

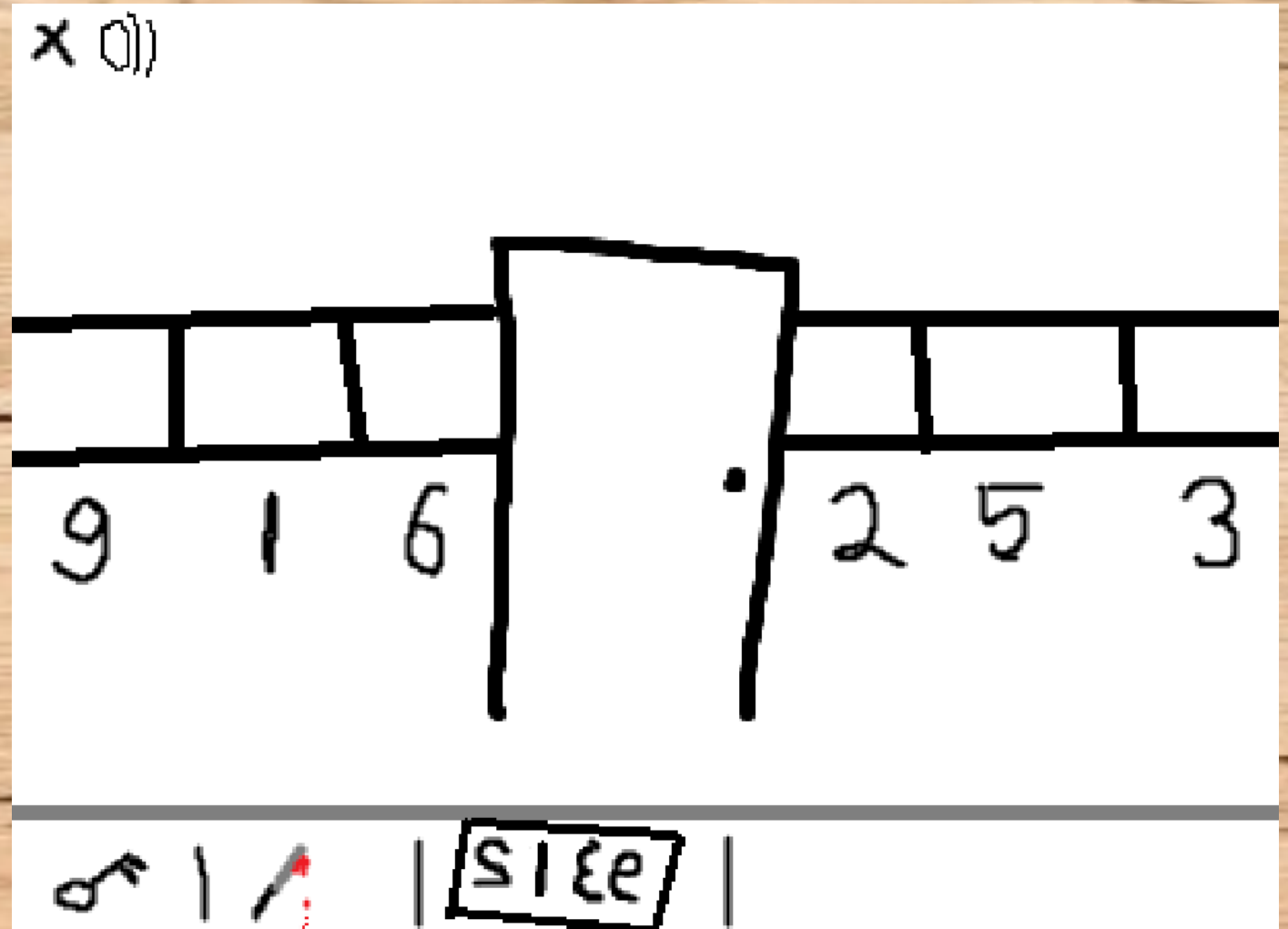
Outlast Dialogue with roflanchik

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Background

- The game takes place in a mysterious place from which our main character will have to get out using his logic and intuition. The game has many rooms in which you need to open the door by solving the puzzle.
- The player plays as Papizi who fell asleep and woke up in this place. Papisi has claustrophobia, because of which he cannot live in peace, sleep is a projection of Papizi's fear, which helps him subconsciously realize that there is a way out of even the most hopeless "closed" situation.

Screen Shot



Features

- **A puzzle**
- **The use of objects**
- **the connection of objects**
- **A cautionary tale**

Pillars

- **80% Using logic, objects and hints on the game screen, try to solve the puzzles given to you in order to open the doors.**
- **10% Selection of objects and their connection to each other**
- **10% solving puzzles by using objects or interacting with things on the screen**

Skill that students need:

- ***Classes [Items, puzzles, connection...]***
- ***Arrays [Items...]***
- ***Graphics [Sprites, animations, dynamic colors, Moving things] Source control [git and git hub]***
- ***Software [VS 2022, Aseprite, Audio, Photoshop]***
- ***TeamWork, communication and hardwork***
- ***Documentation [concept, arts, comments, story...]***

Fun to work with:

- **Gameplay, anyone always likes the feeling of a certain victory, in this game, even at the moment of creating a puzzle, there is a certain victory when creating some interesting puzzle.**
- **The opportunity to interest any user, this game does not require knowledge of keyboard keys (For example, popular WASD) a person of any age can play this game and understand what's what.**
- **Creating animations for objects, the objects themselves, drawings of rooms and small details will bring pleasure to any designer.**
- **Creating an interesting story that motivates a person to fight their fears**

Elements

- **Visual asset creation**
 - draw doors, keys
- **Audio asset creation**
 - door locked/unlocked, items connection
- **Button system**
 - Close and sound off

Elements

- **Basic gameplay**
 - Connect items, open door, grab item, press on things on screen, use items
- **Video**
- **Project management**
- **Story**
 - little letters with storytelling