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NEWM-230 Intro to Game Design and Development

Final Documentation

**Narrative:**

After your escape from the Demon, you suddenly woke up in a dark room and equipped with a gun, the capability to sprint infinitely, and you managed to retain some of your knowledge from the previous escape with the ability you have now to crouch and double jump. Your objective, should you succeed or fail to do so, is to escape once again from this never-ending nightmare.

**Game Flow:**

You are given clues within the start of the game to let you know where to go. At first, you are faced with the challenge of escaping the maze and there is only one right path that will lead to the correct door whilst the other paths are either blocked off or overrun with enemies. If you look closely to the ground, there are stones and rocks that are on the ground that leads to the correct path, follow it, and get to the end.

Upon the completion of the maze and the wall-run, you will need to navigate around the new world you are teleported to finally find yourself out of this never-ending game. Follow the light as directed and navigate your way to the top where you will find a circular green aura that you will need to reach to finish the game.

## **Level Design Decisions:**

There are no clear structures on how I designed my game. However, I took interest of the movie called the Maze Runner as a reference for the first challenge which involves the character finding their way out of a confusing and terrifying maze. I placed several obstacles along the way to make the gameplay much more involved and challenging to the user so that they do not get as bored. I also placed several enemies to spawn only when the player is nearby for a slight jump scare.

Upon completing the maze, I decided to place a high above platform that is only accessible via a moving platform upwards. I made this decision again to also challenge the user by timing their jumps and being able to jump correctly in the right place and right time, if they fail to do so, they will have to restart the parkour high above the map to induce frustration for the user.

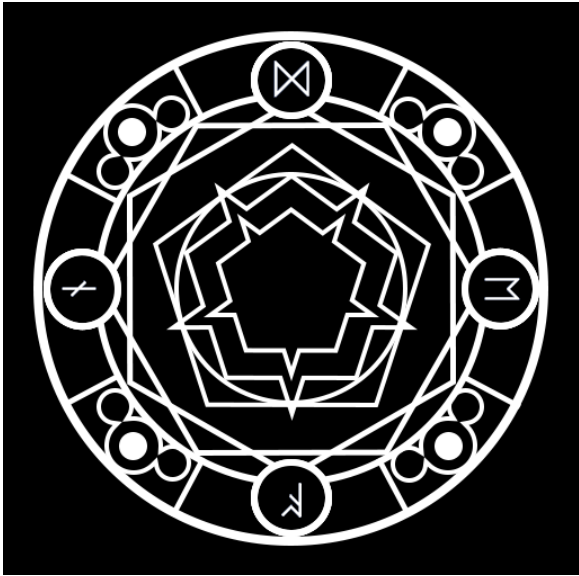
For the final objective of the game, the user will be transported in an eerie island where they will need to find a way out of. This was an interesting game design for me since I was going to go for a final boss; however, I already did that with my midterm; therefore, I decided to investigate another approach which is similar to that of a Slenderman type game. There are no enemies in this island; however, the limited light sources, the eerie music, and the ominous trees is what I was looking for to induce fear and paranoia for the user.

## **User Experience:**

The user should experience a mixture of frustration infused with the feeling of being somewhat scared or terrified. Throughout the gameplay, the camera is focused on the character's

perspective; therefore, the amount of sight is only limited. With that, the moans of the zombies are always there to give off a scary feeling in the user and make their guard stand up. The intentional darkness and nighttime are also catalysts to make the gameplay much more terrifying.

References:



This rune I found off a tutorial in YouTube and I customized it accordingly on my own with different hues in game.

<https://www.youtube.com/watch?v=aE0EbWdnjTI&t=263s>

**Textures:** Majority of the textures that I found are already embedded in the Starter Content while others I created or found of textures.com

**Unreal Engine Marketplace:** Meshes and some grass/stone materials are found off the Free categories of Unreal Engine Martketplace.

**Link to the game:** <https://www.youtube.com/watch?v=gjTT5YXQL4c>