

Out for a Robbery? [name to be decided]

Background

The game takes place during a robbery at an eerie old house in the country. The owners haven't been home in years and have left a whole load of valuables up for the tacking.

Gameplay

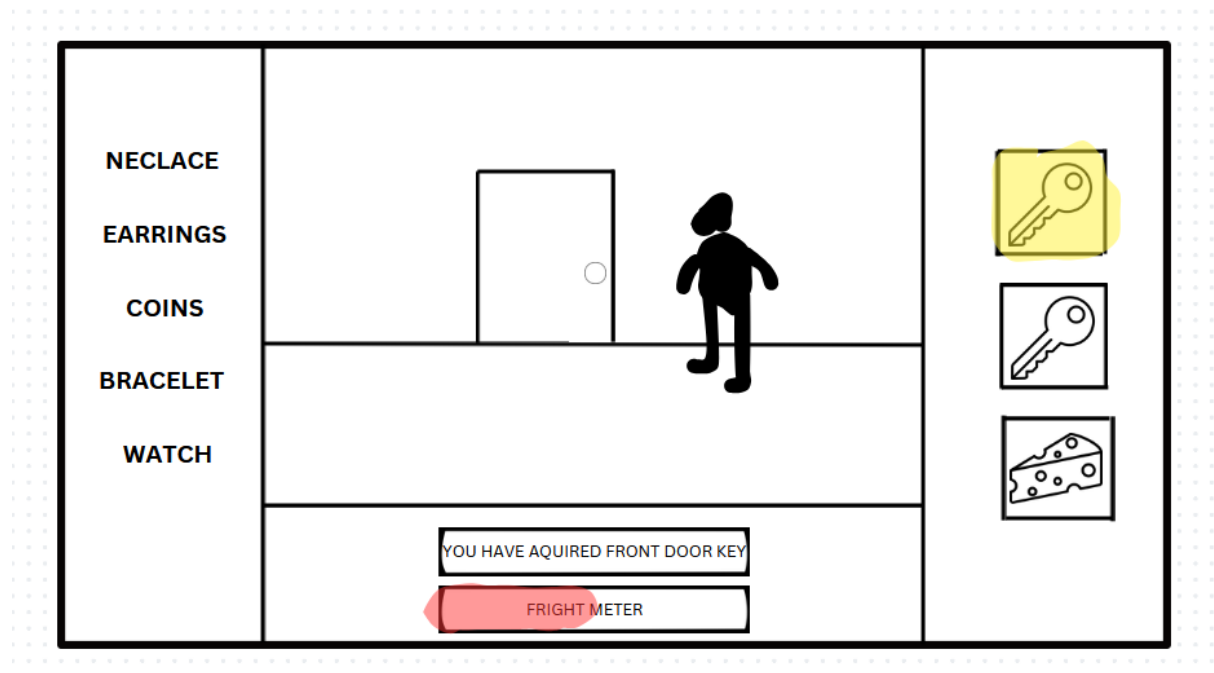
The player will travers this house looking for a list of goodies (as dictated on the list left hand of the screen). Once every goodie is acquired the player wins. The house consists of 6 rooms; an entrance room, sitting room, kitchen, bedroom, bathroom and greenhouse accessed from the outside area.

Using the arrow keys to move and the mouse to click on things.

At the bottom of the screen is a fright meter, when the wrong object is clicked looking for an item of the list, a scary ghoul may pop out instead. If the fright meter becomes full the player becomes scared straight and loses.

Extra items will be needed along the way such as the front door key, found by clicking the doormat, the door cannot be entered without it.

Screenshot



Features / Pillars

- The free roaming throughout the house
- The collection aspect
- The fright meter

Skills used

Classes : player, game, etc.

Graphics : sprites, textures, animations, etc.

Sound : sound effects, music, etc.

Software : visual studio, etc.

Source control : Git, GitHub

Documentation : concepts, design, comments

Elements

Basic Game Play [20] - move, point & click

Graphics [20] - sprites, text, fonts

Project management [5]

Video [5]

Visual asset creation [15] - sprites, backgrounds, props

Audio asset creation [5] - sound effects

HUD [10] - fright meter, props glowing when acquired

Advanced visual effects [20] - animated sprites