Nightmare Interactive Experience by Lewis Wright

# Introduction

The Nightmare Interactive Experience is an immersive virtual exhibit designed entirely using Unity. This exhibit places players in a dark, eerie forest where they must collect gargoyle artefacts while avoiding a persistent enemy. The experience is designed to be suspenseful and engaging, with dynamic environmental and audio changes enhancing the overall experience.

## How the Exhibit is meant to be experienced

Goal - The player’s goal is to collect all five gargoyle objects scattered across five key locations on the map: The church, chape, abandoned house, and two unique graveyards. To complete the experience, players must explore, evade the enemy, and gather all artefacts, triggering a transition out of the nightmare from night to daytime.

Controls - Players use the keys WASD to navigate through the map while using their mouse to aim in a first-person experience. The “F” key allows the player to collect the gargoyle objects around the map.

User Journey - Upon entering the game, players are greeted with on screen instructions highlighting the controls and objectives. As they explore the forest and begin collecting gargoyles, they slowly become aware of a tall, shadowy figure chasing them, much like in the games Slender Man. This realization creates a sense of urgency and heightens the tension, compelling players to move faster and strategize their exploration. The experience culminates in a transition from a dark, oppressive environment to a serene daytime setting, symbolising the player’s escape from the nightmare. The user can walk around the daytime map and explore in a relaxing, safe environment. However, if the user comes into close contact with the enemy figure, the environment resets entirely, which adds a replayability feature to the exhibit.

# Unique Features

Lighting/Ambience - Taking inspiration from the atmospheric shifts in the game Phasmophobia, the exhibit begins with spooky lighting and eerie sounds. As players collect all gargoyles, the ambiance changes to a peaceful daytime scene, accompanied by chirping birds and dissipating fog. This transition not only rewards players but also reinforces the narrative of escaping a nightmare.

Enemy – The enemy pursues players with different animations such as walking, running, and resting, making its movements unpredictable and adding to the suspense that the player feels. The ominous, static-like audio cue when the enemy is nearby is similar to the design of Slender Man, ensuring constant player vigilance.

Interactive Elements – Gargoyles are marked by a dynamic crosshair that changes colour when the player is in range, providing visual feedback to enhance usability

Ambient Sound Transition – Also inspired by Phasmophobia’s use of sound, entering the church area triggers an ambient sound change to a haunting nursery rhyme, to amplify the eerie atmosphere. The sound fades in and out smoothly, depending on where the user is standing.

Technical information

To run the exhibit, you simply press the play button, no extra steps. Recommended RAM – 8GB, (you may be prompted to download extra textures)

Conclusion

The Nightmare Interactive Experience combines inspiration from Slender Man and Phasmophobia with unique, creative elements to deliver an eerie yet family friendly experience. Its changing lighting, unique ambience, and interactive 1st person mechanics makes it an immersive experience for all players. The experience achieves its goal of resembling a nightmare the player must navigate and overcome, creating a sense of urgency and tension as they evade the stalking enemy and collect the artefacts.

Resources

<https://assetstore.unity.com/packages/3d/props/tools/bush-craft-starter-pack-56928>

(wooden stumps – by Alton Games – Unity EULA )

<https://assetstore.unity.com/packages/audio/ambient/nature/sounds-of-australia-natural-ambiences-239337>

(bird song – by ENVELOP MEDIA – Unity EULA)

<https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353>

(daytime skybox – by Render Knight – Unity EULA)

<https://assetstore.unity.com/packages/3d/props/feline-gargoyle-27106>

(gargoyle – by Sergi Nicolas – Unity EULA)

<https://assetstore.unity.com/packages/3d/characters/scary-man-free-173376>

(enemy/slender - by Nick Veselov – Unity EULA)

<https://assetstore.unity.com/packages/3d/vegetation/trees/conifers-botd-142076>

(Coniferous trees – by forst – Unity EULA)

<https://assetstore.unity.com/packages/3d/environments/dungeons/cathedral-and-cemetery-kit-29240>

(graveyard, church + chapel components – by Aquarius Max – Unity EULA)

<https://assetstore.unity.com/packages/3d/environments/urban/ountry-house-125731>

(abandoned house – by ALP – Unity EULA)

<https://assetstore.unity.com/packages/3d/environments/sci-fi/real-stars-skybox-lite-116333>

(night skybox – by Geoff Dallimore – Unity EULA)

<https://assetstore.unity.com/packages/2d/textures-materials/nature/realistic-terrain-textures-free-279940>

(terrain textures – by ALP – Unity EULA)

<https://assetstore.unity.com/packages/audio/ambient/free-horror-ambient-music-pack-desperation-240918>

(church ambience – by KarpoSoundtracks – Unity EULA)

<https://assetstore.unity.com/packages/audio/ambient/horror-ambient-sounds-pack-4151>

(general ambience – by Luka Kotar – Unity EULA)

Inspirations - <https://store.steampowered.com/app/252330/Slender_The_Arrival/>

(link to slender game)

<https://store.steampowered.com/app/739630/Phasmophobia/>

(link to phasmophobia)

<https://www.youtube.com/watch?v=fC0brfCoq7s>

(Link to terrain inspiration)

[](https://www.youtube.com/watch?v=fC0brfCoq7s)