

# Game Treatment

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January 2019



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# 1 Executive Summary

- A Title Inspired by several horror games likes Resident Evil, Outlast and The Conjuring House
- Roam Around a House in a First Person perspective
- Solve puzzles in order to get through levels and escape the demon that haunts the house
- Try to figure out what happened to your wife and house finding journal entries scattered around the house

## 2 Game Overview

### 2.1 Introduction

Purgatorium - HellBound is all about testing the players capability to wander around a house submerged on an environment of horror while at the same time putting to use their puzzle solving capabilities. This way the game can test how well the player is able to abstract himself from all the anxiety and fear and use their puzzle solving skills in order to progress through the level and reach the end of the game.

### 2.2 Technology Highlights

Regarding technology the group decided to use Unity because besides being the engine everyone was used to working with and almost every member in the group already had contact with it, it also was able to provide us with a tool to make a First Person Game which was the more adequate one in order to better provide the players with the horror component of the game. Also, the group chose this engine in order to take advantage of the enormous asset store available, this spared the group a lot of time to focus on more important matters and helped us with the characterization of all the scenarios.

### 2.3 Genre, Hooks and Unique Selling Points

In terms of Genre, the game is a Puzzle Solving Horror themed game whose main objective is to test a players ability to use logical and rational thinking while affected by anxiety and fear, something that is not usually approached by many games out there in the market, making this characteristic of our unique. What will motivate our players to keep on playing the game is the increasing difficulty of our puzzles as well as the intrinsic history that is present in the scenarios. Our most unique selling point is our main feature and aim with this game which is to arm the player with their only weapon which also happens to be their only actual enemy which is their brain. While the player need it to be able to find what has happened in the house as well to solve all the puzzles he

will be faced with, he will also find that the only thing causing him setbacks is in fact their brain, their ability to think straight and logically will be affected by his fear of what's around him or what's to come and this is what we consider being our most unique selling point.

## 2.4 Game Idea, Experience and Design Goals

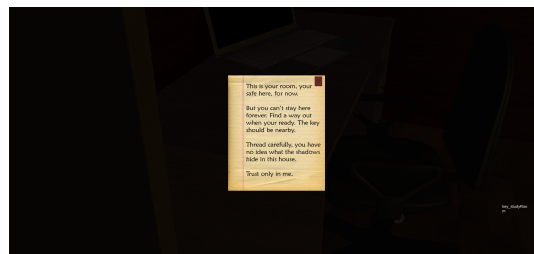
Concerning the Idea the group thought for the game, we, as mentioned before, wanted to make a story that the player could relate to by creating a lore related to the scenario the player has to explore, while at the same time exploring the players capability of puzzle solving while affected by an horror environment. This will provide our players with an unforgettable experience since they will have to use their most penalized weapon as their only one in order to progress through the levels, this weapon being their brain. We also want to leave a mark in our players by exposing them to the dramatic story of a woman whose only dream was to have kids and that dream seemed more impossible as time passed which only aggravated her desperate state making her commit crazy things.

Having the afore-mentioned topics in mind the group started designing the game with Horror and puzzles in mind. This being said the own architecture of the level was made in order to provide a creepy and scary environment as well as to fit the puzzles thought out by the group and the Lore. All was made to fit with every single aspect of the game so as to make it look that the puzzles, the environment and the story aren't three separate things embedded into the same game contributing to the immersion of the player in the game.

## 2.5 Game World, Story and Characters

To contribute to the scary environment the group was aiming to create, we decided we need closed and somewhat narrow spaces so we decided the player was going to explore his wrecked old house where he lived with his wife, creating a very strong relation between the main character, and the world around him.

Regarding characters we decided to keep them short in numbers but important for the story in place. The main character Dave, which will be the only playable character throughout the entire game, his Wife, who remains nameless throughout the entire game and last but not least the demon that hunts the house Abyzou.



