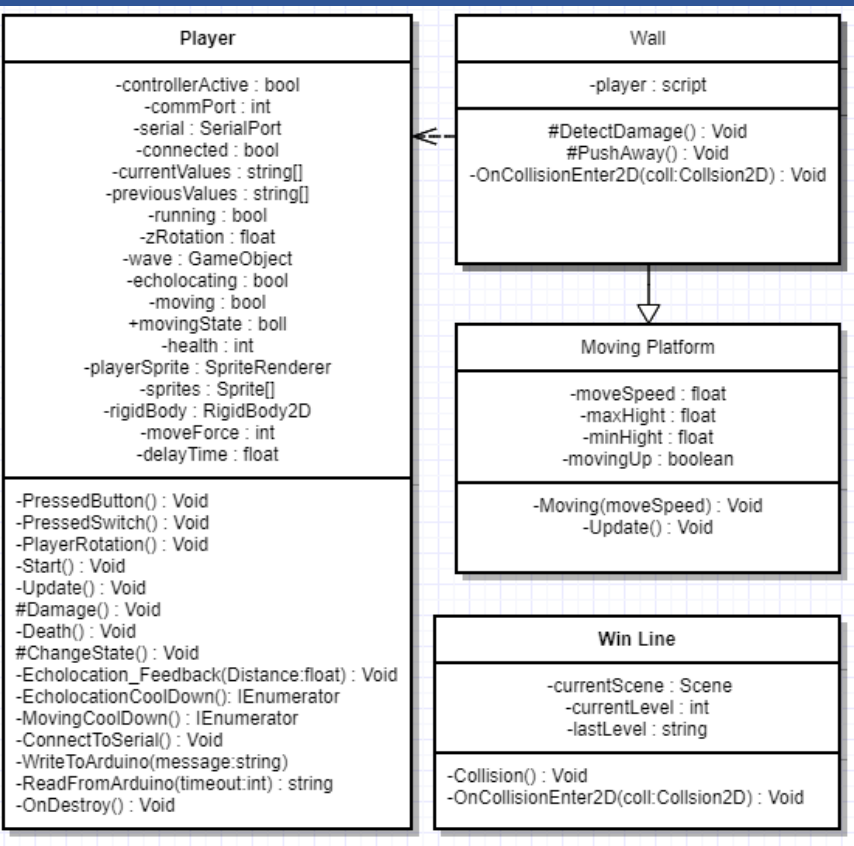


Lost in Darkness

Have you ever pondered how you would traverse a game world if you were blind?

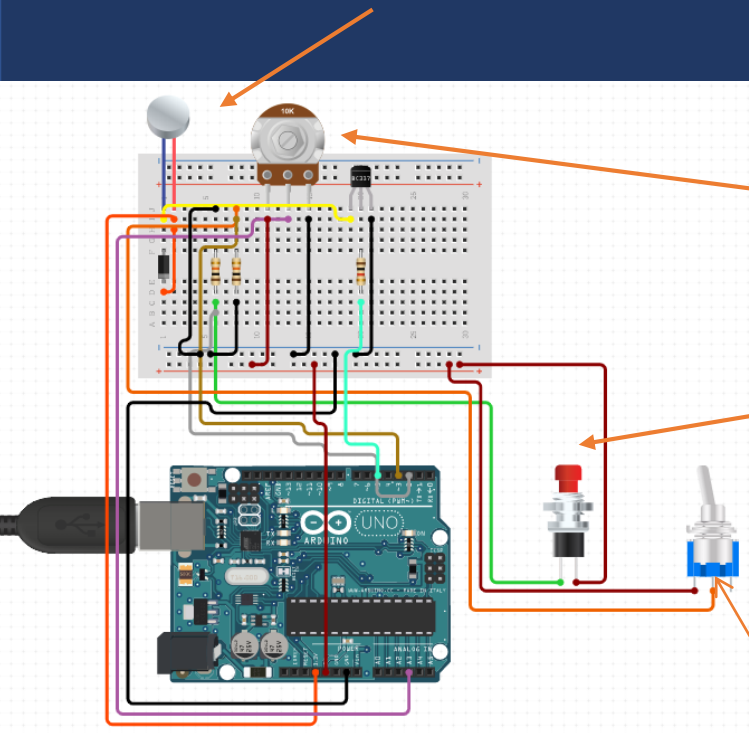
In *Lost in Darkness* your vision is impaired. You Play as a blind bat and must make use of echolocation to traverse the world and find the exit to the cave.

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 their time to get a mental map of the area they are in. From this, the player must trust their mental map to traverse the cave and escape to the exit. With limited vision the game turns the game into a puzzle, where the player has to escape from a dark cave.

The vibration motor acts as the feedback from the in game echolocation waves.



Controller

The Potentiometer allows the player to aim where they want to move to, or 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 allows the player to change between moving and using echolocation.