DOCUMENTATION  
AMBITION PROJECT 2

I wanted to create a ambient scary horror game that really focusses on the immersion of the player. I started with placing a terrain and put some textures on the terrain. I wanted to add some detail to the terrain so I also added some grass model I got online and placed it around the terrain so it looked a little better. I created a new movement scripts that’s really in depth so that I can use it for future projects. I also added headbobbing to this script for immersion.

Afbeelding met tekst, Lettertype, software, schermopname

Automatisch gegenereerde beschrijving

To put it simply this script just moves the camera up and down while you are walking and goes faster when you are sprinting and slower when you are crouching

After that I started with an interaction script that has 3 methodsAfbeelding met tekst, schermopname, software, Multimediasoftware

Automatisch gegenereerde beschrijving

It starts with looking at what layer the interactable objects are so I made a special interact layer on layer 8

OnInteract: This is what happens when you press the interact button  
OnFocus: this is what happens when you look at the interactable object  
OnLoseFocus: this is what happens when you stop looking at the object

I wanted it to be scary so I made a monster that stalks you by using box colliders and he will go to the cabin, after you enter the cabin he will stand there. If you walk too close to him he will jumpscare you. This is done by a simple box collider and animation of a model that is just in front of the camera. I also made a intro cutscene that plays at the beginning where you drive with a car to the forest and if you interact with the car after the cutscene you can just leave and the application will close. I wanted a little bit more of gameplay so I made it that after the jumpscare the player will switch to a scene where they are stuck in a maze with that monster in it as well. I made a enemy ai script using a navmesh and made him go to empty gameobjects until the player is in their way. After you get caught in this scene it will go to a end cutscene and the game will be done. I thought that the flashlight was a little too stiff in the middle of the screen so I added a simple flashlight sway script

Afbeelding met tekst, schermopname, software

Automatisch gegenereerde beschrijving

I also added a cookie of a flashlight shine png so that it looked even better and I was kind of proud of what I made.

I wanted it to be a little more immersive so I added a todo list that you can open by pressing M. this didn’t add that much but I still liked the little change I made.