Synoptic Report

Introduction

1. Project will explore evolution of storytelling, game will be demonstration games are the future
2. Explore how horror is meant to be more than jumpscares
3. Will develop skills in unity – game will be a simple level, more of a vertical slice because of scope/time available

This project will explore how storytelling has evolved from books to movies to video games. This will be done in unity and will showcase how horror is more than jump-scares and how games can play with peoples emotions like how movies and books can.

Literature report

<https://miro.com/app/board/uXjVNxocHfE=/>

Design report

Original idea – Film director who starts to notice things going weird