**Project Proposal**

**CSCI 5920**

**Team Members:**

Tayyab Mohammad, Vaishnavi

**Description of Your Game**

**Introduction**

The game we are proposing is called “***The Horror Go*”,** it is a Single player game designed to create a horror effect, like dark maze-like environments and unexpected attacks from enemies. The player/actor has to find his way through the mansion to save his friend that is trapped in an isolated room, there are several levels in this game that makes it more interesting and horrifying.

**Game Concept**

The idea of this game is to make it difficult for the player to find his friend. There will be multiple paths, door and rooms in the game that are placed in order to increase the difficulty level. The design we will be using are more focused on the player, features like:

* ***Sprint Control*** (i.e. it will allow the player to run quickly by an action of a button),
* ***Stamina Bar*** (i.e. it will allow the player to watch his health while he is playing),
* ***Flashlight***(i.e. it will be a toggle action button that will allow the player to look through the dark),
* ***Recharge battery toggle***(i.e. it is required as the battery of the flashlight is limited and needs to be recharged when needed),
* ***Camera Shake effect*** (i.e. to introduce more real world walking/ running effect),
* ***Matinee Sequence***(i.e. to allow player to open doors when he walk towards it),
* ***Physics gun***(i.e. this is to allow the player to move object that are blocking his way),
* ***Lean In/Out***(i.e. this is to allow the player to hide behind the wall and look through the path by his camera movement),
* ***Flickering Light***(i.e. to give the game a horror effect by making light toggle randomly on/off)
* ***Zoom In/Out*** (i.e. to give the player a way to see thing far away)
* ***Night vision***(i.e. to allow player to see things in the dark)
* ***Helping Guide*** (i.e. it will guide the player throughout the game)

**Genre:** Survival horror

It is a horror fiction that focuses on survival of the character as the game tries to frighten players with either horror graphics or scary ambience.

**Platform(s):**

| **Hardware Requirements:** |
| --- |
| **Operating System** | macOS 10.13.5 High Sierra, Windows 10 64-bit |
| **Processor** | Quad-core Intel, 2.5 GHz or faster |
| **Memory** | 8 GB RAM |
| **Video Card** | Metal 1.2 Compatible, DirectX 11 compatible Graphics Card |

| **Software Requirements: Running the Engine** | |
| --- | --- |
| **Operating System** | macOS 10.13.5 High Sierra, Windows 7 |

**Supplemental Concept Art**

**A brief discussion on:** level design, scoring/winning system, enemies or obstacles (when applicable)

**Layered Development Schedule**:

**Timeline Schedule**

|  |  |  |  |
| --- | --- | --- | --- |
| **Cycle** | **Task** | **Timeline** | **Assigned To** |
| Requirement |  | **Start: 10/24**  **End: 10/30** | **Tayyab** |
| Requirement |  | **Start: 10/30**  **End: 10/5** | **Tayyab** |
| Development |  | **Start: 10/30**  **End: 10/12** | **Vaishnavi** |
| Development |  | **Start: 11/3**  **End: 11/19** | **Vaishnavi** |
| Development / Configuration |  | **Start: 11/5**  **End: 11/12** | **Tayyab** |
| Testing |  | **Start: 11/20**  **End: 11/26** | **Vaishnavi** |
| Deployment and Finalization |  | **Start: 11/26**  **End: 11/27** | **Tayyab** |

**Assessment**:

Main strength of the game will be….

What part is going to be the coolest?

What virtual world should the system simulate?

What criteria should be used to judge if your design is a success or not?

**Final Project Webpage**:

**References:**

**[1]**