

# The Corridors of Chernobog

## External Goals (What am I Trying to Achieve?)

- To fully create a simplistic game level made with Unreal Engine 4
- To build on my level design skills by partaking in an industry-standard process of level creation
- To practice visual scripting through blueprints

## Internal Goals (What is this Level set to Achieve?)

- To adapt a familiar fairy tale (Red Riding Hood) to the genre of Sci-Fi/Horror in such a way that engages knowing audiences and retains the core theme(s) of the work (importance of staying on the path and being focused on the main goal; danger and feeling of entrapment)
- To inspire fear and anxiety in players as they traverse the space

## Narrative Context/Backstory Information

An adaptation of the original Red Riding Hood fairytale, *The Corridors of Chernobog* takes place on the planet Vitus in the far future, specifically the man-made facility of Chernobog. The Galaxy Colonization Program (GCP) sends participants and their families to habitable planets in the galaxy for colonization beyond Earth and scientific research. The name *Chernobog* was chosen because of the dangerous creatures that inhabit Vitus and the dark fog that intermittently rolls low across the planet's surface.

Karolina Carmine (AKA "the grandmother") pioneered Vitus, working with the GCP to further the colonization efforts. In the present day, she is retired and living not too far from the rest of her family and granddaughter on the opposite side of Chernobog's main facility.

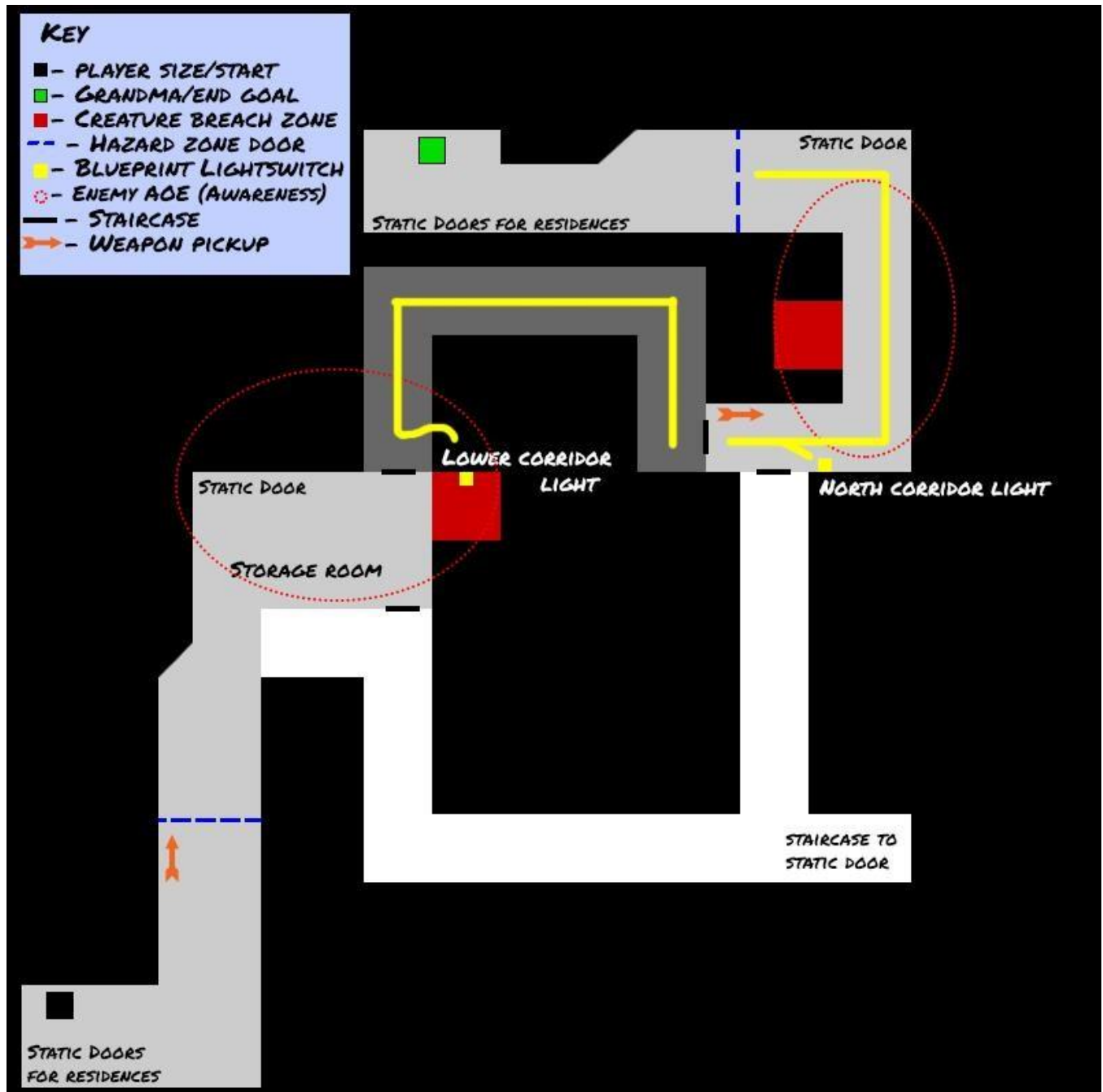
Although she survived the harshness that Vitus has to offer on many occasions, she is now fragile and old. Her family takes care of her. Amalia (16) is asked to travel to her grandmother's residence and deliver some goods in place of her parents, who would usually make the trip. She will have to traverse the dark, winding corridors alone with the equipment she can find and protect herself against any creatures that have made their way into the colony to reach her grandmother.

