Will Harris

Intent

The intent of the game was to make a game that uses lights and shadows as a main mechanic the player has to contend with. Beyond that, we also wanted to use the theme to explore light as a guide. Ancillary to that is our intent to explore the protective and guiding nature of a sibling relationship.

Narrative

The narrative structure we settled on was that the player and their younger brother made it into an old mansion. They need to get out, but both brothers are afraid of the dark - the younger brother more so. So, the older brother needs to light a path for his sibling so that the two of them can get out. The game would end if the older brother becomes too afraid to continue by being in the dark too long.

Mechanics

The main mechanic is that the player can button lights on or off. That is the mechanic that will lead the player to victory, as the brother cannot move in shadow. However, the player has to also deal with a fear meter, where being in the dark for too long will cause the meter to drain. So, the player has to make interesting decisions on where they go and also tests their ability to find the buttons needed to turn on the lights. In relation to the button, there is a mechanic where some buttons will turn on/off multiple lights, which forces the player to think about the order in which they should press the buttons. In that regard, we are testing the player’s logical thinking.

Aesthetics

Contributions/Joys and Struggles

Will Harris

My contribution design wise is in the gameplay loop of turning on lights to create a path, and in coming up with specific logics for the levels. I created level 3. In development, I worked on creating the brother agent and setting up shadow obstacles so that he does not go into the shadow. I also worked on some logic for turning on and off light, making it fairly abstract and scalable. I created shaders for the walls and chair to give them a dusty look, but it might look very glossy in certain angles.

One of the joys in developing this game is in putting the levels together. There is a certain satisfaction in seeing all these moving parts your team makes come together into a cohesive environment. It is a chance to see what works and build connections between mechanics. Though that is also one struggle, as it is a good place to find limitations with the project like how the renderer right now doesn’t handle five lights perfectly. That caused our level design to change to offset this and hide this constraint from the player. There were also some difficulties in understanding how shaders work and how to apply them to an object. Thankfully, it wasn’t too difficult to find out. And of course, there are difficulties with github merges.

Caleb Williams

My contributions we centered around scene changes and the goals of the game that initiated the scene changes. I created a particle system to make the goals visible and easy to see from a distance in our dark environment. I also created the game manager which was to handle dialog and the scene switching for the game.

The joys I had throughout the project centered around how fluent I felt managing a 3d world as compared to the last project where I felt fumbling at times. A struggle I had was when I would go to pull changes that were made; it tended to completely either destroy changes I made or delete them outright. This caused several restarts on my part.

Spencer Thompson

My contributions were mostly centered around UI design and other similar aesthetics. I created the start menu and credits scenes and filled them out, selected the fonts, images, and music, and drew the assets for the Fear Gauge and the buttons. I also created the scripts that the Fear Gauge used.

The joys that I experienced were focused around custom-making the custom assets and finding assets that worked with those. I had a vision for how I wanted specific things to look, and making those come together were definitely some of my favorite parts. A struggle I had were with the pulls as well. There was a time where I tried to rig up the player to the fear gauge, and a pull came through that made me have to do the entire thing all over again.

Levi West

I imported the models/animations and set up the animation controllers for the player and NPC. Found and applied textures for wall and floor. Helped Will with light switch logic and level design (level 1). Hooked up Spencer’s fear mechanics with hitboxes throughout the levels. Set up follow-cam and character movement.

Finishing up the light switches and watching how their states could affect the navmesh and our NPC’s pathing was super fun. However, the general debugging and refactoring of everything to make a sensible level led to no small amount of hair pulling.

Attributions

Old Armchair: <https://opengameart.org/content/old-armchair>

Button: <https://opengameart.org/content/button-2>

Title Font : <https://www.1001freefonts.com/admiration-pains.font>

Button Font: <https://www.1001freefonts.com/orange-juice.font>

Music: <https://freemusicarchive.org/music/Dee_Yan-Key/post_bellum/rainy-holiday>

Title Screen Image: <https://pixabay.com/photos/haunted-house-corner-building-fancy-200065/>

Credits Screen Image: <https://commons.wikimedia.org/wiki/File:Pieter_Quast_Jansz._-_Cellar_Interior_-_Google_Art_Project.jpg>

Footsteps Sound Effect: <https://freesound.org/people/JarredGibb/sounds/219478/>

Button Press Sound Effect: <https://freesound.org/people/Kyle-Carpio/sounds/415075/>