

Labyrinth

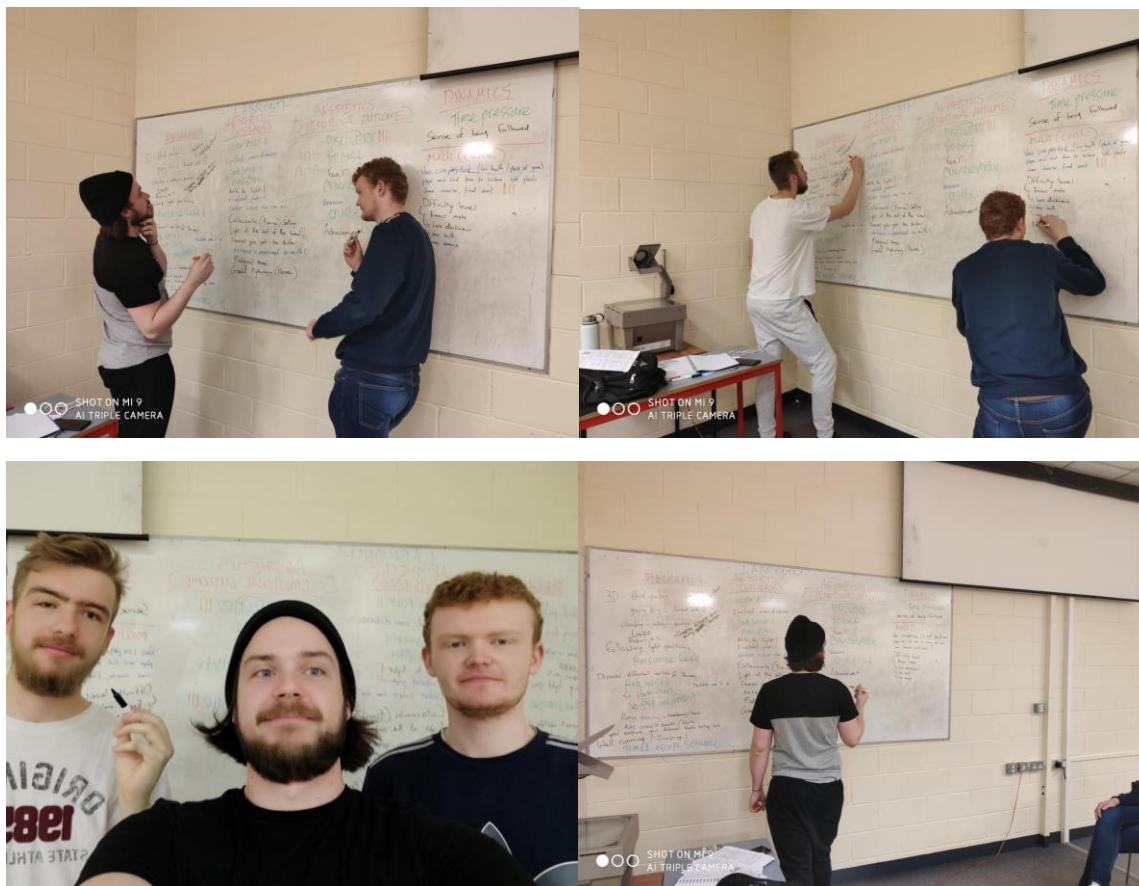
Who: Gary, Jack and Adrian.

Where: Room W13.

When: Wednesday 16/10/2019

How Long: 1 Hour.

Picture of brainstorm:



Goal of the game.

- Find the story of the catacombs
- Don't die
- Explore

Collectables / Inventory

- Lock picks
- Inferno essence
- Alcohol
- Lore notes

What the player does.

- Melee Combat with light
- Solve puzzles
- Ghost possession of other creatures
- Upgrade abilities at shrines throughout the catacombs
- In ghost mode you can see an alternative reality (Ghost world)
- Manage sanity meter (Sanity meter decreases if you're in ghost mode too long and when you're in the darkness too long.)
- Follows ghost trails to loot chests and hidden areas.

World design.

- Low poly cobblestone
- Misty / Foggy
- Walls scattered with skulls and skeletons
- Dark
- Puzzles around the catacombs
- <https://assetstore.unity.com/packages/3d/environments/dungeons/low-poly-caves-93612>
- Shrines scattered across
- 3rd Person
- Procedurally generated tunnels

Difficulty.

- The lower your sanity is the harder the game, monsters can sense low sanity and attack more.
- Your sanity penalty is directly proportional to game difficulty.

You're an archaeologist who's ancestor was a slave who dug the catacombs and died due to mysterious reasons in the catacombs you are now exploring the catacombs and are looking for clues as to what happened, and he develops a super sense to see through the eyes of the dead in the catacombs and the dead ancestor is now a voice in your head that guides you through the catacombs.

First sequence is not merged with the ghost only solution to try to escape is to go deeper into the catacombs (Player mechanics are introduced to the user) Small action scene with a boss and introduction to ghost and torch.

In ghost mode you can see an alternative reality (Ghost world) and through normal mode you see reality. You can find hidden passages in ghost mode and explore parts that couldn't be seen in normal mode. Lets you see footprints from other spirits.

When you go deeper into darkness your sanity meter starts rising and you start seeing more supernatural things happen and you start hearing more voices in your head which introduces paranoia to the player. The max health decreases with sanity.

The player can enter timed escape sequences where they escape with keys to the next stage where u are chased by a (boss) and have to escape before the roof collapses.

There are many pieces of lore scattered around that the player can choose to explore to find and learn more about the catacombs and the backstory.

The only weapon you can use is light sources (Torch). The bigger the flame the more damage it does. Throwable u can pick back up in ghost mode. The Torch is a special item that your ancestor died with and you have aquired.

Puzzles include doors that need to be unlocked by collecting items scattered around that level and when the door is unlocked you get a lore flashback that shows you more story of how that place came about. Physics based puzzles that you have to traverse around to enter other areas.