IDEA!!

Only two people in game, Doctor and Protagonist

When caught by doctor, camera gets taken, must find camera and record scene/history of place

Rooms: safe room, tv room, bunkers, deserted hospital room, bathrooms, showers, mirror room

Normal view: drugged, distorted kind of like Batman villain Scarecrow, scare things all around

Camera view: used for normal viewing and navigation, statues and chill environment, see atmosphere as it is with mannequins that have green sheet over the faces

Nighttime camera view: used for dark areas to navigate with ease, eats up battery

Scripts/Ideas

Jump Scare

~~Pick up item~~

AI controller

PrintTextToScreen

~~Battery~~

TakeDamage

Run

Hide

Crouch

Animations:

Elevator

**IItem:**

* Battery
* Dosier
* Needle
* Key

Victims of Aversion therapy who were tortured, mutilated, abused, murdered or led to commit suicide as a result of the “treatment”

Main AI enemy is a soldier that has been experimented on, many of the AI enemies have gone through serious Aversion shock therapy and therefore resent men of any type, extremely volatile

Escape, Run, Document

Use camera in most gruesome dark places (aversion room (shock therapy, drugs), masturbation dark pit, Levels: first room, locked in with camera

* Dark pit, crypts (camera needed)
* Aversion TV rooms
* Hospital rooms
* Lunch area
* Mortuary for two days and nights

Tension

Dark atmosphere

Bioshock -Too scary to play

Elevator

* Up()
* Down()
* Open()
* Close()
* Animation

Medic/Guard who is fed up and wants to expose Doctor to the world. Steals the doctors camera from a aversion therapy torture session and escapes Doctor’s clutches, patients are agro towards the protagonist because they   
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