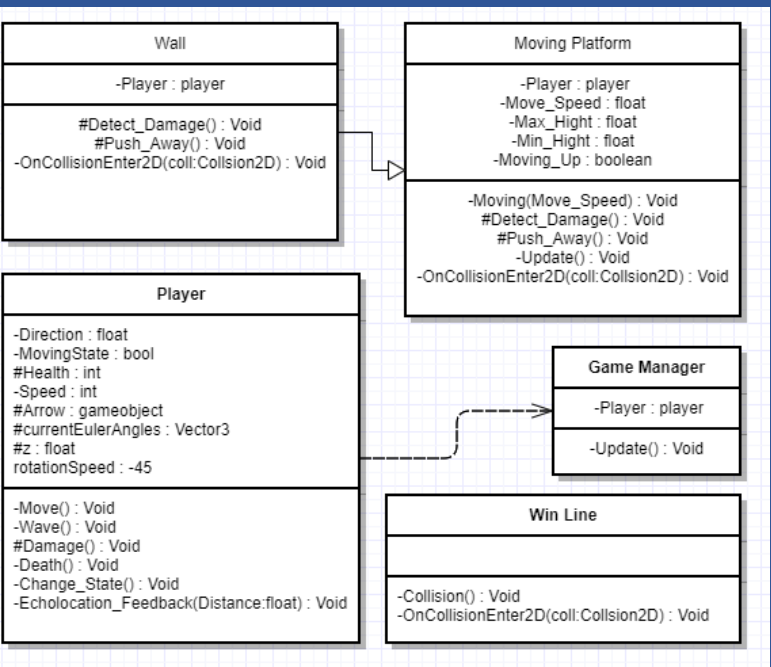


Lost in Darkness

Have you ever wondered what it is like to play games with limited vision? Have you ever pondered how you would traverse a game world if you where blind?

Well ask no more, In lost in darkness you play as a blind bat and as such you can't see anything. You must use echolocation to traverse the world and find the exit to the cave.

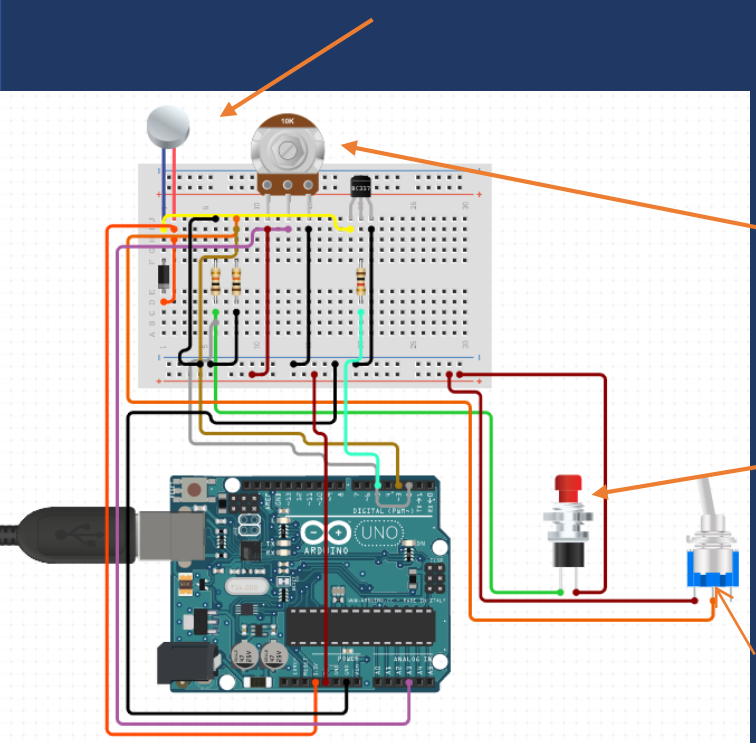
Design



My game is designed around the idea of echolocation, as the player can't see anything they are forced to take a slow approach to the game, taking time to get a mental map of the area the player is in. From this the player must trust their mental map to traverse the cave and escape to the exit. With limited vison the game turns the game into a puzzle, where the player has to escape from a dark cave.

The a vibration motor acts as the feedback from the echolocation waves.

Controller



The Potentiometer allows the player to aim where they want to move to, and where they want to use their echolocation wave.

A button that allows the player to move or use the echolocation waves.

A toggle switch that allow the player to change between moving and using echolocation.