The Trip

by
Game Dev Society (Bill, Nathan, Justin)

Pitch:
First-person 3D survival horror game where the Player has to survive multiple stages/rounds with increasing difficulty of monsters. The environment is a standard neighborhood but it gets more difficult to traverse as the game goes on.

Setting:
A small neighborhood that the Player will navigate around. Each "round" is a player searching for a specific drug. After taking the drug, a new drug spawns somewhere that the Player has to search for to consume. The map changes in different ways depending on the drug, such as different monsters spawning, structures looking more sinister, areas open up, and/or new obstacles show up (the ground cracks and becomes a platformer to get a specific drug)

Game components:

Objects:
- Player
- Crouch Button
- Peeking buttons (left and right lean)
- Flashlight (pepper spray)
- AI-controlled Monsters
  - Common ones that appear each stage/round
  - Stage/round-specific ones
- NPCs (characters that are not monsters that can be part of specific stage and play a part in reaching the drug of that stage)
- Drug Objects
- Puzzle Objects (objects that need to be collected to reach the specific drug of the round)
- Terrain (street, houses, trees, fire hydrants, bushes, etc.)
- Street Obstacles (parts of the street that fall/disappear when a specific round starts)
- House Obstacles (objects that block entry into certain houses)
- GUI: Player health
- GUI: Hotbar / Small inventory to see currently held items
- First-person Camera

Attributes:
- Positions for the Common Monsters
- Velocities for the Common Monsters
- Acceleration for the Common Monsters
- Positions for the Stage-specific Monsters

- Velocities for the Stage-specific Monsters
- Acceleration for the Stage-specific Monsters
- Effects of the Stage-specific Monsters (what each does to the Player depending on type)
- Positions for the NPCs
- Positions for the drugs (one in each round)
- Effects of the drugs (hallucinations, inverted movement controls, vision blur, etc.)
- Position for stage items
- Effects of stage items (how each item interacts with the environment or player)
- Range of flashlight

Relationships:
- When the WASD keys are pressed, the corresponding Player moves in relation to those directions
- When the Q and R keys are pressed, the player's head (camera) leans left and right respectfully, allowing them to peek around corners
- When the C key is pressed the Player can crouch
- The GUI: Health bar indicator to show remaining health points of player
- The GUI: Hotbar to show currently possessed items
- The Player can pick up certain items using the F key, which will then be added to their inventory
- Certain items can interact with specific objects (i.e. a specific key opens a specific door)
- Common Monsters:
    - When a Common Monster comes into contact with the Player, the Player will lose health points
    - The Common Monster that touched the Player will disappear
    - The Common Monster will spawn at random and navigate towards the Player
    - When in the flashlight vicinity (flashlight cone area in front of the player), they will disappear
- Round-Specific Monsters:
    - Depending on the type, it applies a different effect on the Player when it comes into contact with them
    - Varying speeds and sizes
    - Varying resistance to flashlight (may disappear or only be momentarily stunned)
- When the Player consumes a specific drug (by pressing F), the next stage will begin with text on the screen saying so

Game mechanics:

In **The Trip**, the Player is placed in a typical neighborhood with houses, trees, and some stores. The game is in first person, and the Player controls their movements using the WASD keys and mouse. The Player is also able to crouch using the C key, which lowers their view and point of contact. They can also lean/peek left and right using the Q and R keys.

       The goal of the game is for the Player to complete a number of predetermined rounds, with each round having the specific goal of finding a drug around the map. Each round, the Player will have to navigate the neighborhood and find a specific drug. They may encounter monsters, puzzles, and other obstacles in order to reach this drug. Once they find a drug, the Player will consume it and experience different effects that inhibit their ability to complete the next round. Each drug will transform the map, the player's perception, initiate different obstacles, and add its own horror element. For example, after the Player finds and consumes LSD, they will experience horror hallucinations for the next round until they reach the next drug. These horror hallucinations include periodic jumpscares, and the parts of the neighborhood street will disappear which will also serve as an obstacle in this round. When the Player finds the next drug, these effects will disappear and new effects will occur. The game ends when the player is able to complete all the rounds.

       As mentioned earlier, each round will plague the Player with different effects and obstacles. Regardless of whichever obstacles there are on a given round, one aspect that will occur on each are monsters that may appear randomly and try to catch the Player (Common Monsters). These Common Monsters can have different appearances depending on the round, but they will have the same goal of attacking the player. The Common Monsters can be killed by shining your flashlight on them.

       There will be round-specific monsters that are separate from the ones you see each round. Depending on the currently consumed drug, these monsters will have a different appearance and different effects on the player. Some might have a different effect if they touch the Player or an effect by just looking at them. They also vary in their response to the Player's flashlight, such as either getting killed or momentarily stunned.

Certain drugs flips the movement control buttons (mirrored, rotated 90 degrees)..

Optional features:
Highscore list, achievements, obstacles that exert forces on the vehicles, multiple AI opponents with different behaviors

Team Members:
- **Bill:** 1 year Unity experience, 3 months Unity VR experience, 3.5 years of coding

experience, played instruments for 8 years
- **Justin:** Less than 3 months of Unity experience, 4 years of coding experience (including 5 months of C#), Full-Stack Development, Machine Learning, UI/UX
- **Nathan:** 1 year Unity experience, 1 year Godot experience, music composition, storyboarding, concept design

Division of Labor:
To be determined

Prototype Screenshot