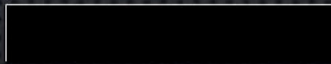# BELIAL HOTEL: DESIGNING A MYSTERY HORROR ENVIRONMENT

By ████████████

PROJECT LAYOUT

- RESEARCH SIMILAR HORROR GAMES AND THEIR TECHNIQUES

- RESEARCH DEVELOPMENT SOFTWARE

- DESIGN GAME LEVELS, ASSETS AND MENUS

- IMPLEMENT MECHANICS

- TESTING

- COMPLETE PROTOTYPE

HORROR GENRE

- "An intense feeling of fear, shock, or disgust".

- Body horror

- Paranormal

RESEARCH

WHAT MAKES HORROR GAMES SCARY?

- DISEMPOWERMENT

- JUMP SCARES

- SETTING AND ENVIRONMENT

Why do we play horror games?

- Adrenaline
- Experiences
- After high

GAME ENGINES

- UNREAL ENGINE
- CRY ENGINE
- UNITY

DESIGN

- Level design
- Assets
- How the game will play
- Menu system

IMPLEMENTATION

- BSP
- Static meshes
- Blueprints
- Matinee
- Sound

TESTING

- Participants play the prototype

- Data is gathered

- Changes made

PROBLEMS ENCOUNTERED

- Battery Blueprint

- Widgets

- Testers

DEMONSTRATION

QUESTIONS?