angry and make an angry noise to signal its frustration towards the player. When the armour is knocked off the boss will say the line "You will pay for that!". If the boss kills the player it will laugh loudly and say "You are an inferior being!". If the player kills the boss it will make a really loud moaning effect shouting "Nooooo!" as it implodes.

When the player is taking damage the character can be heard making hurting noises to tell the player that their character is taking damage. If the player's character dies it makes a moaning sound as the game ends. When the player kills a boss the player's character can be heard saying multiple lines based on which boss is killed. For example, with the first boss, it says "That was a close one!". The player's character doesn't make any noise when killing zombies.

When opening a chest, the player can hear an unlocking sound effect and then a special reward sound as it opens.

When shooting a gun, the player can hear the bullets leaving the chamber of the gun as it shoots. An Assault rifle will make a loud sound and a pistol will make a quiet sound because it is smaller. When reloading a gun, the player can also hear the reloading sound effect.

When the lights flicker the player can also hear light flickering sound effect which can make the scene feel more intense.

## Part 5 (Additional Information):

### Risks and Significant Challenges:

Risks & Significant Challenges	Description and Solution
Victory Condition bugs	The game needed fully tested to make sure that there were no bugs in the victory condition. To do this I had to test every different way of reaching victory in the game to ensure that nothing goes wrong. When I did find bugs I went back into the code for the victory conditions and made

	adjustments based on what part was going wrong in the game.
Invisible Keys	When creating the game I came across a bug in which keys couldn't be seen. This was a significant challenge because in Unity I could see that the key assets were active and in the scene but they weren't visible. After a bit of testing the scene, I found a way of fixing the issue and making the key visible in the scene. The issue was caused by a rendering issue with keys not being visible due to the boss assets still being active whilst they are dead in the scene.
Doors not functioning properly	When trying to get through doors, instead of opening them we could instead walk through them. This was a significant issue because I wanted doors to function properly in the game. To fix this I had to remove all of the doors from the game. Have a look through the code for them and make some adjustments to how they open and close using if statements and then add the doors back into the game. Thankfully the issue was solved after making these adjustments.
Boss Rage	After armour plates were shot off the bosses there was a bug in which the boss wouldn't be able to take any more damage and they were invincible. This was a big issue because they couldn't be killed. As a result, I had to go back into the code for the bosses and find what was going wrong. After some searching, I found that instead of going onto the next iteration which gives the boss health it instead created an infinite loop in which the boss just carried on going. After fixing this issue the boss was killable and working as expected.
Keys	Keys have been an issue because of how they work. I didn't want to pair keys with specific chests because that defeats a lot of replayability. I wanted to randomly pair keys with chests making it so that the keys pair with different chests each time you play the game. This turned out to be quite difficult to implement because it took a lot of

	programming and I had to keep on testing and reworking it until I got it right.
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### What Makes the game fun?

Element/Feature	Description
Zombies	Zombies are a fun part of the game simply for the nature of what they are. Zombies chase you down and attempt to kill you. It is your job as the player to fend them off and kill them before they kill you. I have made zombies triple the speed of the player to make for a more exciting and action oriented experience. Due to zombies being so fast it makes it difficult to escape them therefore forcing the player to deal with them.
Bosses	Bosses are an exciting part of the game because they have a lot of health making them difficult to kill and they can deal a lot of damage. I have also created mini-games for the bosses in which you can try to avoid where they are jumping and you can try to shoot off their armour plates to be able to kill them. Through this, it creates an exciting and difficult experience for the player.
Chests	Chests are a fun part of the game because they are a must-have. If a player was to choose not to open any chests they would never even reach the exit thanks to having no bullets and likely no health. Chests are also required to be opened first before exiting the dungeon. Due to the need for bullets and health in the game, chests are a very exciting element because the player will be aiming to kill bosses to get keys to open them with.
Keys	Keys are a fun part of the game because it is up to the player to navigate around the dungeon without dying to find which chest of the five the key belongs to once they have got one. This can be quite difficult to do therefore making the keys unique and an interesting part of the game.



Escape	Escape is an exciting part of the game because it is the end goal of the game. Escaping is crucial to finishing the game.
Guns	Guns make for fun when playing the game because you can kill zombies and bosses. The need for using guns is crucial to gameplay because without using a gun it is very unlikely that you will get far in game.
Flickering Lights	Flickering lights can make certain scenes in the game very scary because they affect the visibility of the player with light coming and going as they are trying to run away from zombies. This makes it harder to navigate and will make the player feel stressed trying to work out where to go.
Dark Rooms	Dark rooms are a fun part of the game because they set up the environment that the player has to navigate through. Due to it being dark, it makes it difficult to see making it harder to figure out where you are going. This mixed with other elements of the game can make for some intense and exciting moments.
Sound	<p>Background sound is an exciting part of the game because it sets the atmosphere fitting in with the environment. The use of eery background noise makes it feel quite scary to navigate. This is comparative to the game <i>Outlast</i>, in which every movement feels like something bad could happen.</p> <p>Zombie sounds are a scary part of the game because they get louder as zombies get closer to you This will therefore send up heart rates making the game feel fast-paced and very intense.</p> <p>Voices for Bosses and Player Character. The usage of voices is also fun in scenes because it makes you feel more immersed and involved in the game.</p>
Doors	Doors are a fun element of the game because whilst players spend time opening a door it will give zombies time to catch them. This can therefore make the game very intense and make for some close calls when running away from enemies.

Bibliography:

Epic Games (2006) *Gears of War* [Video Game]. Xbox Games Studios.

Red Barrels (2013) *Outlast* [Video Game]. Red Barrels.