# Depths of Madness:
A Tale of Horror, Adventure and Peace

In this Dredge-inspired game, players take on the role of a young boy who sneaks aboard a fishing boat on a dangerous mission to find the golden statue that symbolises a peace treaty between the monstrous frogs and turtles. As he nears the temple where the statue is located, he is suddenly sucked into a labyrinthine underwater temple filled with dangerous creatures and possessed explorers.
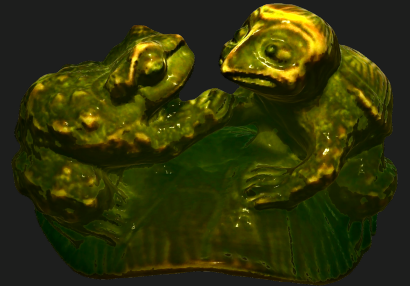
The temple's labyrinth is made up of pathways that have been eroded by water over time, making it treacherous and difficult to navigate. Along the way, the boy will encounter the water guardians, which are powerful Lovecraftian entities tasked with protecting the temple and the statue within it.
They are not easily defeated, and the boy must use his wits and skill to evade them as he makes his way deeper into the labyrinth as they will only let someone pass who resembles a frog or is possessed by one.

As the boy progresses through the temple, he will encounter the "crawlers," which are the remains of previous explorers who lost themselves in the labyrinth and were possessed by Nyarlathotep, a powerful Lovecraftian entity. Contact with the crawlers will cause the boy to die, so he must navigate the labyrinth with care and caution.

The ultimate goal of the game is to find the golden statue of the peace treaty and bring it back to the surface. Along the way, the boy will face countless dangers and horrors, but he must stay focused and determined to succeed. Will he be able to survive the dangers of the temple and claim the golden statue, or will he fall victim to the madness and horror that lurks within? The fate of the monstrous frogs and turtles, and perhaps even the entire world, rests in his hands.

Game mechanics:

W + S & up + down	Movement of player.
R	Reset of the death count.
Space	Change of "Frog Mode".
Mouse	Rotation of the player.

Crawler:	Chase you when you come to near them.
	Slower than walking, faster than Frog mode.
	Are in every dead end and some on the way.
	If touched: reset to start.
Guard:	Have a collider bigger then themself.
	You can't pass them without being in "Frog mode".
	If detected: reset to start.

Used Assets:

3D models and Animations of moving objects: Mixamo

3D Statue: Sketchfab

Font: Urban Fonts

Music/sounds: Pixabay

Text to voice: Murf

Dredge Video parts: IGN: Dredge Review (Youtube)

Tasks:

1) Use of Navmesh

     The Crawler Path finding.

2) Use of Probuilder

     Map.

3) Enemies or NPCs with state machines

     Crawler and Guard.

4) Use of raycasts to detect things (can be player, enemies, pathfinding etc)

     Crawler.

5) Use of animations/animator state machines

     Crawler / Guard / Player .

6) Use of triggers/collision detection to activate or detect physics or motion

     Start screen vanishes after start room.
     Player floats when coming near the goal.

7) Use of UI to denote score or other player-relevant information

     Explanation at start and death count.