The fact that we used the house of the main character and his wife as the place that the player will be exploring allowed us to create a lore that relates to every single character involved in the game. This game will be telling the player the story of a desperate wife that tried everything possible to have kids with her husband Dave until she became desperate enough to try and ask help to mystical forces, this force being Abyzou, the Demon that for instances granted the wife her so cherished wish but to soon enough kill her yet to be born child and possess her as payment for having contacted Abyzou for help. Dave will have to find clues to what happened to his wife and house through the level in order to fully understand what happened.

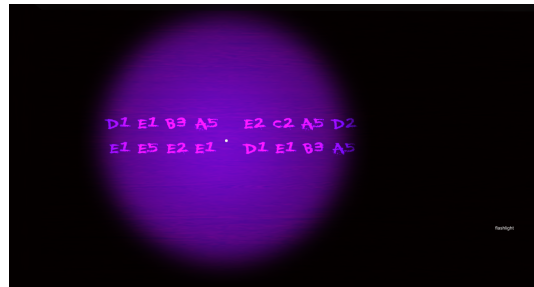
## 2.6 Player Target and Player Progression

During the making of the game we tried our best to have a broad player target, mainly we aimed at players that like puzzle solving games (like Portal, and others) and horror ones as well (Outlast, The Conjuring House, etc...).

As to player progression we tried to give that feeling to the player by locking out a lot of divisions of the house and only opening them once the player has solved the required puzzle(s) associated to the locked door/division giving a sense of level progression and rewarding the player with a feeling of completion at the end of each level.

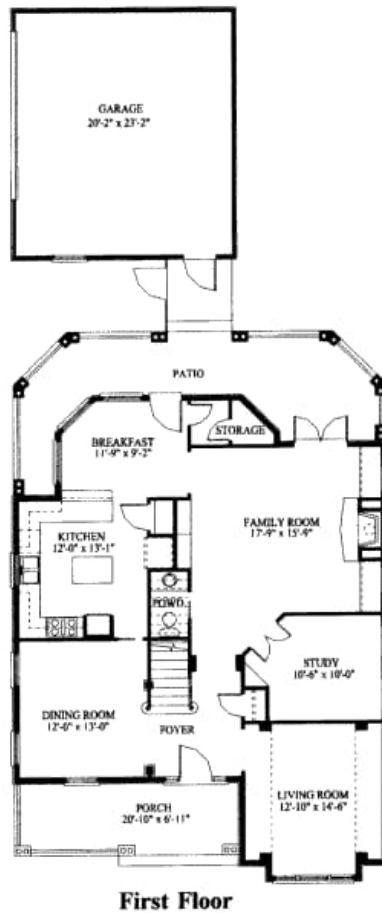
## 2.7 Gameplay Highlights

Concerning Gameplay Highlights the group aimed to increase these as much as possible. One of them is our ability to hide from players in plain sight all the clues they need to get through levels and to find what happened in the house, and the only way for them to find these clues is by using a UV Flashlight to reveal what is hidden. Another highlight is the variety of puzzles in terms of complexity and type which will try to challenge even the most skillful of puzzle solvers. The almost pitch dark environment is another highlight of our game, this contributes tremendously to the horror mood we aimed to achieve and also limits greatly the players sight which will be a hardship to overcome in order to easily get through the levels.



## 2.8 Art and Audio Highlights

In terms of art, the group made the level design in terms of architecture similar to a Victorian House (Having the below plant as our reference), this allowed us to have props that match the same style as the house and by this we mean that the props the player will find in each scene are dark colored and sort of antique which will help us to more easily create an horror environment inside the house.



Regarding Audio we focused on keeping a stress environment at all times by including tension background music to keep the players anxiety up and as a way to force him to remain in the game even when he's not looking at the screen. We also included several sound effects that will scare the player and disturb their focus and ability to think rationally for a while as well as to create curiosity in some cases to check what happened in a certain place or moment.

