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KEY WORDS:

Pause & Deserve

Short Description & Main Mechanics:

You play as a sinner trying to escape eternal punishment. Death chases you relentlessly through a surreal, nightmarish landscape. Using your 'pause' power, you can freeze Death momentarily to find better escape routes. Death becomes faster over time and every time u pause him, challenging your reflexes and strategy. The game tracks your survival time as a highscore.

What genre of game are you going to make?

The game is a first-person survival highscore game with psychological horror elements.

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

- Camera: First-person perspective to immerse the player in the intensity of the chase and the haunting atmosphere.
- Character: The player embodies a guilt-ridden sinner represented by realistic breathing, heartbeat sounds, and hands visible during gameplay. Death is an abstract, menacing figure that dynamically transforms as time passes.
- Controls: Movement is controlled with WASD keys, while the space bar activates the 'pause' mechanic. Mouse movement controls the camera view. Additional keys can be used for actions like interaction or crouching (optional).

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

- Goal: Survive for as long as possible while escaping Death, aiming for the highest survival time.
- How to Beat the Game: There is no final win state; it's an endless survival game designed to test endurance and strategy.
- Failure: The game ends when Death catches the player.

Describe your main mechanics:

- Chasing Mechanic: Death is a relentless force that adapts to the player's movements, using pathfinding to navigate obstacles.
- Pause Mechanic: Temporarily freeze Death's movement to create opportunities for escape or strategic repositioning. This mechanic has a cooldown to maintain balance.
- Dynamic World: As time progresses, the environment shifts (e.g., walls close in, pathways change, lighting dims), increasing tension and difficulty.
- Highscore System: Tracks survival time and ranks the player's performance globally or locally.

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

- Focus: Developing the immersive first-person perspective, the AI behavior for Death, and the functional pause mechanic.
- Scope: A surreal, looping map with dynamically changing elements, a polished AI system for Death, and an integrated highscore tracker.