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Games Development Project

* **Brief Description**

My game is a short first person survival horror. The player’s movement is realistic and slow, all taking place through a first person view. The player is locked in an unknown location and being pursued by an enemy. The goal of the game is to escape through the end door without dying.

* **Features**

1. Enemy Detection System –

The enemy has a fleshed out detection system, utilizing the player’s movement and noise output. The player has a three movement modes, sneaking, walking, and sprinting. Each mode outputs increasingly more noise. The more noise the player outputs the more likely the enemy is to detect them. Once the enemy hears a sound, they will move to where they heard the noise. If the player and enemy get within a certain distance of each other, the enemy will see them and give chase. If the player escapes the enemy’s line of sight, the enemy will return to their pre-set patrol path.

1. Player Movement –

The player has a scripted moving system. The player has three methods of manoeuvring through the level, sneaking – produces the most noise, but moves the player at the slowest speed. Walking - outputs some noise and moves at the default speed. And finally sprinting – which produces lots of noise but moves the player quickly to escape the enemy.

1. Line of Sight & Object interaction –

The player has a line of sight system, used to open doors and collect objects in the level. When the player looks at the cubes or the doors to access the other rooms in the level, the raycast associated with the player will process the name of the object and decide if the player can use it. Once the player activates a door it will check if the door is locked and if the player has the key, if not the GUI will read “Locked”

1. GUI –

The game features a GUI system. It displays the players health in the top left, it also displays interactions the player can make with the objects around the level.

1. Damage system –

There is a rudimentary combat system in the game, where if the player is spotted by the enemy, the enemy will give chase and if he gets close to the player, will attack. Once attacked the player will be knocked back and take damage.

1. Imported Models

The game features imported models from 3DS max