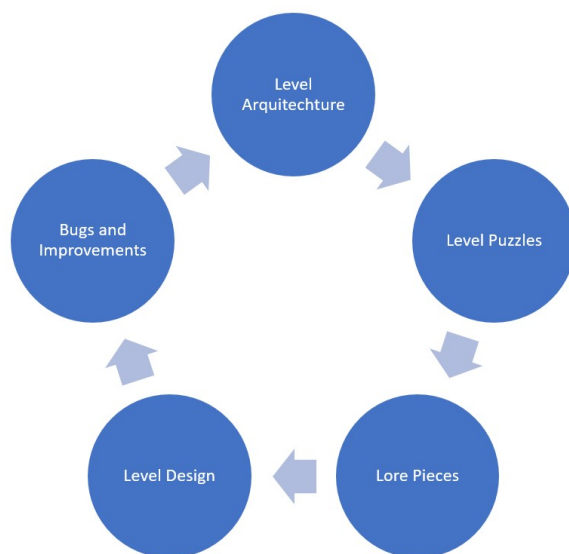
## 2.9 Summary

As you were able to observe, along this section we can see everything we aimed at while developing the game, from the technology used up to the lore and style embedded in the scenarios. You can observe as well that given our lack of expertise with Unity we found every possible way to overcome technical difficulties while maintaining ourselves loyal to the idea and plan we had for our game.

## 3 Development Plan

### 3.1 Introduction

Concerning development the team faced a few issues in the beginning of the development process but quickly organized itself and started to distribute work over every member in order to get things done more smoothly and quickly. The first basic step for each level was to figure out the level design and the lore that would accompany each level. After the team got these two basic things done we started focusing on the essential parts which were the puzzles and the horror environment. For these two essential things we first had to think about what were going to be the puzzles and their difficulty level. After this step we began to implement these puzzles, tie them down with the lore of the game and incorporate them in the level. Once all the puzzles were integrated we focused on the other main aspect which was creation of an horror environment where we took care of jump scares, scary props and scenes. All 2 levels followed these guidelines in order to begin with the most basic parts and move up to the essentials of the game.



### 3.2 Development Team

The development team consists of 4 elements, them being the following:



Figure 1: Pedro Maria



Figure 2: José Maie



Figure 3: Tiago Henriques

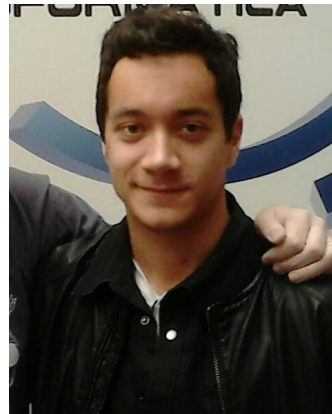


Figure 4: André Antunes

The team had all these different members, each one of them with different backgrounds in terms of technical knowledge, gaming history and personal experiences and all of this contributed to all the different things the players will see in the game. This can be clearly seen on the variety of puzzles, the different scenarios and in the lore itself.

### 3.3 Development Schedule

Without a doubt this was the most troublesome matter in the team, every single element had several matters to attend during the semester so it became difficult

to work on the project simultaneously. So what the team did was to divide the entire work between every element so that in the end the game would be done while at the same time making it possible for each member to attend to their own matters.

### 3.4 Difficulties Faces

One of the things that we can say about the entire development process is that it was extremely hard for every one. We had to play the role of writers while writing the lore, level designers when building our scenarios as well as the plant for each level, audio designers while choosing our tracks and the time and place where to play them.

Another trouble we had was in fact the engine we used. We decided to ourselves in the beginning of this project that even though only one member of the development team was at ease with Unity we would do our best efforts in order to make this game possible using one of our two options which was Unreal and Unity and since no one was used to working with Unreal that option was left out since the beginning. Even though we faced a lot of trouble getting used to the engine and its ups and downs we did our very best to use it in order to make our concept a reality.

### 3.5 Current Status

This project has started some time ago and the group was already able to present the first level to the teacher from the labs even before Christmas. After the evaluation of the first level we observed that there were some minor fixes to implement as well as some additions we had to make but our main focus was to start working on the second level as fast as possible. We decided, on the same day we were evaluated on the first level, how we were going to develop the second level, we decided on the plant of the second floor which will be the stage for the second level, we decided on the puzzles we were going to put into the level as well as how it will begin and end in order to keep coherence with the lore.