The GCP ensures its colonies that security is taken very seriously and that full protections (with security cameras, 24/7 guards, and better lightbulbs) are on the way to Chernobog. However, there are areas within the facility, known as *hazard zones*, where precautions and extra measures are required to be taken prior to entering those regions. The creatures that sometimes breach *hazard zones* don't like artificial lights, so the corridors are covered in them.

In terms of culture, the colony is hardy and resilient, proud of the vicious nature of the planet. Many see it as a "right of passage" to traverse *hazard zones*. Although they place value on independence and

self-sufficiency, they value strong familial and communal bonds and share a strong sense of loyalty and identity with their colony and planet.

## Overhead Layout Map



## Structure and Key Explanation

**Levels/Verticality** – The lower level is dark gray, ground floor is light gray, and the upper floor is the lightest gray. The player can traverse between these floors only at the staircases marked in black. The upper level in the storage room can be seen from the lower floor.

**Enemies** - Creatures are found near the Breach Zones in red on the map and have a circle of awareness where they can detect the player.

**Fog** - Any kind of breach of the exterior causes non-toxic black fog from the planet to roll into the facility, obscuring vision. Black fog will be present in the lower part of the facility on the faster route and in isolated corners. Fog will also be present to a lesser degree on the ground floor towards the end of the level.

**Lights** - The player can find a switch to turn on flickering lights on the lower level with a switch located in the Storage Room's breached zone if they can defeat the enemies. There is also another switch near the ranged weapon. The yellow lines connecting the light switch to the hallways indicate the path of lights affected by the state of the corresponding switch. Lights are turned on by default on the upper level of the facility.

**Static Doors** – These are not interactable but serve to further establish that the player is in a multi-room facility with many branching pathways.

**Hazard Zone Doors** – The player cannot be pursued through these doors or harmed on the residential side.

## Blueprints/Programming Needed

**AI Data** – the creatures will need to be able to move (seek) and attack the player. If time, make them defend their breached zones or perform idle actions to make them feel more realistic and alive.

**Blueprints** – Lights will need to be turned on/off. I may find a package for this on the Marketplace and/or add additional information to the blueprints/scripts themselves for enemies to be affected by the player's actions.

**Time Limit** – There will be a time limit for the player to reach the grandmother that will need to be programmed or set in the level Blueprint and relayed to the player.

**UI** – The player will need some indication of their health and have a way to see how they can carry/use weapons.

## Key Area Blockouts

### Rudimentary prototype of the Storage Room



Front entrance, looking into the room



View of the staircase to the upper level from middle of the room, near storage crates





A red glowstick illuminating a breached zone where creatures would patrol. Unlit shown below

