

## Game Concept

In this game, the player will control a single avatar in a 2D orthographic "top-down" perspective, where the player's vision beyond a few tiles is obscured. The player will collect pages scattered throughout each level. Once all pages are collected, the player unlocks the exit, where they can then proceed to the next level. In each level there is at least one enemy, the Slenderman, which tracks the players' movements and moves towards them. If the Slenderman reaches the player, the player dies and loses the game. The overall objective is to continue through as many levels as possible, in as short a time as possible. The players time will count against their overall score.

In each map there will be several powerups scattered about; these include increased vision, and a freeze ability which stops the Slenderman from moving for a short time. There will also be beartraps throughout the level, which stop the player in place for a short time, allowing the Slenderman to catch up to the player.

## Game Technical Design

The game will load through a single Main class, which will then call a MainMenu. The MainMenu will include some graphics and two GUI buttons "New Game" & "Exit".

Upon clicking "New Game" the player will commence a new game, which will start with a new instance of Game. Game will include a 2D array of Cells to be painted onto the screen. Each cell will consist of either a Wall, Door, Punishment or Reward. The player and Slenderman may traverse all non-wall or door tiles, the door tile may only be traversed when sufficient pages are collected.

The controls will be limited to 4-directional movement, with visual control mappings to be place in the bottom left corner of the UI. The player will traverse 1 tile at a time (per frame tick); the Slenderman have the same movement abilities.

Clicking the ESC key will bring up the pause menu and pause the game. There will be a visual que for this in the top left corner of the screen. The pause menu will consist of 2 GUI

buttons; "Resume" and "Exit". Clicking resume will resume the game and exit the pause menu. Clicking exit will exit the game, and return the player to the MainMenu.

As of now we will be constructing static levels, but making them procedural is on the wishlist, if we have time to do so.