Clone-42

A First-person Action Horror Game

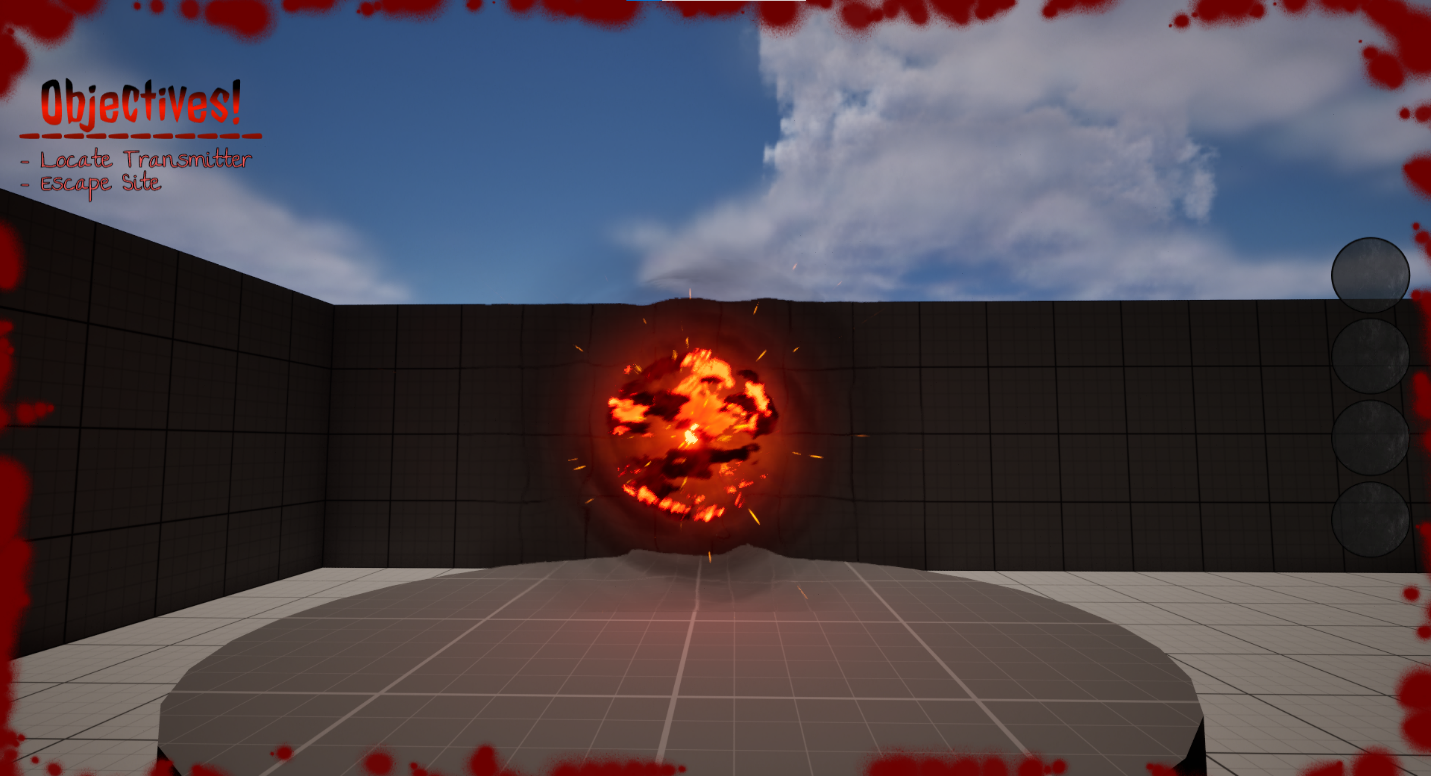
# Project Overview

## High Concept and Mockup

You’re “Clone-42” an experiment whose set out to retrieve intel from abandoned sites, the player will wander through the map, fighting enemies and pushing past obstacles to achieve the task provided. Death is inevitable but with each clone iteration, your understanding of the map, tasks and abilities grow.

