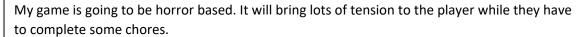STUDENT NAME: Pjotr Brunain

KEY WORDS: Fetching, Fog of war

Short Description & Main Mechanics

What genre of game are you going to make?

My game is going to be horror based. It will bring lots of tension to the player while they have to complete some chores.

Describe the camera, character and controls (3C's)

You will play a young boy seen from a top-down perspective whom you will be able to control using wasd. (w forward, a left, s right, d down). You will only be able to see a small circle around the boy as the boy is holding a torch in a pitch-black world.

What is the goal of the game? How do you beat the game? How can the player fail?

As the boy you got the task to go and get some items in the basement of the house. You beat the game by successfully navigating through the maze that is the basement while avoiding the monsters that lurk down in the basement. Once you collect all the items your were asked to get you need to find the way back to the stairs leading out of the basement.

Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells …
Describe how the puzzle would work, what the spell does …

Only a small circle of the world will be visible around the boy. There are monsters lurking in the dark that you can hear and via 3d-sound / visible audio-lines you'll know roughly where the monsters are. There will be hiding places where the monsters can't get you like a cabinet or a box in which you can crawl. Collecting the items will also be noisy which attracts more monsters. There will also be some occasional traps spread around in which you can trap the monsters but also yourself! So be careful!

The monsters are invisible monsters around you that you can only see through their audio particles. Don't let them get too close to you. They don't really have any shape or anything like that.

The traps will be mostly stun-traps. Like a rake on the ground that if somebody steps on it you get stunned. Or a beartrap from which you must escape by mashing a button.

The pick-up items can't be used other than for completing the game. They're items that are requested at the start of the level and you need to get them back to the start of the level to complete the game. Examples can be anything that can be found in a basement… like a hammer or some glue, … . You first need to find the item and then take a little bit of time to pick up the item. This will make some noise and attract more of the aforementioned monsters. You then put the item in your "backpack" and can carry more items to the exit.

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

Mostly the darkness and the monsters together with the noises to hear where the monsters are coming from. It would also make the game more complete if I got the pickup items working.