\*Retaining knowledge marks, the player learning over time\*

[Reference Mockup]



## Character

A humanoid entity known as “Clone-42” is controlled by the player, it’s designed to retain knowledge over previous iterations and is initially limited to basic human capabilities. “Clone-42” learns and adapts over time, gradually developing new skills to engage with the challenges faced during missions.

These missions undertaken by “Clone-42" present supernatural phenomena, this causes the character to learn abilities that exceed human limitations allowing them to overcome obstacles otherwise seemed impossible.

## Camera

The game will be experienced through the character's eyes, the first-person camera will allow the player to experience the game as the “Clone-42” does and immerse themselves in the world of horror. Incorporating mechanics like flashlight/night vision become much easier and more practical to implement.

For the player viewing the character a possible (concept idea) is to add a couple camera VFX on top of the Screen meaning the Clone’s eyes don’t work properly and must use a camera to see, this would change a couple of the HUD overlays to look different but function the same way.

(A more storyline addition than functionality)



## Controls

The player will move around the map using basic (WASD) along with the ability to crouch and walk faster or sprint. There will be no jumping mechanic yet, and maybe changed for progression or after testing. Moving the camera is as simple as moving around your mouse and the players’ movement are relative to the camera perspective.

Main controls consist of interacting with objects, toggling personal lighting (Flashlight/Night Vision) and accessing items in the players inventory with (1,2,3,4). Additional controls will include abilities that may be implemented and learnt as the progression of the game.

All Current Known Controls:

Movement:

* Move forward, left, right, back (WASD)
* Crouching (Left Control)
* Sprint/Fast Walk (Shift)

Main Controls:

* Inventory (1,2,3,4)
* Night Vision/Flashlight (F)
* Interact (E)

## Game States

## Splash Screen

A red dots in the dark

Description automatically generatedA screenshot of a video game

Description automatically generated

When first loading the game, you will be introduced by our title screen for “Clone-42” indicating you’re in the game. Proceeding that will be a warning splash screen for audience who may be sensitive to the following game, the main menu will be shown once the player has read the warning (using player input).

## Main Menu

A black and red text on a grey background

Description automatically generated

The main menu will equip the player with options to play the game, exit the game, or view the game instructions. Each one of these inputs will bring the player to a new screen involving what they clicked.

## Instructions Menu

A screenshot of a video game

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This interface will show the player all main goals and controls for the game, how they are supposed to play and win the game. Although it might not cover all mechanics it provides a strong base for them to work off and develop throughout the game.

## Gameplay

A black background with red spots

Description automatically generated

The player will be given a few HUD items to show relevant information used within the game:

* Current Objective (Top Left of Screen)
* Inventory Slots (Middle Right of Screen)
* Health (Blood Border Effect)

Some of these might become smaller or retractable due to horror games, needing to be as immersive as possible which means less information on the screen.

Heads-Up Display Elements

A diagram of a flowchart

Description automatically generatedA diagram of a health care system

Description automatically generated // -- Player’s Health Border (Flow Chart) -- \\ // -- Player’s Item Inventory (Flow Chart) -- \\

// -- Players Mission Objective (Pseudocode) -- \\

A screenshot of a computer

Description automatically generated

# Roadmap

Provide an **overview** of the time taken to create this project and **the objectives that will be completed** by each section of time. (This doesn’t need to be super detailed – bullet points and lists will do fine)

|  |  |
| --- | --- |
| **Week** | **Objectives** |
| 1 | * Basic Main Menu Mechanics * Solid Framework for Game Map * Objective/Win State * Player Mechanics & Controls * Enemies & Player Health (Player/Enemy Interactions) |
| 2 | * Splash Screens * Main Menu/In-Game Menu * Touches on Map & Atmosphere * Other Objective (For Variety) * Sound Effects |

With spare time and the other objectives completed I would like to touch up on all the environmentally based aspects if needed, creating immersion and true horror. Additionally adding more functionality to the game like abilities or a more solid game loop. Possibly using more levels and objectives to create replay ability.

Overall, just final touches to the game, making it run smoothly and all the functionality is well defined for our player.

# Credits

Van-Jordan Allen – Game Programmer

## Third-Party Works

Title Screen (Bottom Left Image) - [Shutterstock](https://www.shutterstock.com/search/bloody-handprint-on-black-background)